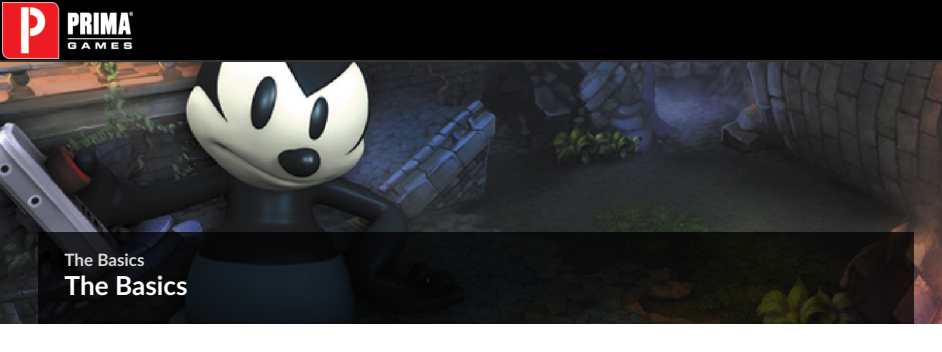


The Basics

The Basics

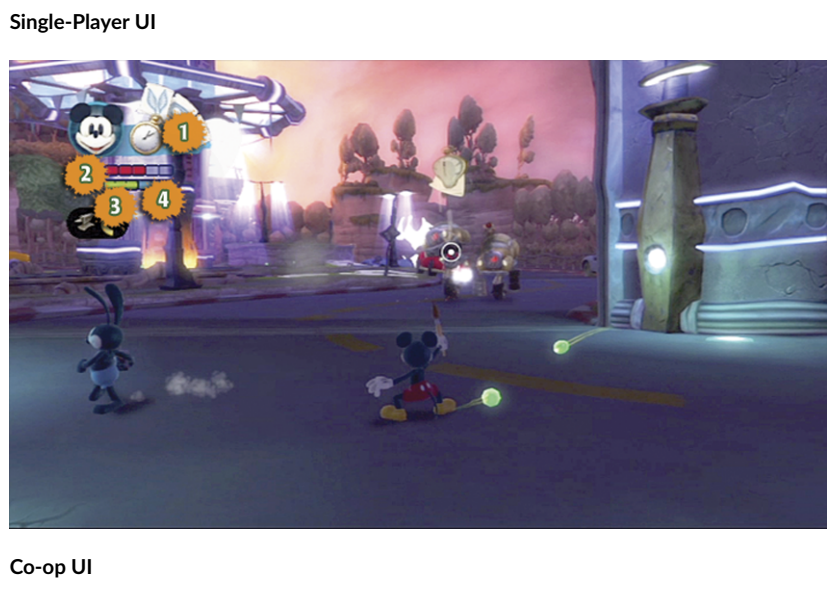
You saved Wasteland once, but can you save it again? After your cartoon friends call for your help again, it's time to guide Mickey Mouse back into the world of Paint and Thinner, only this time you'll have Oswald by your side as you puzzle through predicaments and spin away Sweepers.

Before you're dissolved into a Thinner puddle by the countless enemies in Wasteland, read through the following pages and learn the basic strategies of Disney Epic Mickey 2: The Power of Two, along with walkthrough tips on the first few levels. This quickstart guide gives you everything you need to get started in the wonderful and colorful world of Wasteland.

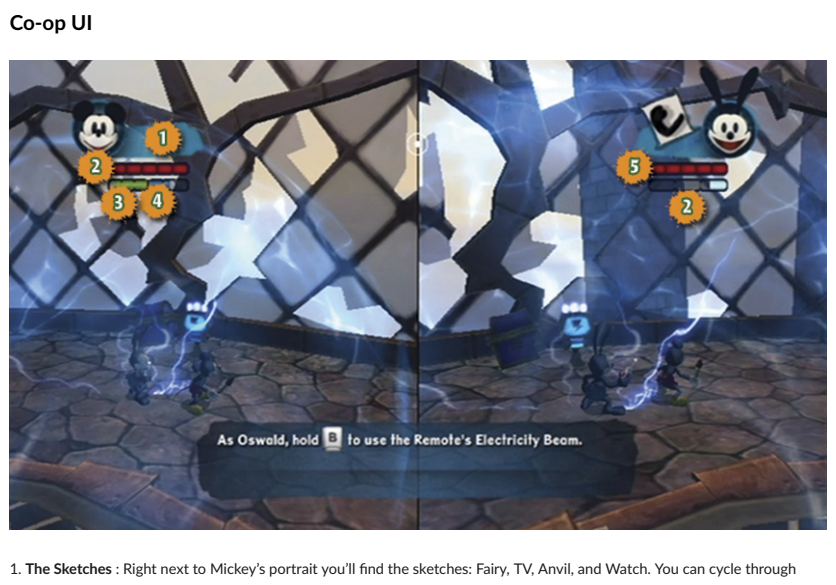
Your Screen

You have a lot to absorb the first time you start playing Disney Epic Mickey 2: The Power of Two. Luckily, the interface is very streamlined, and exploring will become second nature rather quickly. Here's a helpful breakdown on the single-player user interface (solo as Mickey) and co-op interface (two players as Mickey and Oswald).

Single-Player UI



Co-op UI



1. **The Sketches** : Right next to Mickey's portrait you'll find the sketches: Fairy, TV, Anvil, and Watch. You can cycle through them and deploy them from here. Once you gain a sketch, you can activate it as often as you like for the rest of the game, although there is a short cool down between uses.

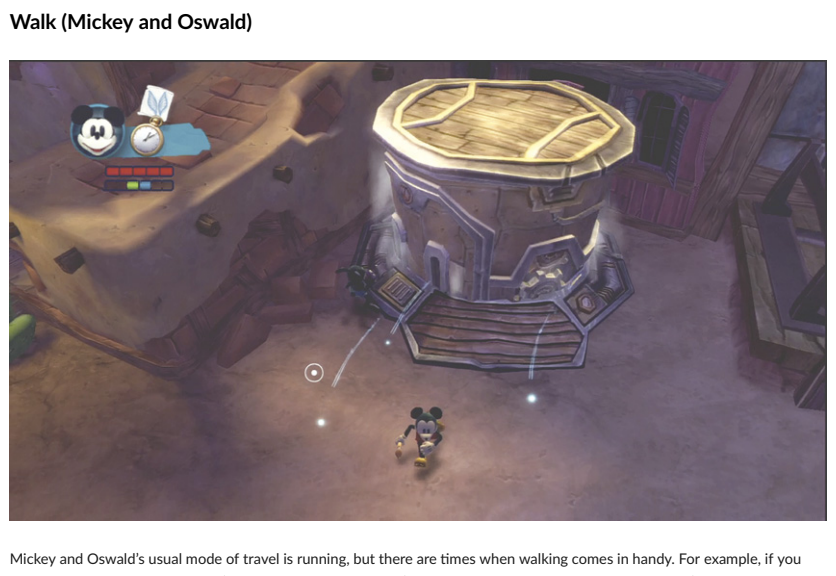
2. **Health Status** : The red bar shows Mickey's or Oswald's health status. If you have five red health pips, you're in great shape. Reach zero and you'll have to restart at the last checkpoint. You can add more health pips later in the game by buying permanent upgrades.

3. **Thinner Capacity** : The bottom left half of the lower bar (the green side) indicates how much Thinner you can use. Once the bar empties, only the last segment will refill over time. To fully replenish your Thinner supply, you will need to find power-ups in the world.

4. **Paint Capacity** : The bottom right half of the lower bar (the blue side) indicates how much Paint you have to use. Like the Thinner bar, only the last segment will refill over time. You will need to find a Paint power-up in order to refill completely.

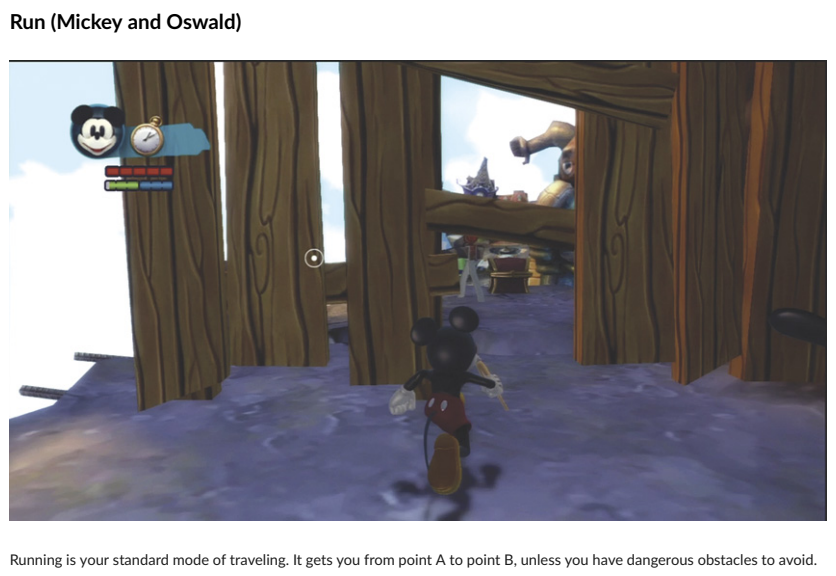
5. **Electricity Capacity** : Oswald's bottom bar indicates how much Electricity he has to use. This bar works just like the Paint and Thinner bars. Find a power-up in order to refill your electricity completely.

Walk (Mickey and Oswald)



Mickey and Oswald's usual mode of travel is running, but there are times when walking comes in handy. For example, if you take a dip in Invisible Ink and don't want it to wear off, then it's better to walk. Also, against a Spladoosh, it's best to walk gently and leave it sleeping, unless you want to cause a big goo explosion.

Run (Mickey and Oswald)

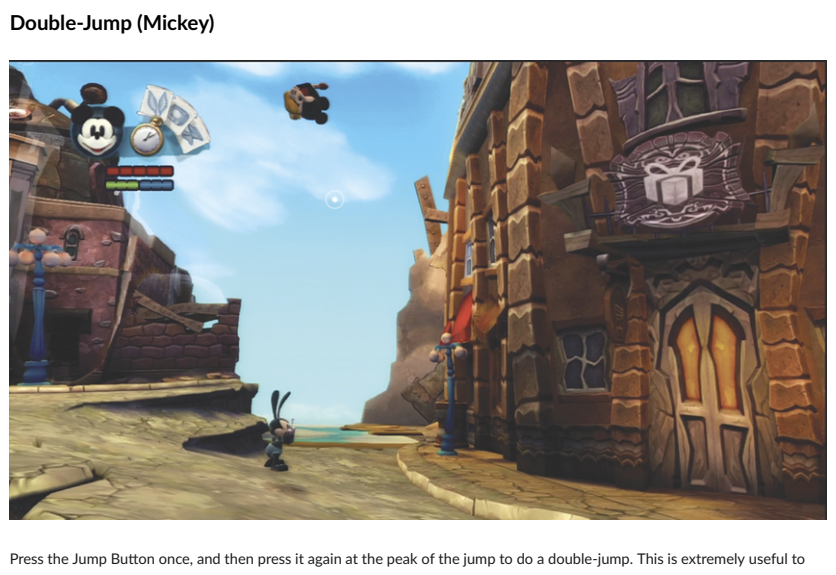


Running is your standard mode of traveling. It gets you from point A to point B, unless you have dangerous obstacles to avoid. In most fights, you want to keep moving, so running around and dodging are the best options.

Jump (Mickey and Oswald)

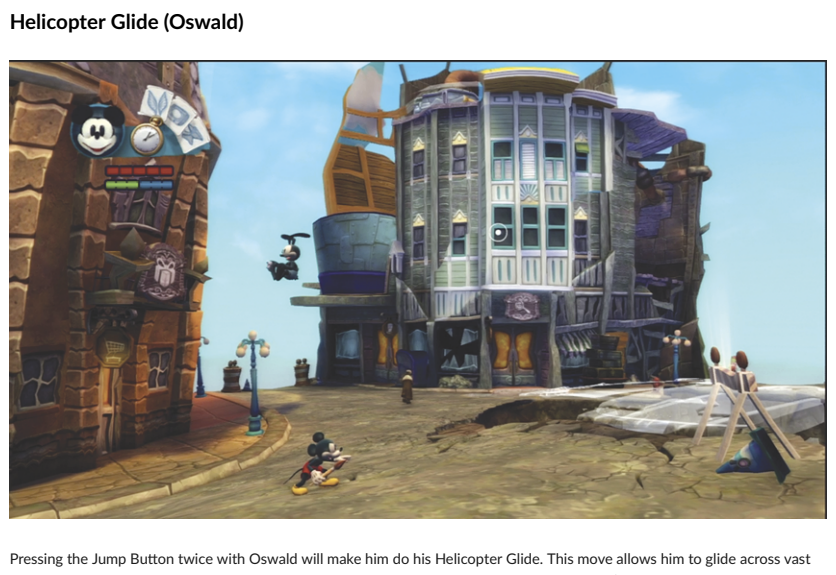
A jump is a small hop that gets you over short obstacles. A single jump limits the height and range of your jump, which can be useful in certain circumstances. Jump by pressing the Jump Button once.

Double-Jump (Mickey)



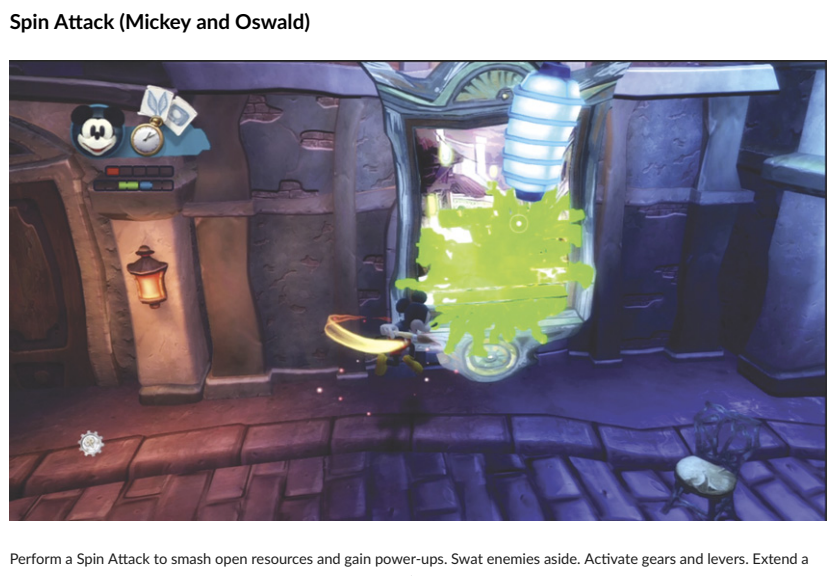
Press the Jump Button once, and then press it again at the peak of the jump to do a double-jump. This is extremely useful to get across a wide gap, or even to stun your enemies by jumping on their heads!

Helicopter Glide (Oswald)

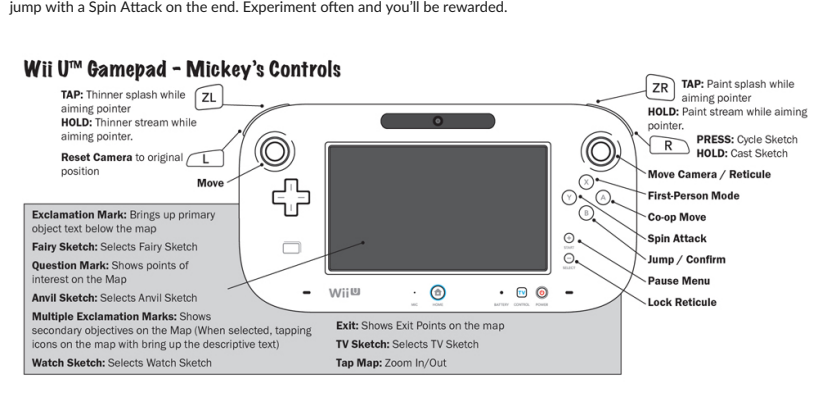


Pressing the Jump Button twice with Oswald will make him do his Helicopter Glide. This move allows him to glide across vast areas—very useful for crossing pits—and settle safely to the ground on the other side. Just don't jump off a cliff and expect to glide down to safety. If you can't see the bottom, it's probably a restart for Oswald, too.

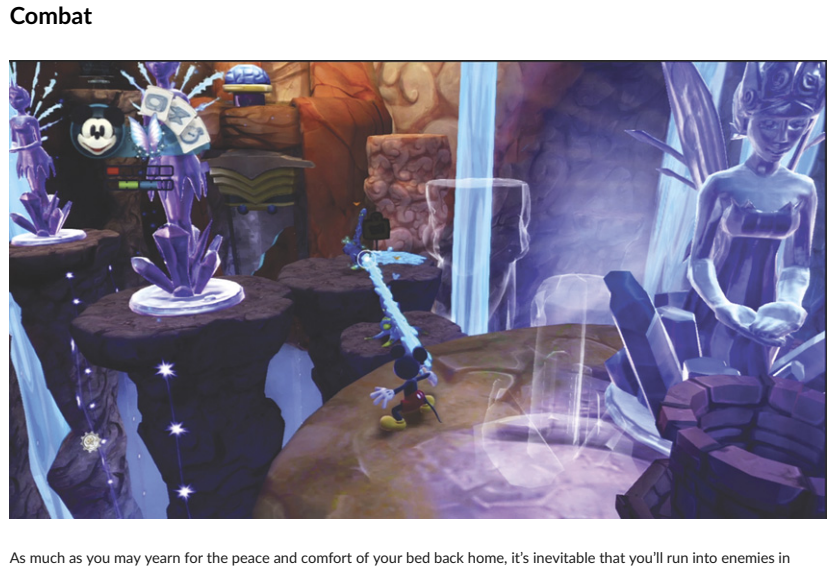
Spin Attack (Mickey and Oswald)



Perform a Spin Attack to smash open resources and gain power-ups. Swat enemies aside. Activate gears and levers. Extend a jump with a Spin Attack on the end. Experiment often and you'll be rewarded.

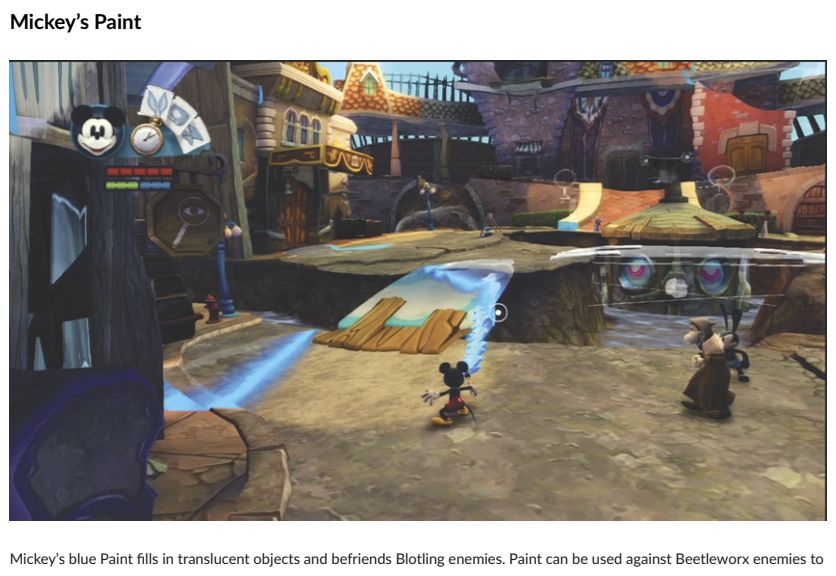

Wii U™ Gamepad - Mickey's Controls
ZL
TAP: Thinner splash while aiming pointer
HOLD: Thinner stream while aiming pointer.
L
Reset Camera to original position
Move
Exclamation Mark: Brings up primary object text below the map
Fairy Sketch: Selects Fairy Sketch
Question Mark: Shows points of interest on the Map
Anvil Sketch: Selects Anvil Sketch
Multiple Exclamation Marks: Shows secondary objectives on the Map (When selected, tapping icons on the map with bring up the descriptive text)
Watch Sketch: Selects Watch Sketch
Exit: Shows Exit Points on the map
TV Sketch: Selects TV Sketch
Tap Map: Zoom In/Out
ZR
TAP: Paint splash while aiming pointer
HOLD: Paint stream while aiming pointer.
R
PRESS: Cycle Sketch
HOLD: Cast Sketch
Move Camera / Reticule
First-Person Mode
Co-op Move
Spin Attack
Jump / Confirm
Pause Menu
Lock Reticule
Wii U

Combat



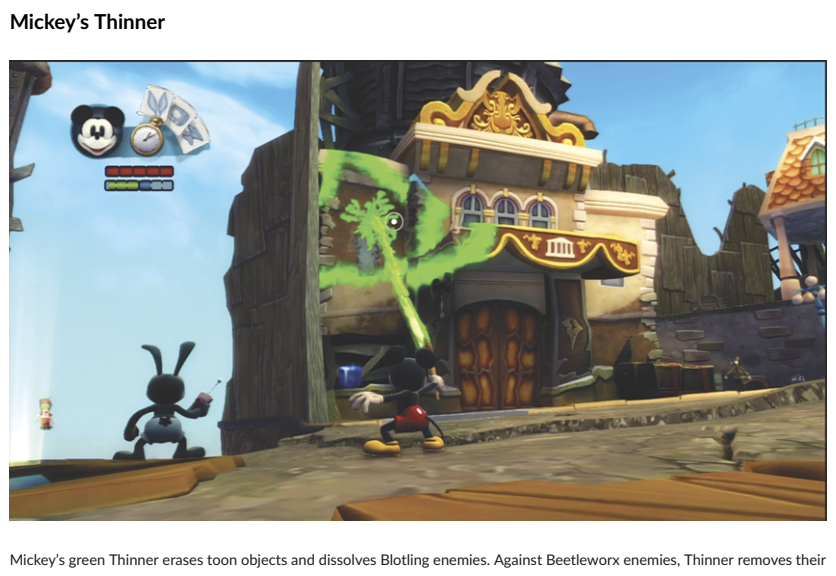
As much as you may yearn for the peace and comfort of your bed back home, it's inevitable that you'll run into enemies in Wasteland and have to defend yourself. The attacks that follow will get you through enemy encounters.

Mickey's Paint



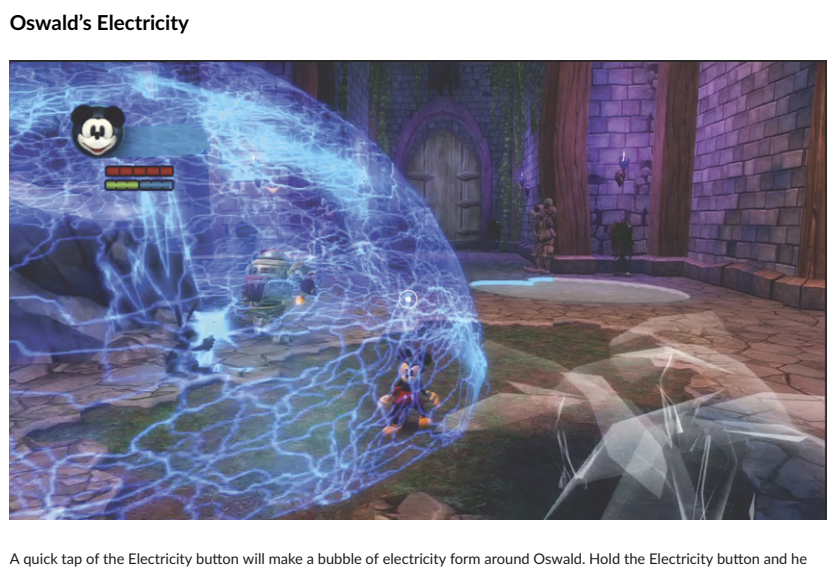
Mickey's blue Paint fills in translucent objects and befriends Blotling enemies. Paint can be used against Beetleworx enemies to slow them down. Mickey can spray a burst of Paint up close by tapping the Paint Button or deliver a continuous stream by pressing and holding the Paint Button. If you use Paint to defeat a boss, Mickey permanently gains an extra segment in his Paint Bar.

Mickey's Thinner



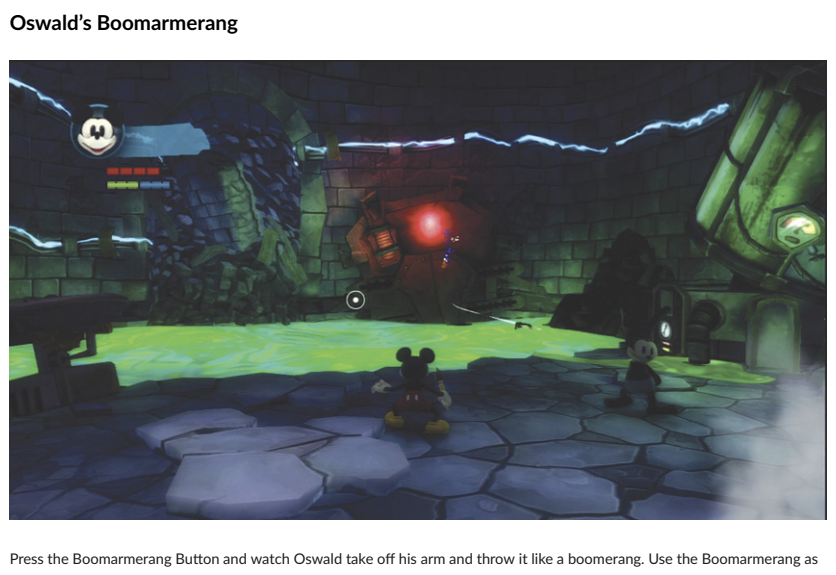
Mickey's green Thinner erases toon objects and dissolves Blotling enemies. Against Beetleworx enemies, Thinner removes their armor and leaves them vulnerable to Spin Attacks. Like Paint, Mickey can spray a burst of Thinner by tapping the Thinner Button or deliver a continuous stream by pressing and holding it. If you use Thinner to defeat a boss, Mickey permanently gains an extra segment in his Thinner Bar.

Oswald's Electricity



A quick tap of the Electricity button will make a bubble of electricity form around Oswald. Hold the Electricity button and he shoots a steady beam of electricity forward. The Electricity is great for shocking foes and slowing them down. Oswald can also use the Electricity from his Remote Control to turn on machinery, reprogram Beetleworx, and unlock doors.

Oswald's Boomarmerang



Press the Boomarmerang Button and watch Oswald take off his arm and throw it like a boomerang. Use the Boomarmerang as a protective measure, especially against ranged targets, or use it to gather collectibles or break down certain barriers.

Resources

Resources are all over Wasteland in the form of everyday objects: barrels, statues, boxes, bottles, and even more fanciful objects such as suits of armor and decorative banners. Look for a glimmer on these objects to signify that the resource can be shattered with your Spin Attack. You may even spot translucent resources that need to be painted in order to break them. Generally, resources will give you power-ups in the following order: health (pink Mickey ears to fill up health pips if you're low), Paint or Thinner (to fill up your Paint or Thinner bars if you're low), and finally E-tickets, if all your needs are met.

Sketches

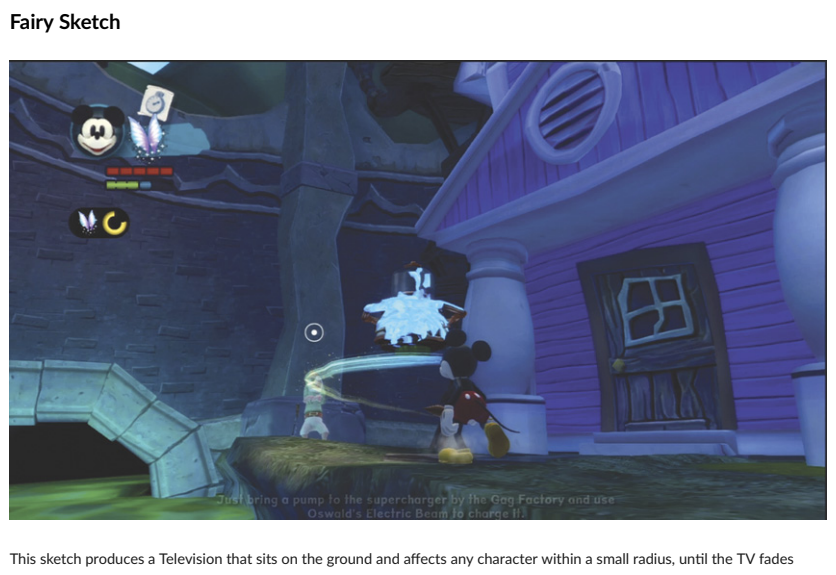
You can use your sketches almost anywhere to affect enemies or alter the environment to your advantage. Experiment with your sketches and see what tricks you can pull off. You buy sketches at certain shops around Wasteland, so save your E-tickets and buy them as soon as you find them. Once you have a sketch, it's yours forever. As you journey through the game, sketches can be upgraded to more powerful versions.

Tap the Sketch Button in game to change to a different sketch and hold down the Sketch Button to use it.

Watch Sketch

This powerful sketch allows you to levitate objects and move them around on a cloud of magical energy. You can even use the sketch on enemies and hang them upside down as you decide how best to remove the threat. To push objects or enemies, hit them with your Paint or Electricity while they are floating in the air.

Fairy Sketch



This sketch produces a Television that sits on the ground and affects any character within a small radius, until the TV fades away. Blotlings and NPCs will watch the TV and ignore you. Beetleworx will attack the TV and get shocked. The TV can also be dropped to serve as a platform to increase your jumping height or to activate pressure plates.

TV Sketch

When you use this sketch, an anvil appears some distance above the target and immediately falls to the ground, damaging anything under it. Like the TV Sketch, the Anvil Sketch can activate pressure plates and serve as a platform to increase your jumping height and distance.

Anvil Sketch

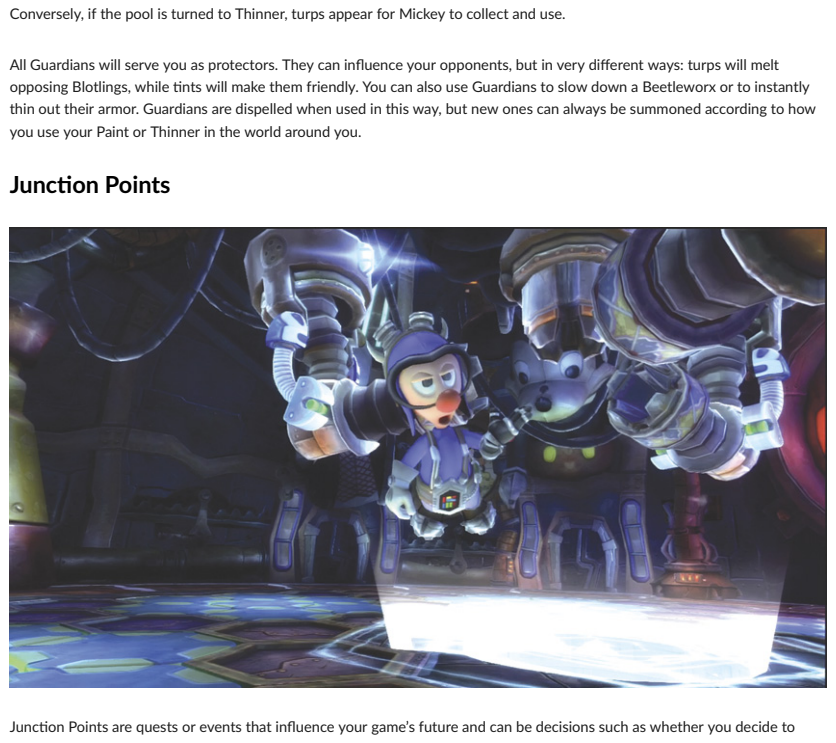
Using the Watch Sketch causes time to slow down for everything except Mickey and Oswald. A large pocket watch appears in the air above the targeting cursor. The hands on the watch start at 12 and move clockwise. Once the hands reach 12 again, time returns to normal. It's great for battling large groups of foes, slowing environmental hazards, and beating timing-based puzzles.

Guardians

The Guardians represent the primal forces of Wasteland: Paint and Thinner. Guardians born of Thinner are known as "turps." They wield the power of Thinner on your behalf. The Guardians representing the power of Paint in Wasteland are called "tints." Guardian Pools collect these creatures, and you can influence which Guardians appear in the Pool by painting or thinning the toon around the pool. Once the Pools are filled with Paint, the tints will appear and allow Mickey to collect them for use. Conversely, if the pool is turned to Thinner, turps appear for Mickey to collect and use.

All Guardians will serve you as protectors. They can influence your opponents, but in very different ways: turps will melt opposing Blotlings, while tints will make them friendly. You can also use Guardians to slow down a Beetleworx or to instantly thin out their armor. Guardians are dispelled when used in this way, but new ones can always be summoned according to how you use your Paint or Thinner in the world around you.

Junction Points



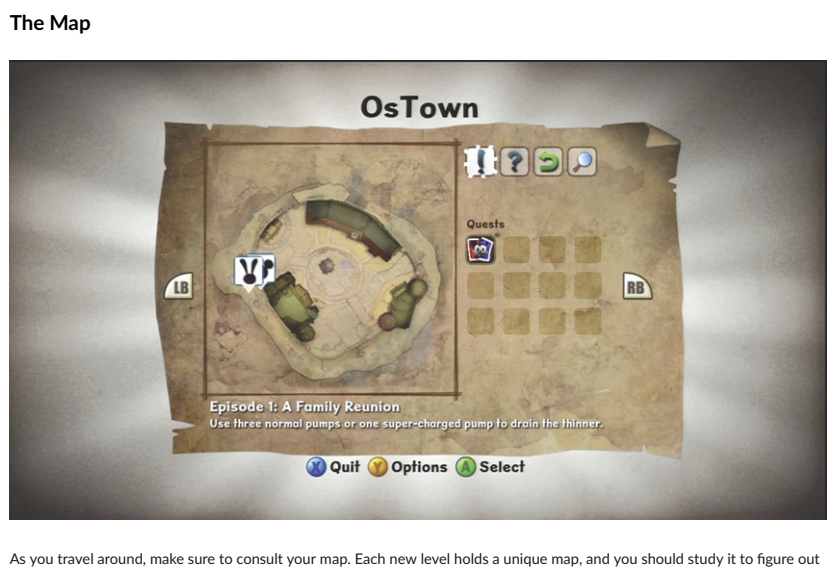
Junction Points are quests or events that influence your game's future and can be decisions such as whether you decide to defeat a boss with Paint or Thinner, whether you choose to help an NPC with a task or not, and other game-changing moments. Pay close attention to Junction Points so that you can guide the game toward a conclusion that will be the most satisfying for your play style.

The World of Wasteland

Quest Discovered
Creative Threedom

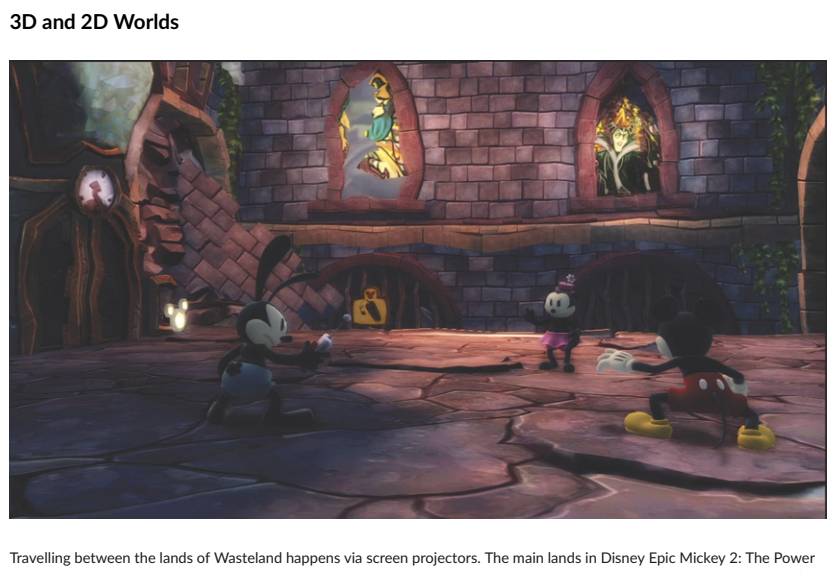
Go out and explore the many lands in Wasteland. There are tons of challenges, but even more moments of exhilaration as you beat your enemies and complete your tasks.

The Map


OsTown
Quests
LB
RB
Episode 1: A Family Reunion
Use three normal pumps or one super-charged pump to drain the thinner
Quit
Options
Select

As you travel around, make sure to consult your map. Each new level holds a unique map, and you should study it to figure out your positioning and the optimal paths through the zone.

3D and 2D Worlds



Travelling between the lands of Wasteland happens via screen projectors. The main lands in Disney Epic Mickey 2: The Power of Two, such as Disney Gulch or Blot Alley, are 3D levels, where you can talk to NPCs, complete quests, and rely on Mickey's Paint/Thinner and Oswald's Electricity abilities to navigate the many surprises and obstacles.

When you jump through a projector screen to reach another zone, you travel through a 2D transition level. These 2D levels are side-scrolling adventures (either horizontally or vertically) and rely on Mickey's and Oswald's jumping and acrobatic skills to complete. Scoop up lots of E-tickets and gain each level's film reel on the way to the exit projector.

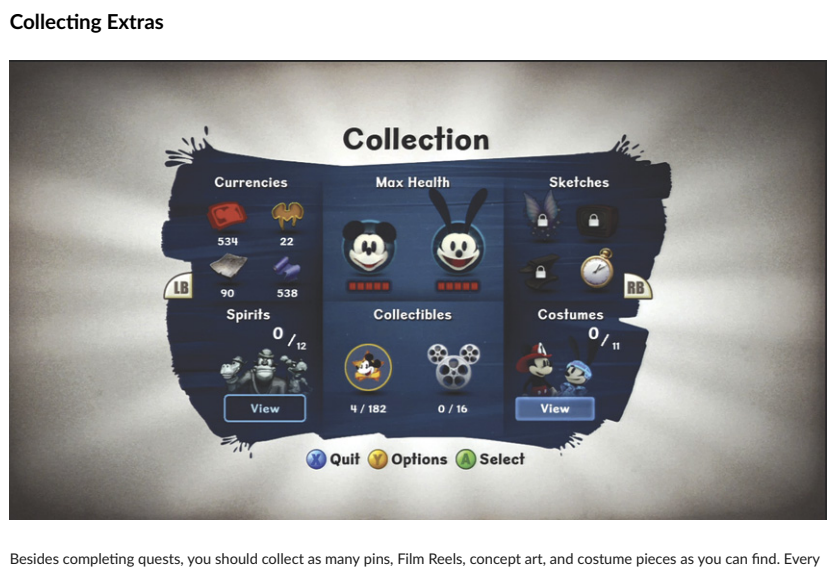
2D levels have two different paths. Generally, Mickey and Oswald each start on a separate path in the 2D. However, using the Spin Attack on the Projector causes the start points to change. Try different paths to gather different rewards!

Critical Paths and Side Quests

I know, get me a photo of the Thinner falls and the indelible ink well in Rainbow Falls. That'll put some perk in his memory!

As you explore Wasteland, Mickey and Oswald must discover who is really behind the 'quakes threatening to destroy the land and put a stop to it. Along the journey, you will be able to help different characters with various side quests. Your choices on these quests can alter future events and the game's ending, as well as give different rewards. Choose wisely, however, because choices have consequences!

Collecting Extras



Besides completing quests, you should collect as many pins, Film Reels, concept art, and costume pieces as you can find. Every 3D level has hidden pins, costume pieces and extra content, so keep a look out for secret areas and red treasure chests.

Not only are collectibles fun to look at, but some affect gameplay as well. Costumes, for example, give bonuses and upgrades if you find their pieces. Once you collect three pieces of a Costume, head to the Haberdasher on Mean Street South to get your bonus!

Spirit Pins can also be collected throughout the game and they give upgrades and bonuses as well. Talk to the Spirit of Wasteland in the Museum located in Mean Street South, or talk to him by the Walt Statue in Mean Street North to get the quest and to learn more details.

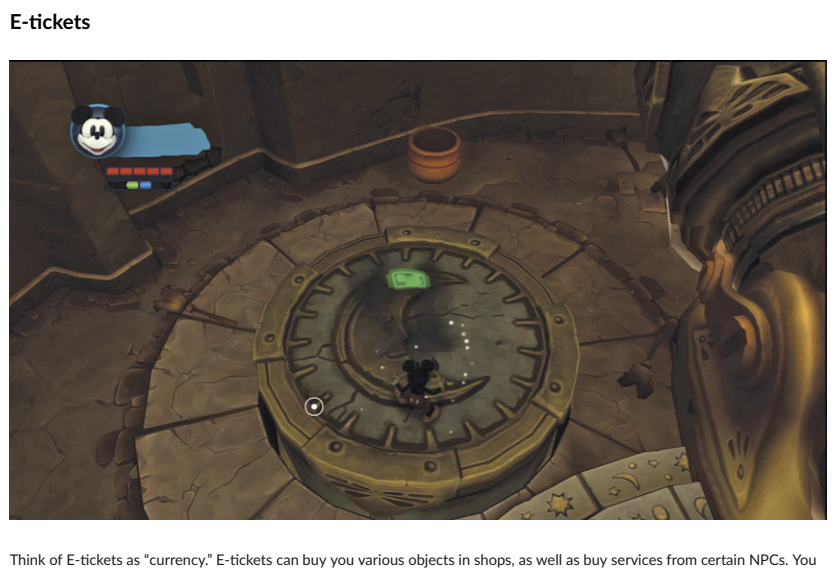
Finally, each 2D level has a film reel that may require cooperative play or some serious jumping skills to capture. Once you have the Film Reel, give it to the Usher in the Mean Street North Cinema and you'll be able to fast travel to the Film Reel's destination!

NPCs

Wonderful, you found Part 79-B! May I use it to fix the Transport Tubes?
No
Yes

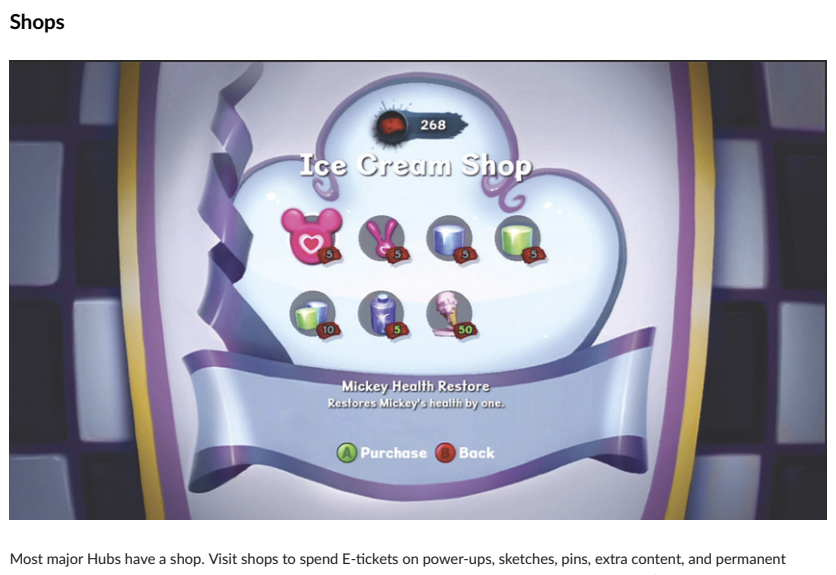
Speak with as many NPCs as you can. Many will be allies, supplying you with helpful pieces of advice, or quest givers. You'll find most of the friendly characters in the Hubs: Mean Street North and South, Bog Easy, OsTown and Ventureland. Some you'll recognize from the original Disney Epic Mickey, but there are some new faces in Wasteland as well!

E-tickets



Think of E-tickets as "currency." E-tickets can buy you various objects in shops, as well as buy services from certain NPCs. You collect E-tickets from resources, as well as rewards on certain quests. Some NPCs will ask for other resources, such as Scrap Metal, to complete quests and hand out rewards.

Shops



Most major Hubs have a shop. Visit shops to spend E-tickets on power-ups, sketches, pins, extra content, and permanent upgrades. If you leave an area and then return later in the game, always check the local shop. A shop's inventory can change as the game progresses, and you will find some very interesting items if you're paying close attention.

You can review all your quests and challenges on the Pause Menu. You can also check out all your resources there too!

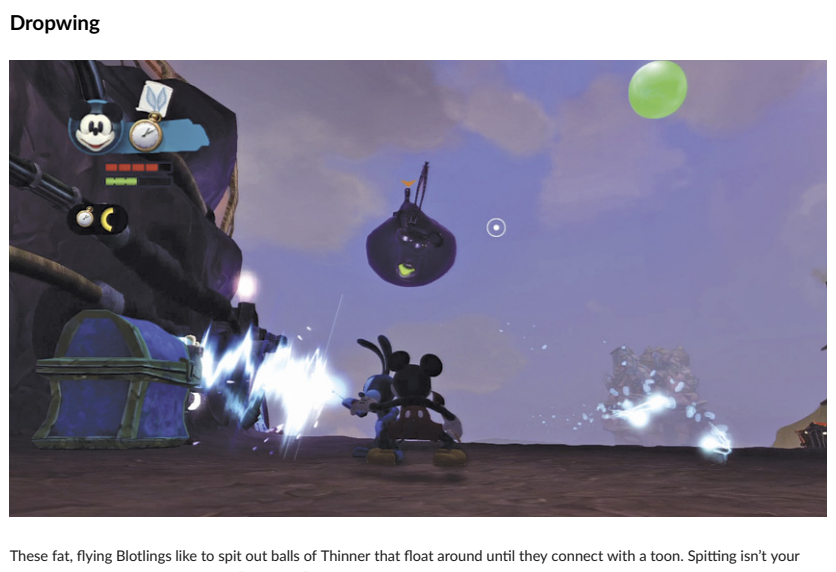
Enemies

Your return trip to Wasteland brings familiar enemies and a few new ones. Blotlings came from the Shadow Blot and are fluid creatures. Beetleworx were designed by the Mad Doctor and are robotic in nature. And now there is a new breed of enemy: part Blotling and part Beetleworx. Called the Blotworx, these foes exhibit the most dangerous qualities of both parts.

Blotlings

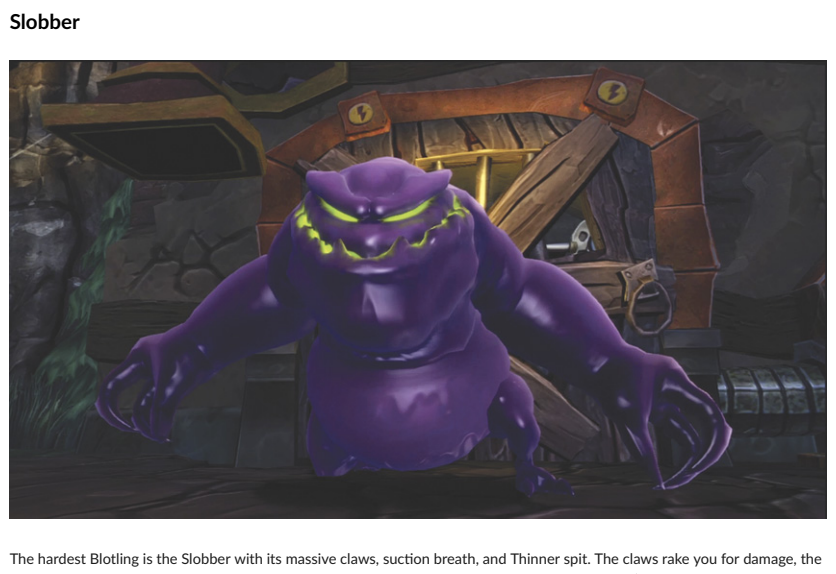
Paint can make a Blotling become an ally, while Thinner outright destroys it. From the common Spatters to the flying Dropwings, these descendants of the Shadow Blot continue to cause chaos throughout Wasteland.

Dropwing



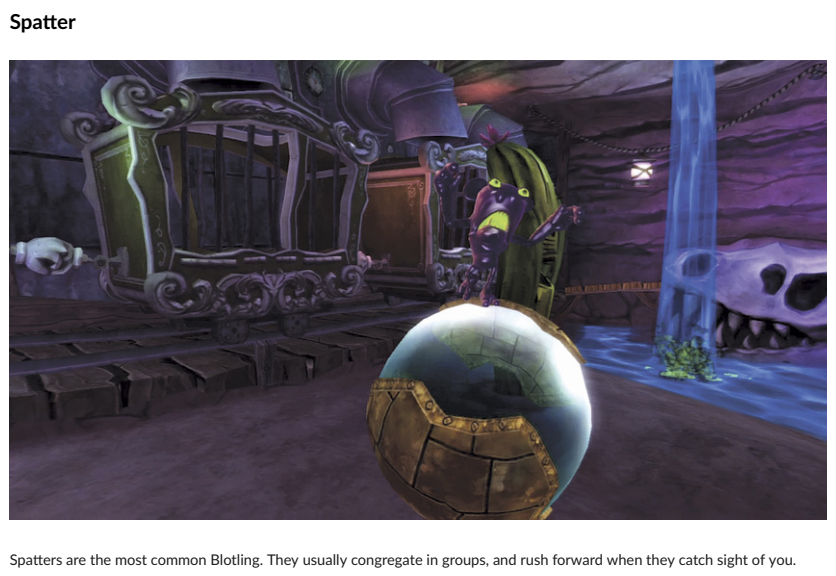
These fat, flying Blotlings like to spit out balls of Thinner that float around until they connect with a toon. Spitting isn't your only worry. Dropwings may appear "hands off" as they flap about and launch Thinner bubbles playfully in the air, but they won't hesitate to grab you with their long claws if they get close enough. Because there are always Thinner pools around Dropwings, if they grab you, they will fly over to the nearest Thinner pool and drop you in.

Slobber



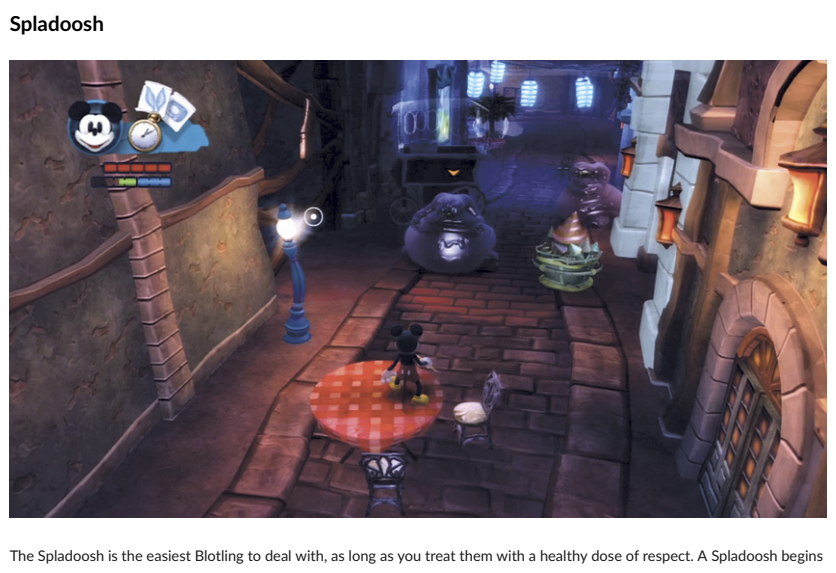
The hardest Blotling is the Slobber with its massive claws, suction breath, and Thinner spit. The claws rake you for damage, the suction breath pulls you in closer, and its Thinner spit can hit you at range, much like the Sweeper's Thinner buckets. However, when the Slobber uses its suction breath, its mouth opens wide, and you can spray Paint or Thinner in the mouth to damage it.

Spatter



Spatters are the most common Blotling. They usually congregate in groups, and rush forward when they catch sight of you. They cause damage with a head butt, so keep your distance and hose them down with Paint or Thinner if you want to walk away clean.

Spladoosh



The Spladoosh is the easiest Blotling to deal with, as long as you treat them with a healthy dose of respect. A Spladoosh begins in a sleeping state, and only awakens if you make a noise or motion next to it. If you walk carefully past it or stay far away, the Spladoosh won't react. If you do get close, let the Spladoosh expand and then race out of its blast radius to eliminate it without taking damage yourself. Anvils also blow them up.

Sweeper

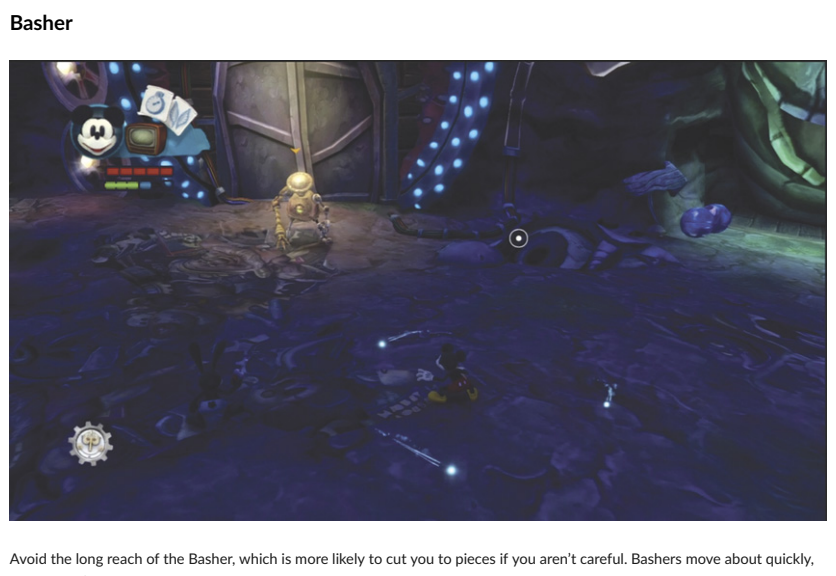
RS
Aim
Zoom
Take Picture
0 / 6

The dangerous Sweeper has two primary attacks: a ranged bucket of Thinner and its namesake body sweep that can knock you around. Prioritize Sweepers because they can attack you both at range and up close, and the Sweeper's Thinner frequently removes toon objects, which can cause further hazards in combat.

Beetleworx

Paint only slows a Beetleworx down, while Thinner strips its armor and exposes the inner workings to your Spin Attack. From the bouncing Hopper to the cannon-blasting Tanker, these robotic creatures are tougher to deal with than most Blotlings. As an extra strategy, have Oswald use his Electricity to stun the Beetleworx... and even befriend them!

Basher



Avoid the long reach of the Basher, which is more likely to cut you to pieces if you aren't careful. Bashers move about quickly, so you won't have as much time to position yourself against other enemies. Rely on Thinner at range to strip its armor down, then dodge or double-jump to avoid its attack and counterstrike.

Hopper

The weakest of the Beetleworx, the birdlike Hoppers bounce around and peck at you. They have good mobility, so maintain better position first and foremost while defending. Coat the outer shell with Thinner to expose its vulnerable insides and Spin Attack to defeat it.

Spinner

Spinners have a wide arc of cutting buzz saws, so it's best to give them wide berth. When you have to get in close, double-jump to the flank and try to position yourself at its rear. As with the Hopper, spill Thinner on the Spinner's armor to expose a weakness. When the Spinner flips over, avoid any sharp protrusions and Spin Attack to short-circuit it.

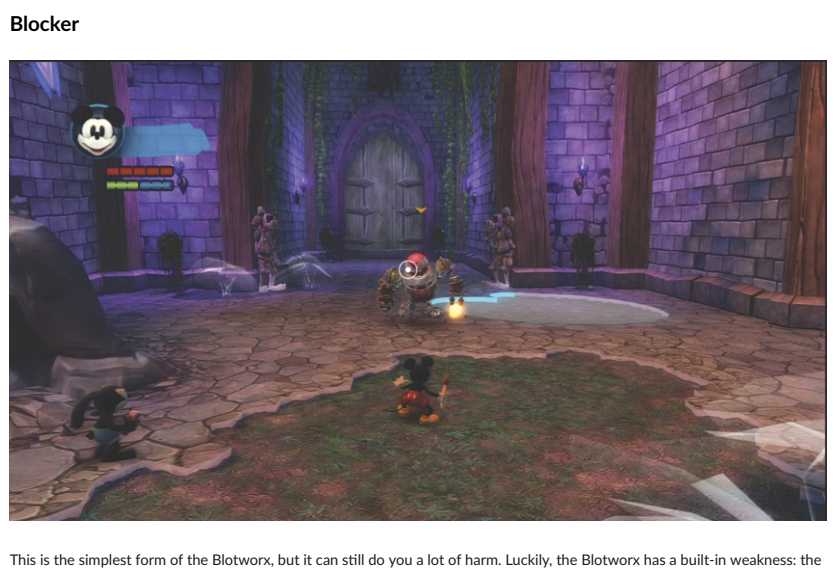
Tanker

The toughest of the Beetleworx to defend against, the Tanker attacks with a potent punch and cannon that shoots Paint and Thinner. Its cannon can have unforeseen consequences on the environment, because toon objects it hits with Thinner will disappear and objects it strikes with Paint will be restored. Take out these enemies first with the standard Thinner and Spin Attack combination.

Blotworx

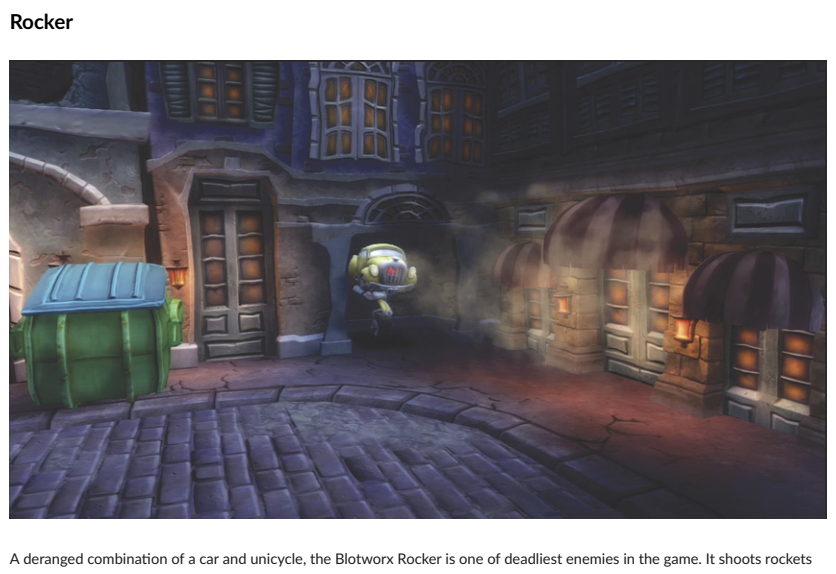
Part animatronic, part Blotling, and all mean, the Blotworx are a massive threat to Wasteland. The combination of Spatter and machine make these enemies exceptionally difficult to deal with. Most of them need two stages to defeat them. Have Oswald stun the Blotworx, and then jump on its head to release the Spatter inside. Then paint or thin out the Spatter to defeat the machine!

Blocker



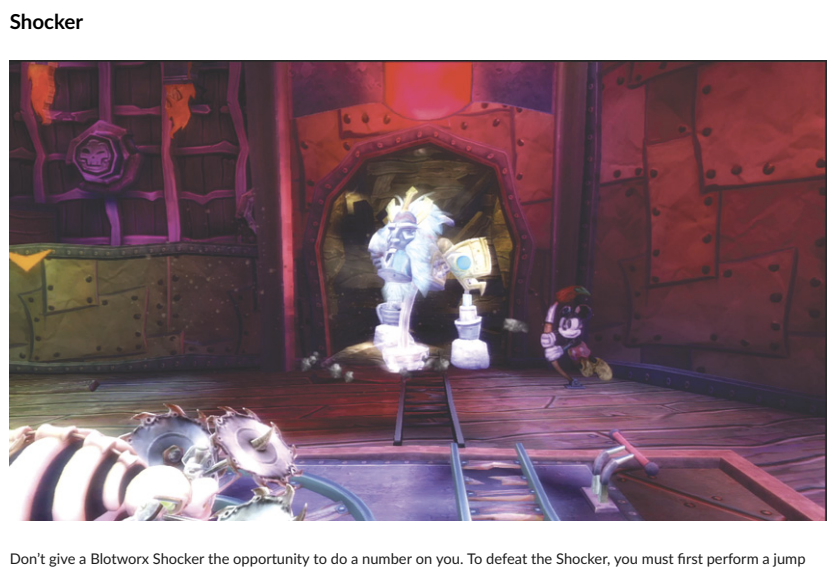
This is the simplest form of the Blotworx, but it can still do you a lot of harm. Luckily, the Blotworx has a built-in weakness: the big red button on top of its head. If you jump on that button while its force shield is down, it opens the cockpit. Have Oswald stun the creature with his Electricity, flip Mickey up to tap the button, then paint or thin the Blotling pilot inside to defeat it.

Rocker



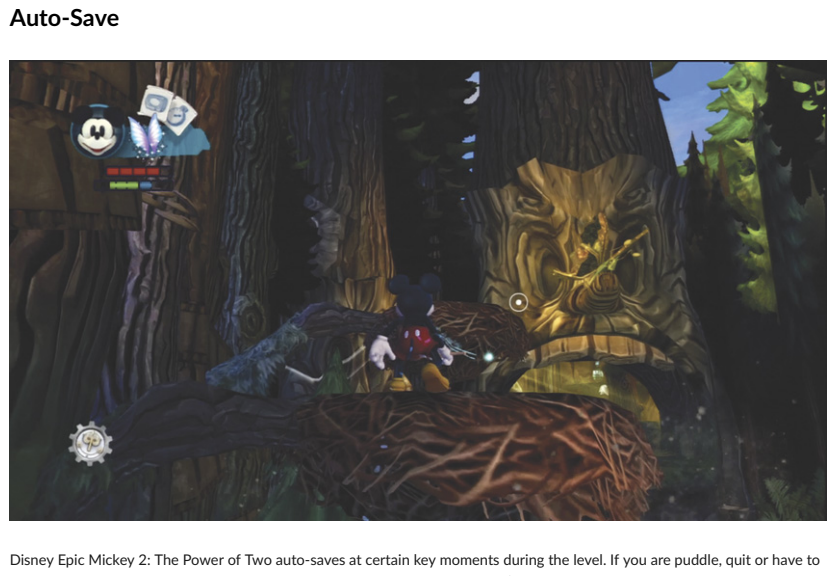
A deranged combination of a car and unicycle, the Blotworx Rocker is one of deadliest enemies in the game. It shoots rockets that seek you out. Jump and punch the front grill to expose a button. If you jump on the button, it exposes a Spatter pilot that can be painted or thinned to defeat the Rocker.

Shocker

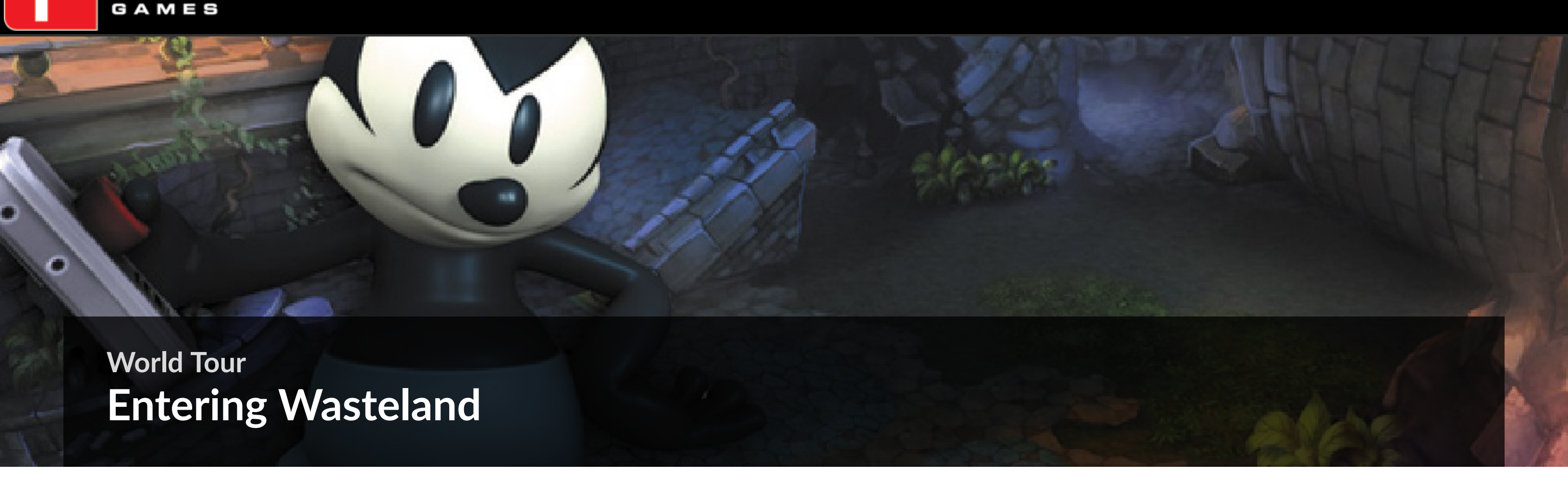


Don't give a Blotworx Shocker the opportunity to do a number on you. To defeat the Shocker, you must first perform a jump near its head and knock off its mask. Destroying the mask reveals a large red button, but first you have to wait for the Shocker to perform a slam attack in order for the flames protecting the button to go out. While the flames are out, jump on the button to spray the Spatter pilot and befriend or destroy it.

Auto-Save



Disney Epic Mickey 2: The Power of Two auto-saves at certain key moments during the level. If you are puddle, quit or have to restart, double check your quest status to refresh your memory on where you're at. The good news is that no matter the circumstances, you will always reload to a checkpoint close by.



World Tour

Entering Wasteland

I love to play games that involve exploration and we've hidden so many things in Wasteland it's mind-boggling. Having the ability to throw each other around the world to get to ledges and explore every square inch of each world is something that is a lot of fun for the avid collector. –Paul W.

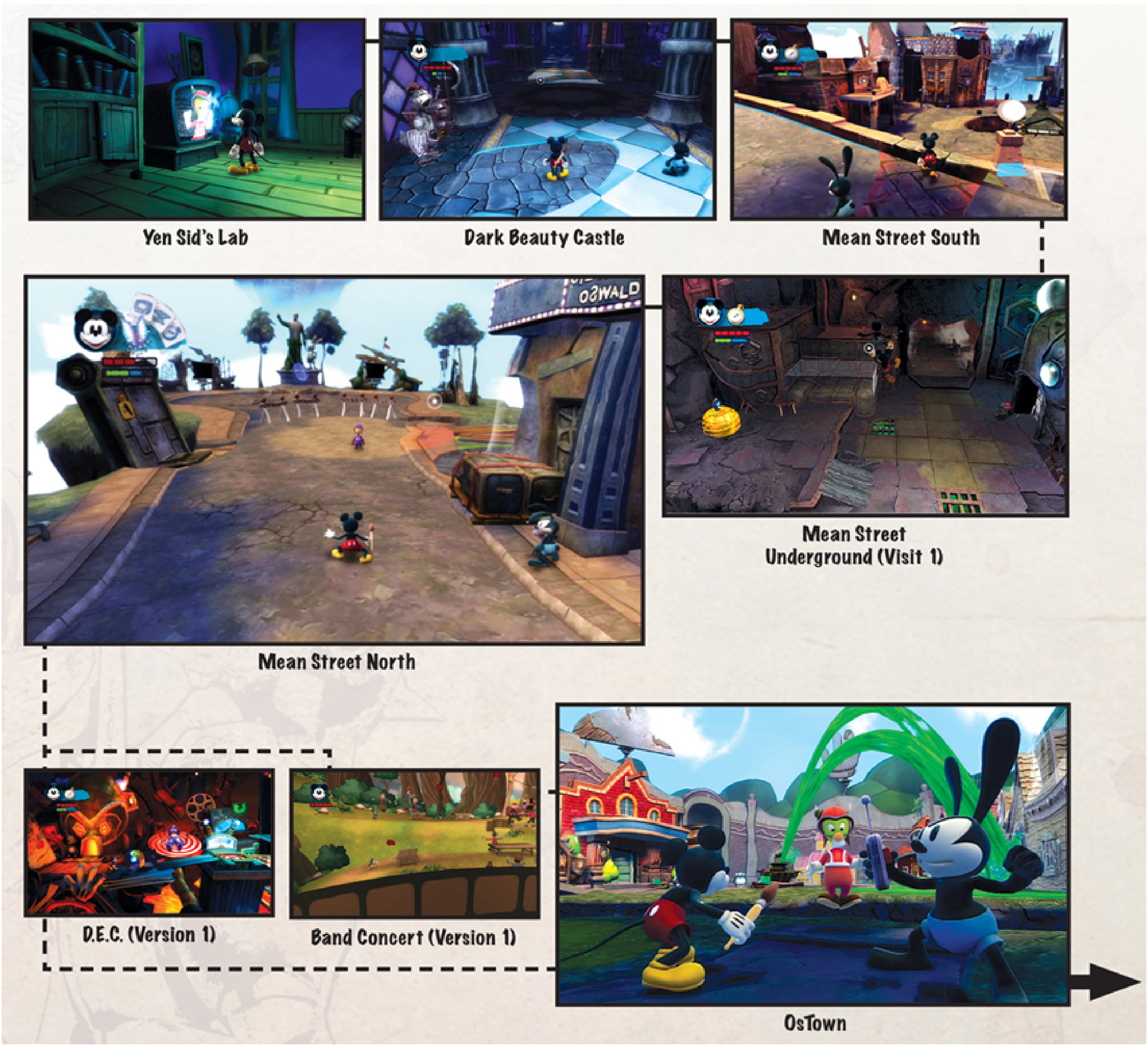
Entering Wasteland

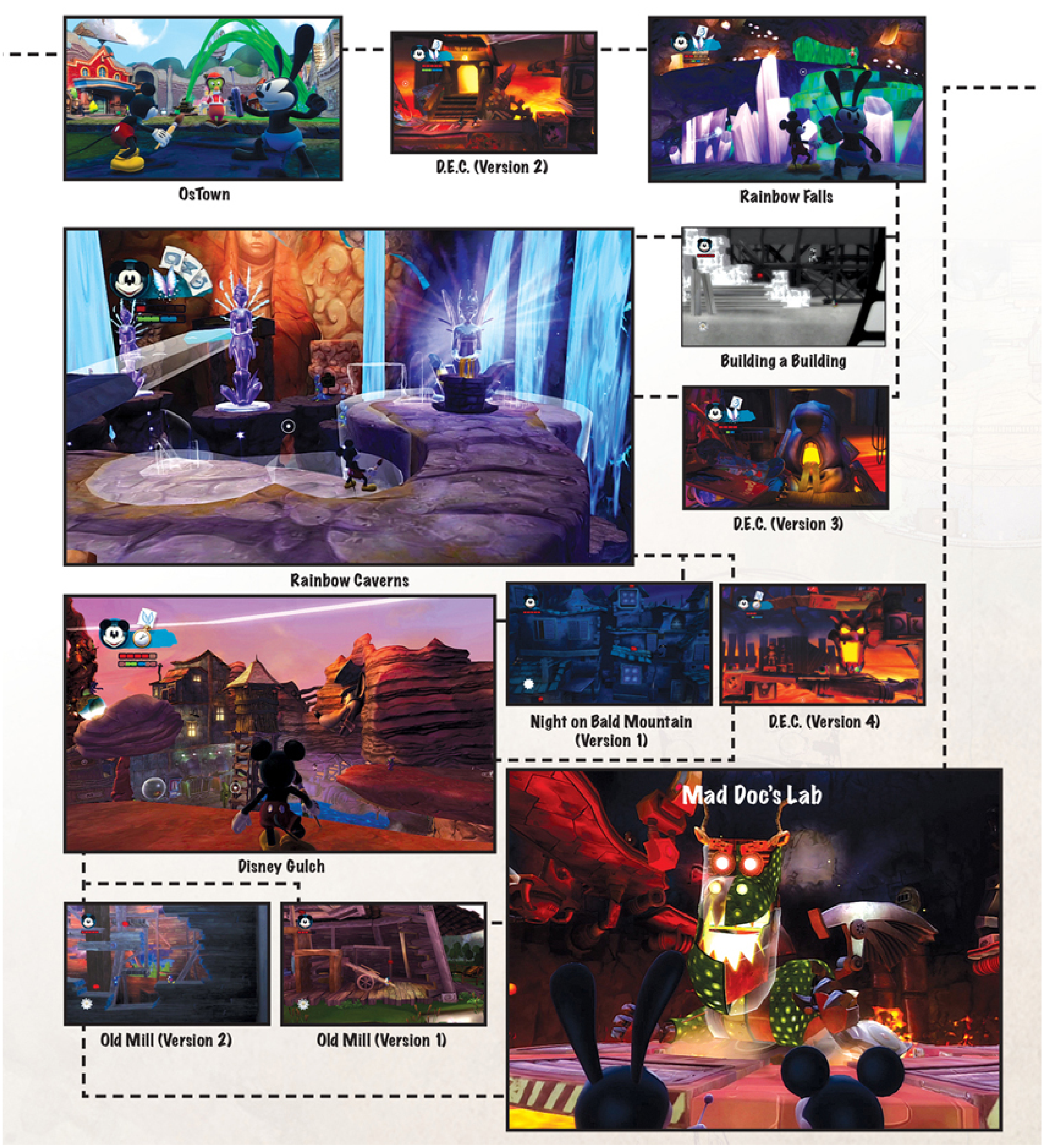
Called back to Wasteland by Gus and Ortensia, Mickey returns to a world filled with fantastic locales and dangerous creatures. Playing as Mickey and Oswald, you must guide Mickey from his room to meet up with Oswald in Dark Beauty Castle before departing to Mean Street and learning what is really going on in the quake-stricken land.

World Tour

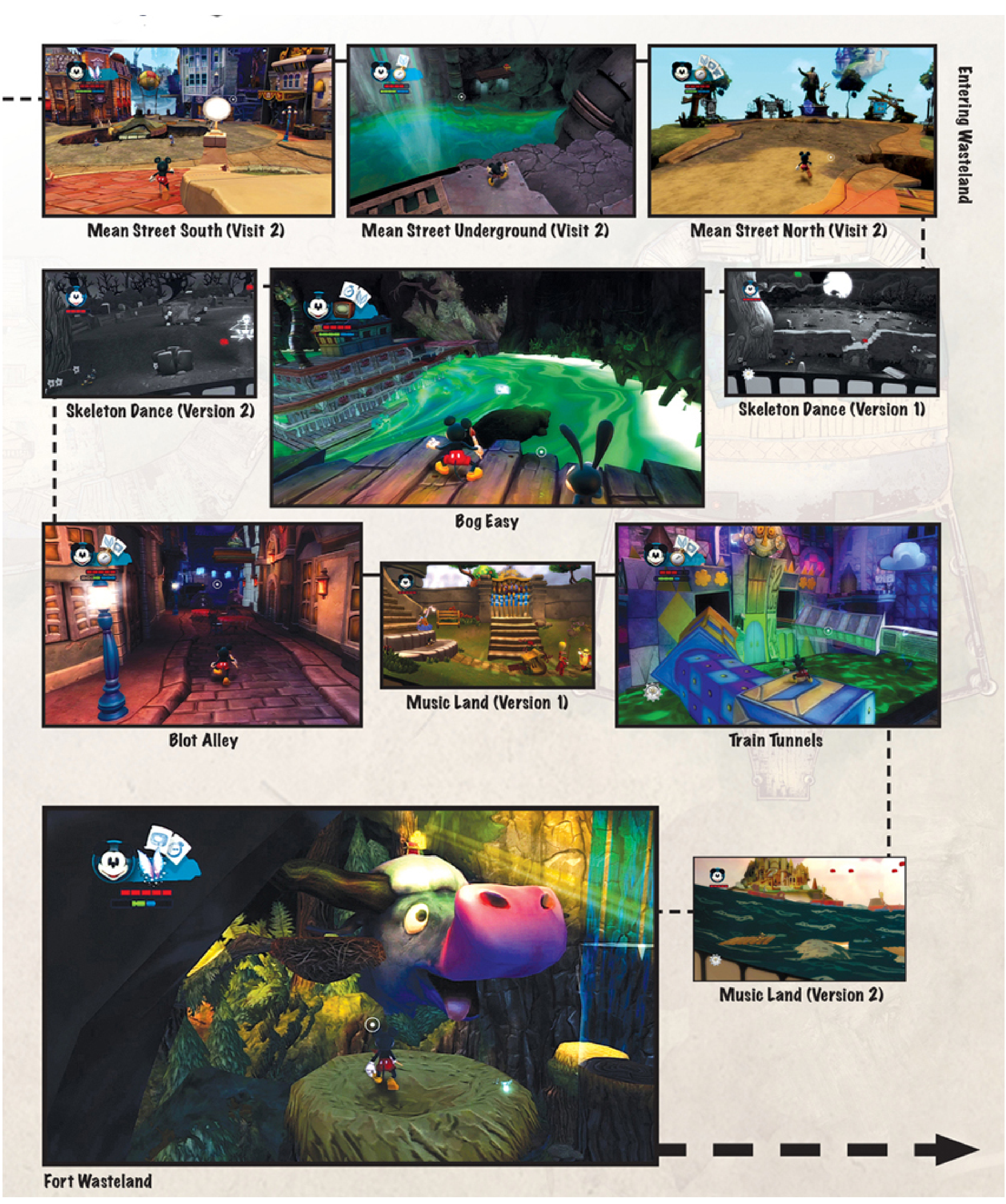
Once you get the projector screens working in Wasteland, jumping back and forth between worlds is a snap. With so many quests and so many talkative NPCs, the whirlwind of activity may quickly have you seeing those little birdies spinning around your head. To help set you on the best path through Wasteland, here's a list of the levels in the order you'll most likely encounter them:

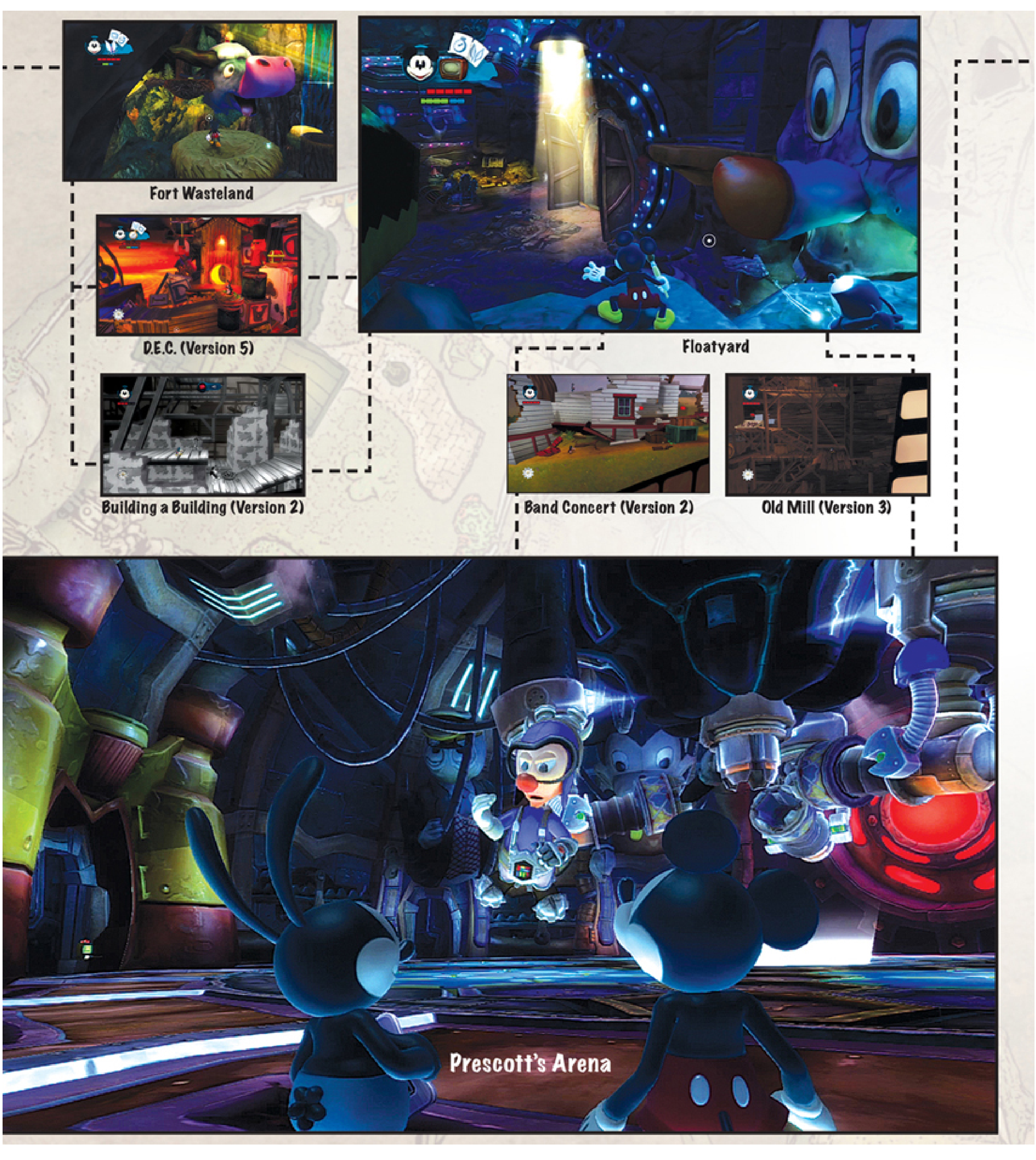
Episode 1: A Family Reunion


Yen Sid's Lab
Dark Beauty Castle
Mean Street South
Mean Street Underground (Visit 1)
Mean Street North
D.E.C. (Version 1)
Band Concert (Version 1)
OsTown

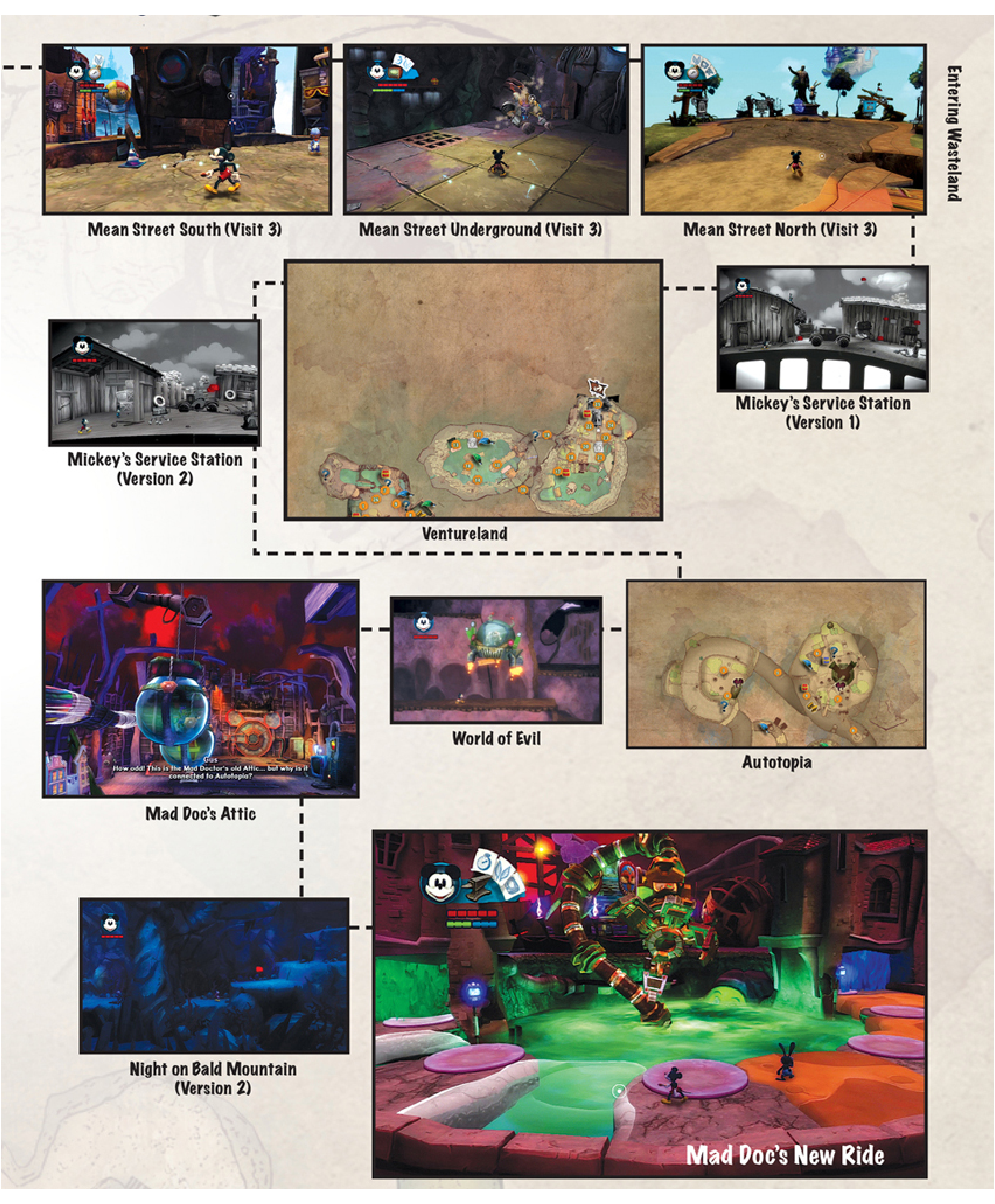

OsTown
D.E.C. (Version 2)
Rainbow Falls
Building a Building
D.E.C. (Version 3)
Rainbow Caverns
Night on Bald Mountain (Version 1)
D.E.C. (Version 4)
Disney Gulch
Mad Doc's Lab
Old Mill (Version 2)
Old Mill (Version 1)

Episode 2: A Small Mystery

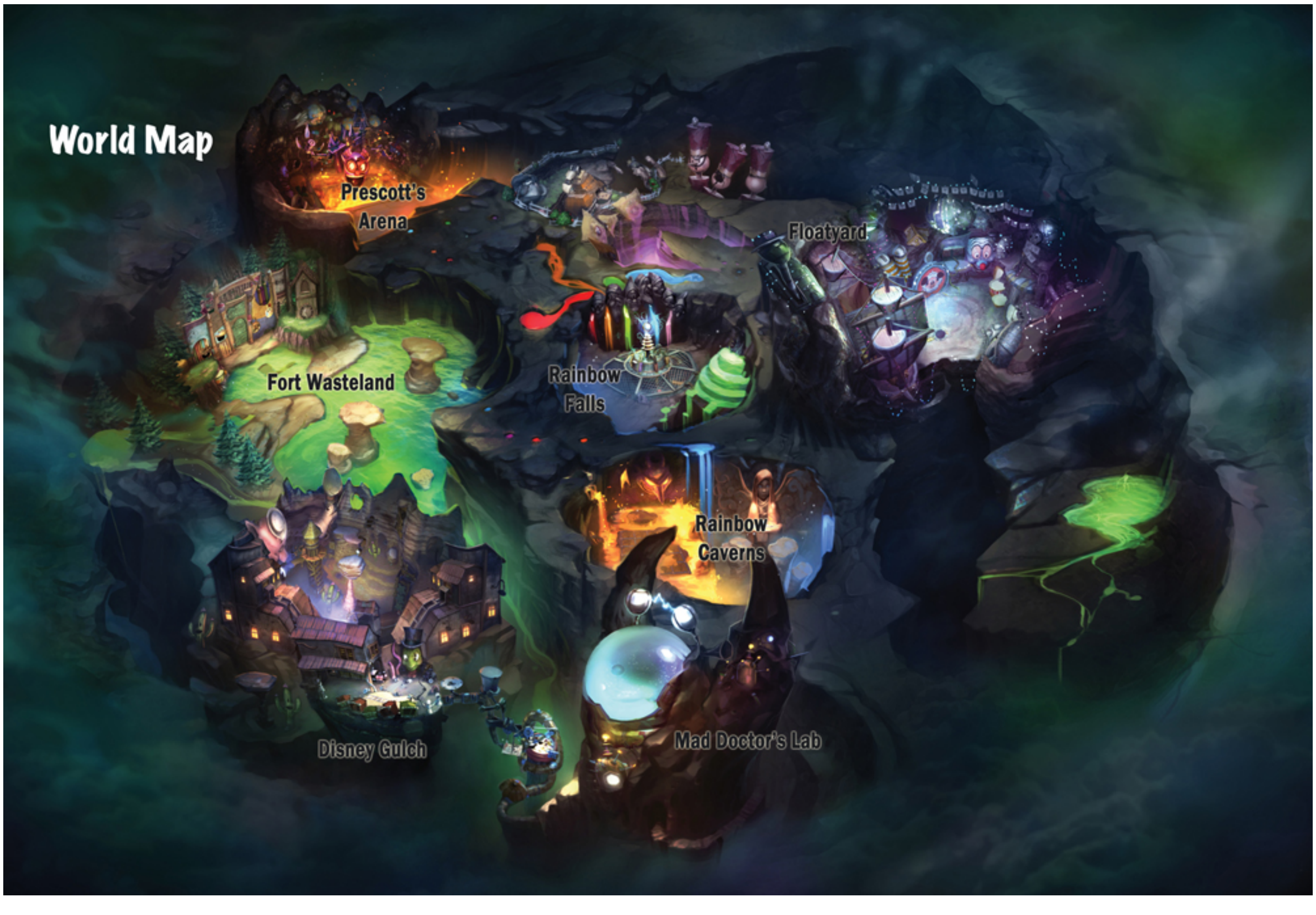

Mean Street South (Visit 2)
Mean Street Underground (Visit 2)
Mean Street North (Visit 2)
Entering Wasteland
Skeleton Dance (Version 2)
Bog Easy
Skeleton Dance (Version 1)
Blot Alley
Music Land (Version 1)
Train Tunnels
Music Land (Version 2)
Fort Wasteland

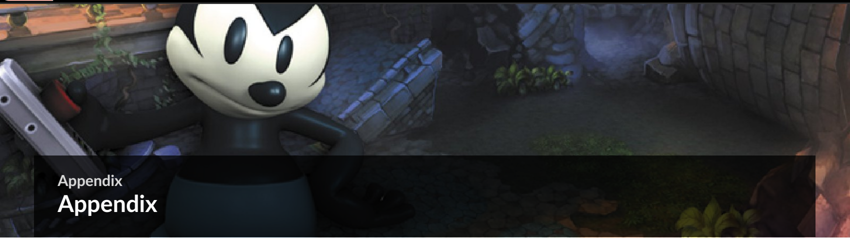

Fort Wasteland
D.E.C. (Version 5)
Floatyard
Building a Building (Version 2)
Band Concert (Version 2)
Old Mill (Version 3)
Prescott's Arena

Episode 3: Into the Depths


Mean Street South (Visit 3)
Mean Street Underground (Visit 3)
Mean Street North (Visit 3)
Entering Wasteland
Mickey's Service Station (Version 2)
Ventureland
Mickey's Service Station (Version 1)
Gus
How odd! This is the Mad Doctor's old Attic... but why is it connected to Autotopia?
Mad Doc's Attic
World of Evil
Autotopia
Night on Bald Mountain (Version 2)
Mad Doc's New Ride

World Map


World Map
Prescott's Arena
Floatyard
Fort Wasteland
Rainbow Falls
Rainbow Caverns
Disney Gulch
Mad Doctor's Lab



Appendix

Appendix

Challenges

Icon	Name	Level Available	Description	PS3 Trophy	Xbox 360 Gamer Points	Strategy Tips
	Apprentice Pin Collector	Any Level	Acquire a collectible pin for the first time.	Bronze	10	To enter the map room at the end of Yen Sid's Lab, you must choose to use Paint or Thinner on the door. If you choose to paint in the door, you earn the Mouseterpiece Pin and complete the "Apprentice Pin Collector" challenge. The shiny new challenge icon you unlocked may only be made of bronze, but you can earn more valuable metals by shooting for the Devoted Pin Collector (88 pins) and the Master Pin Collector (176 pins).
	Blot Alley Superstar	Blot Alley	Befriend the Blotworx and help Petetronic open the door.	Bronze	10	Ring the bell to Club 13 and wait for Petetronic to greet you. Petetronic asks you to defend the club while he fixes the generator with the Scrap Metal you give him. Suddenly, two Blotworx Rockers and one Blotworx Blocker arrive; take out the Rockers first as they shoot their deadly rockets at you. Not only will Paint help make the fight easier by turning your enemies against each other, but if you befriend all of the Blotworx using Paint, Petetronic will return all your Scrap Metal, give you a Silver Pin, and you earn the "Blot Alley Superstar" challenge.
	Can I Get a Pin of That?	Any Level	Earn all other trophies in the game.	Platinum	N/A	Earn all other trophies in the game.
	Clear!	Any Level	Revive a friend while playing co-op.	Bronze	10	Revive a friend while playing co-op.
	Devoted Pin Collector	Any Level	Collect 50% of available pins.	Bronze	25	Collect 50% of available pins.
	Dragon Defeat	Mad Doctor's Lab	Defeat the Blotworx Dragon.	Silver	30	When the Dragon has been beaten, you complete the "Dragon Defeat" challenge.

Dressed to Impress	Any Level	Collect every costume.	Silver	30	Collect every costume.
Dress-up	Mean Street	Change costumes for the first time.	Bronze	10	Buy or find all three pieces of a costume. Return to Mean Street South and enter the Mad Hatter. Change into your new costume in the shop to earn this reward.
Fall from Grace	Rainbow Caverns	Enter the Angel Side of Rainbow Caverns, exited the Devil Side.	Bronze	20	If you want to clear both sides of Rainbow Caverns in the same trip, stand near the sword button at the entrance to the Angel Side of the Caverns. Use Oswald to glide all the way down to the entrance of the Devil side of the Caverns. By starting on the Angel Side of the Caverns and gliding down to the Devil Side, you will complete the “Fall From Grace” challenge when you exit the area.
Film Buff	Any Level	Collect every Film Reel.	Silver	30	Collect every film reel.
Fortified	Fort Wasteland	Scout a path through Fort Wasteland.	Bronze	20	After you find your way through Fort Wasteland, you complete the “Fortified” challenge.
Full-Court Prescott	Floatyard	Chase Prescott through the Floatyard.	Bronze	20	Completing either path also unlocks the Full-Court Prescott challenge. This Old Mill projector will take you to the Thinner version of the second part of the Prescott Arena boss fight.
Get with the Program	Any Level	Reprogram a Beetleworx.	Bronze	10	When you arrive in the D.E.C. Access Area Gus explains another of Oswald’s abilities: using the Remote Control to reprogram Beetleworx. Your first target happens to be the Hopper bouncing around in front of the crushing wall that guards the Gold Pin. As soon as Oswald zaps the Hopper and converts it to your side, you complete the “Get with the Program” challenge.
Go with the Flow (page 82)	OsTown	Help either Goofy or Prescott drain the Thinner from the middle of OsTown.	Bronze	20	Help either Goofy or Prescott drain the Thinner from the middle of OsTown.
Hard Hat Area	Ventureland	Make it through the Ventureland construction area.	Bronze	20	For completing the Ventureland area, you unlock the “Hard Hat Area” challenge.
Heads Up	Mean Street	Match Seth’s flowers with the OsTown statue.	Bronze	20	Complete the statue with either Oswald’s or Mickey’s head in the “Goofy’s Fountain Mishap” optional quest and then complete the “Finding the Hidden Heroes” quest for the same character.
Heroes of Wasteland	OsTown	Build the Mickey and Oswald statues in OsTown.	Bronze	25	Complete the statue with either Oswald’s or Mickey’s head in the “Goofy’s Fountain Mishap” optional quest.
Junker	Any Level	Destroy 50 enemies.	Bronze	10	Destroy 50 enemies.

	Lab Tested	Yen Sid’s Lab	Finish Yen Sid’s Lab.	Bronze	20	You have no choice but to complete this challenge. When you finish Mickey’s tutorial, Yen Sid’s Lab, you unlock the “Lab Tested” challenge. Enjoy your early achievement because they start to get harder from here on out.
	Make Your Own Way	Ventureland	Find a way to the Ventureland construction site without helping Daisy or Smee.	Bronze	25	Rather than embark on either Daisy’s or Smee’s quests, pay E-tickets to open up the secret passage in Tiki Sam’s shop in Ventureland to reach the Construction Site.
	Master Pin Collector	Any Level	Collect every pin.	Gold	75	Collect every pin.
	Not-So-Sleepy Hollow	Bog Easy	Uncover all the knothole surprises.	Bronze	10	There are several green E-tickets hidden inside the graveyard in Old Town during your second Bog Easy visit. The first sits under a Thinnable mound of dirt to the left after you enter. Another green E-ticket can be found by thinning the tree between two crypts on the right side of the graveyard. An additional green E-ticket rests inside the other tree to the left. One final green E-ticket can be found by thinning the emblem on the back fence of the graveyard. This completes the Not-So-Sleepy Hollow challenge.
	Off Track	Any Level	Shutter all four train stations.	Silver	25	Ignore all the train-related optional quests and the quakes will destroy the stations and earn you this reward.
	Oswald’s New Groove	Dark Beauty Castle	Finish Dark Beauty Castle with two players.	Bronze	10	With the completion of Dark Beauty Castle, so long as you played through the whole thing with two players, you complete the “Oswald’s New Groove” challenge. If you go it solo, even though Oswald shows up to aid Mickey, you won’t complete the challenge so get that extra controller out of the closet.
	Perfectionist	Any Level	Finish all quests.	Gold	75	Finish all quests.
	Picture Perfect	Bog Easy	Take all three pictures requested by Metairie.	Bronze	10	You can complete this challenge during the “A Friend in Deed” optional quest. Metairie asks you for three pictures: a simple shot of the sleeping bear inside the Fort Wasteland, a shot of the eye spotting you in the Alice area of the Floatyard, and a difficult shot of Gilda driving over the bridge in Autotopia. Snap all three pictures to earn your reward.
	Prince Charming	Any Level	Befriend 20 enemies.	Silver	25	Befriend 100 enemies.

Projector Corrector	Rainbow Falls	Reactivate the Rainbow Falls substation.	Bronze	20	From almost the beginning of the game you've been on a quest to fix the projectors. When you get Rainbow Falls back in order, you finally do. Your biggest reward for all your hard work is that you can finally use the projectors to travel around Wasteland. A nice consolation prize is that you complete the "Projector Corrector" challenge.
Race the Autotopia Speedway	Autotopia	Complete a race in Autotopia.	Bronze	10	After you repair the raceway in Autotopia, complete a single race to earn this reward.
Recycler	Any Level	Befriend 50 enemies.	Bronze	10	Befriend 50 enemies.
Rogues Gallery	Any Level	Photograph every enemy.	Bronze	20	Photograph every enemy.
Running the Gauntlet	Blot Alley	Make it past the Blotlings in Blot Alley by any means.	Bronze	20	If you take the Thinner path and wipe out all of Ian's Blotlings, he will be quite angry with you and storm off. However, you will complete the "Running the Gauntlet" challenge.
Siphon... Siphoff...	Autotopia	Deal with all the Guardian Siphons in Autotopia.	Bronze	20	Deal with all the Guardian Siphons in Autotopia.
Staff Photographer	Mean Street	Take every Encyclopaedia photo from its official Picture Spot.	Silver	30	During "The Encyclopaedia Wastelandica" optional quest, take all the photos from the correct Picture Spots.
Statue Garden	Mean Street	Awaken every Spirit.	Gold	50	During "The Encyclopaedia Wastelandica" optional quest, take all the photos from the correct Picture Spots.
The Bigger They Are...	Prescott's Arena	Defeat Prescott's mechanical creation.	Silver	30	Defeat Prescott's mechanical creation.
Thinderella	Any Level	Destroy 20 enemies.	Silver	25	After you clear the path to the projector, you complete the "Things are Worxing Out" challenge.
Things Are Worxing Out	Bog Easy	Open the way to Blot Alley.	Bronze	20	After you clear the path to the projector, you complete the "Things are Worxing Out" challenge.
Trailblazer	Disney Gulch	Travel through Disney Gulch and into the Mad Doctor's Lab.	Bronze	20	Travel through Disney Gulch and into the Mad Doctor's Lab.
Tryptic	Train Tunnels	Deal with all three dioramas in the Train Tunnels.	Bronze	20	You will complete the "Tryptic" challenge after repairing all three dioramas in the Train Tunnels.
Tunnel Mouse	Any Level	Play through all D.E.C.s.	Bronze	10	Play through all D.E.C.s.

	Walking the Mean Streets	Mean Street	Navigate both halves of Mean Street and find the D.E.C. entrance.	Bronze	20	It may be an effort to cross the big gulf that the quakes have sundered upon both halves of Mean Street, but when you do finally navigate both Mean Street South and Mean Street North, you complete this challenge. Now get cracking on completing all the quests the denizens of Mean Street have given you.
	We've Got Spirit, Yes We Do!	Mean Street	Awaken a Spirit.	Bronze	10	Acquire the pins to unlock a single spirit in the game.
	When You Wish Upon a Star	Yen Sid's Lab	Paint in all the comets in Yen Sid's Lab.	Bronze	10	If you would like to complete the "Star" challenge, paint each comet and star you see in the sky. Scan the sky slowly and look for the thinned-out stellar objects as you progress up the rocky path to the exit. There are five comets and four stars in total. Once you paint the last comet and the last star, you complete the "Star" challenge.
	Who Left These Lying Around?	Any Level	Rescue all the Gremlins.	Bronze	10	Rescue all the Gremlins.
	You Must Be This Tall to Ride	Mad Doc's New Ride	Defeat Mad Doc's New Ride.	Silver	30	Defeat the Mad Doctor.
	Your Conscience Be Your Guide	Rainbow Caverns	Find a way through the Rainbow Caverns.	Bronze	20	Find a way through Rainbow Caverns.

Concept Art

Concept Art	Location
Concept Art 1	Emporium
Concept Art 2	Emporium
Concept Art 3	Mean Street North
Concept Art 4	Emporium
Concept Art 5	Emporium
Concept Art 6	Rainbow Falls
Concept Art 7	Emporium
Concept Art 8	Emporium
Concept Art 9	Ventureland
Concept Art 10	The Bat En Rouge
Concept Art 11	The Bat En Rouge
Concept Art 12	The Bat En Rouge
Concept Art 13	The Bat En Rouge
Concept Art 14	The Bat En Rouge
Concept Art 15	The Bat En Rouge
Concept Art 16	The Bat En Rouge

Concept Art 17	The Bat En Rouge
Concept Art 18	The Bat En Rouge
Concept Art 19	The Bat En Rouge
Concept Art 20	The Bat En Rouge
Concept Art 21	The Bat En Rouge
Concept Art 22	Tiki Sam’s
Concept Art 23	Tiki Sam’s
Concept Art 24	Tiki Sam’s
Concept Art 25	Tiki Sam’s
Concept Art 26	Ventureland
Concept Art 27	Tiki Sam’s
Concept Art 28	Tiki Sam’s
Concept Art 29	Bog Easy (Visit 2)
Concept Art 30	Mean Street North
Concept Art 31	D.E.C. (Version 1)
Concept Art 32	Tiki Sam’s
Concept Art 33	D.E.C. (Version 3)
Concept Art 34	D.E.C. (Version 4)
Concept Art 35	Blot Alley
Concept Art 36	Train Tunnels
Concept Art 37	Fort Wasteland
Concept Art 38	D.E.C. (Version 5)
Concept Art 39	Ventureland
Concept Art 40	Disney Gulch
Concept Art 41	Disney Gulch

Film Reels

Location	Description
Band Concert 1	Connects Mean Street North to OsTown
Band Concert 2	Connects Floatyard to Prescott’s Arena
Building a Building 1	Connects Rainbow Falls to Rainbow Caverns
Building a Building 2	Connects Fort Wasteland to Floatyard
Mickey’s Service Station 1	Connects Mean Street North to Ventureland
Mickey’s Service Station 2	Connects Ventureland to Autotopia
Music Land 1	Connects Blot Alley to the Train Tunnels
Music Land 2	Connects Train Tunnels to Fort Wasteland

Night on Bald Mountain 1	Connects Rainbow Caverns to Disney Gulch
Night on Bald Mountain 2	Connects Mad Doc's Attic to Mad Doc's New Ride
Old Mill 1	Connects Disney Gulch to Blotworx Dragon
Old Mill 2	Connects Disney Gulch to Blotworx Dragon
Old Mill 3	Connects Floatyard to Prescott's Arena
Skeleton Dance 1	Connects Mean Street North to Bog Easy
Skeleton Dance 2	Connects Bog Easy to Blot Alley
World of Evil	Connects Autotopia to the Mad Doc's Attic

Costumes

	Name	Location	Specifics	Episode Awarded
Mickey's costumes				
	Brave Little Tailor Hat	Mean Street South	Available from the Mad Hatter after Episode 2.	3+
	Brave Little Tailor Shoes	Mean Street South	Available from the Mad Hatter after Episode 2.	3+
	Brave Little Tailor Tunic	Mean Street South	Available from the Mad Hatter after Episode 2.	3+
	Construction Gloves	Mean Street South	Available from Mad Hatter after Mad Doctor's Lab boss fight.	2
	Construction Helmet	Mean Street South	Available from Mad Hatter from first visit.	1
	Construction Shoes	Disney Gulch	Found in red chest in robot dome.	1
	Firefighter Badge	Bog Easy	Give Metairie difficult Autotopia picture.	Epilogue
	Firefighter Helmet	Mean Street South	Seth makes Mickey's face in the garden.	3+
	Firefighter Shoes	Autotopia	Given by Gremlin Stuffus when he is rescued.	3
	Football Cleats	Fort Wasteland	Found in red chest.	2

	Football Helmet	Mean Street South	Available from Mad Hatter after Mad Doctor's Lab boss fight.	2
	Football Jersey	Blot Alley	Found in red chest.	2
	Sorcerer's Apprentice Hat	Yen Sid's Lab	(360/PS3 only) Earned from Spin Attack tutorial.	1
	Sorcerer's Apprentice Robe	Disney Gulch	(360/PS3 only) Found in red chest at Angel entrance.	1
	Sorcerer's Apprentice Shoes	Mean Street South	(360/PS3 only) Available from Mad Hatter after Mad Doctor's Lab boss fight.	2
	Steamboat Willie Hat	Dark Beauty Castle	Found in red chest on chandelier.	1
	Steamboat Willie Pants	Floatyard	Behind a shutter that opens if player destroys all three dioramas in the Train Tunnels.	2
	Steamboat Willie Shoes	Bog Easy	Found in red chest in river boat.	2
Oswalds' costumes				
	Gremlin Boots	Floatyard	Found in blue chest.	2
	Gremlin Helmet	Mean Street South	Available from Mad Hatter after Mad Doctor's Lab boss fight.	2
	Gremlin Jumpsuit	Blot Alley	Found in blue chest.	2
	Knight Breastplate	Bog Easy	Found in blue chest.	2
	Knight Greaves	Train Tunnels	Hidden room of Mad Doctor Diorama in blue chest.	2
	Knight Helmet	Mean Street South	Available from Mad Hatter after Mad Doctor's Lab boss fight.	2
	Mad Doctor Labcoat	Ventureland	Found in blue chest.	3

	Mad Doctor Moustache	Mean Street South	Seth makes Oswald's face in the garden.	3+
	Mad Doctor Shoes	Autotopia	Found in blue chest in the garage.	3
	Track Runner Jacket	Mean Street South	Available from Mad Hatter from first visit.	1
	Track Runner Pants	Disney Gulch	Found in blue chest on bridge ledge by lab.	1
	Track Runner Wristbands	Dark Beauty Castle	Found in blue chest.	1
	Tron Helmet	Mean Street South	Available from the Mad Hatter after Episode 2.	3+
	Tron Pants	Mean Street South	Available from the Mad Hatter after Episode 2.	3+
	Tron Top	Mean Street South	Available from the Mad Hatter after Episode 2.	3+

Generic Pins

Icon	Episode Awarded	Location	Specifics	Game Path
Bronze Pins				
	1	Rainbow Caverns	Found in red chest behind toon wall (Angel Side).	Thinner
	1	D.E.C. 4	Found in the upper middle of the level.	Neutral
	1	Disney Gulch	Found in red chest in collapsed Saloon.	Thinner
	2	Fort Wasteland	Found on red chest in raft behind starting area.	Neutral
	2	D.E.C. 5	Found above the xylophone on the left side of the level.	Neutral
	2+	Variable	If not used to help solve critical path in Ep. 1, rescued Gremlins give generic pins.	Neutral

	2+	Mean Street North	Player trades in generic pins.	Neutral
	2+	OsTown	Second picture handed into Moody.	Paint
	2+	Mean Street South	First item for Copernicus.	Paint
	2+	Mean Street South	Second item for Copernicus.	Paint
	2+	Mean Street South	Third item for Copernicus.	Paint
	3	Ventureland	Found inside toon on top of Jolly Roger.	Thinner
	3	Ventureland	Found on Paint path in construction site.	Paint
	3	Autotopia	Found after solving the first Guardian Siphon in a restorative way.	Paint
	3	Autotopia	Found after solving the second Guardian Siphon in a restorative way.	Paint
	3	Autotopia	Found after solving the third Guardian Siphon in a restorative way.	Paint
	3+	Mean Street South	Player returns pictures of hidden heroes.	Neutral
	3+	OsTown	Player collects Bunnies for Ortensia.	Paint
	3+	OsTown	Player collects Bunnies for Ortensia.	Paint
	Epilogue	Mean Street North	Every picture showing restoration.	Paint
	Epilogue	Ventureland	Third turn-in to Daisy.	Paint
Silver Pins				
	1	Dark Beauty Castle	Found in red chest.	Thinner
	1	D.E.C. 1	Found on upper path.	Neutral

	1	OsTown	Found in thinned red chest on lower underground level.	Paint
	1	Rainbow Falls	Found in red chest.	Neutral
	1	D.E.C. 3	Found on the far right, along the upper path.	Neutral
	1	D.E.C. 3	Found below the xylophone, in the dinosaur’s jaw.	Neutral
	1	Rainbow Caverns	Found in red chest behind lava fall (Devil Side).	Neutral
	1	D.E.C. 4	Found using Mad Doctor catapult.	Neutral
	1	Disney Gulch	(Wii only) Found in red chest at Angel entrance.	Paint
	1	Disney Gulch	Found in Jiminy Cricket head.	Thinner
	2	Fort Wasteland	Found in thinned red chest above cannon hatch.	Paint
	2	D.E.C. 5	Found to the left of the wheels.	Neutral
	2	D.E.C. 5	Found to the right of xylophone on the right side of the level.	Neutral
	2+	OsTown	The player gives the costume to Clarabelle.	Paint
	2+	Mean Street North	Player trades in generic pins.	Neutral
	2+	Disney Gulch	Sold by Greene in Gulch 1 if Greene and Moody go exploring.	Thinner
	3	Mad Doctor’s Attic	Found in red chest back stage.	Neutral
	3+	Bog Easy	Player takes the medium picture for Metairie.	Paint
	3+	Variable	If not used to help solve critical path in Ep. 2, rescued Gremlins give generic pins.	Neutral
	3+	OsTown	Player collects Bunnies for Ortensia.	Paint

	3+	Mean Street South	Fourth item for Copernicus.	Paint
	3+	Mean Street South	Fifth item for Copernicus.	Paint
	3+	Mean Street South	Sixth item for Copernicus.	Paint
	Epilogue	Autotopia	Winning races.	Neutral
	Epilogue	Ventureland	Fourth turn-in to Daisy.	Paint
Gold Pins				
	1	OsTown	Found in red chest behind three obstacles (Underground).	Neutral
	1	Disney Gulch	Previously won through shooting gallery (train) minigame.	Neutral
	2	Blot Alley	Complete stealth path for Ian.	Paint
	2	Train Tunnels	Awarded by Abe if the player restores all three dioramas; in a red chest.	Neutral
	2	OsTown	Matched the head in OsTown to the head in the flowers.	Neutral
	2+	Bog Easy	Found in a red chest inside the one of the mausoleums.	Paint
	2+	Mean Street North	Player trades in generic pins.	Neutral
	2+	OsTown	Fourth picture handed into Moody.	Paint
	2+	Disney Gulch	Sold by Greene in Gulch 1 if Greene and Moody go exploring.	Thinner
	2+	Rainbow Falls	Sold by Greene in Rainbow Falls if Greene and Moody go exploring.	Thinner
	3	Autotopia	Found before entering projector to Attic if all three siphons restored.	Paint
	Epilogue	Autotopia	Winning races.	Neutral

	Epilogue	Variable	If not used to help solve critical path in Ep. 3, rescued Gremlins give generic pins.	Neutral
	Epilogue	Ventureland	Fifth turn-in to Daisy.	Paint
	Epilogue	Mean Street South	Seventh item for Copernicus.	Paint

Unique Pins

Icon	Name	Episode Awarded	Location	Specifics	Game Path
	20,000 Leagues under the Thinner Pin	2+	Bog Easy	Player makes the submarine for Donald; for Spirit of Tomorrow.	Paint
	A-Maze-Ing Pin	1+	Rainbow Caverns	Found in red chest in section of maze (Devil Side); for Spirit of Discovery.	Neutral
	Aggressive Driver Pin	Epilogue	Autotopia	Mickey beat the demolition derby; for Spirit of Independence.	Thinner
	All Aboard Wasteland Conductor Pin	2+	Mean Street South	Player has fixed all the train stations; for Spirit of Innovation.	Paint
	All Ears Pin	2+	Ventureland	Player helps the pigs make their record; for Spirit of Freedom.	Paint
	Angels Dancing Pin	1+	Rainbow Caverns	Found in red chest behind toon wall (Angel Side); for Spirit of Discovery.	Thinner
	Autotopia Racing Pin	Epilogue	Mean Street North	Available at Pin Trader if Greene and Moody explore Autotopia.	Neutral
	Basher Pin	3+	Mean Street North	Available in Becca's Black Bag 3 after Episode 2.	Neutral
	Beautiful Friendship Pin	2+	Mean Street South	Clarabelle becomes Horace's assistant; for Spirit of Freedom.	Neutral
	Beauty Only Thin-Deep Pin	1	Dark Beauty Castle	Destroy machine in electrical room.	Thinner
	Bibbidi Bobbidi Boo Pin	2+	Bog Easy	Player spends 50 E-tickets to randomly pull an item out of a hat.	Thinner
	Big Bad Pete Pin	1+	Mean Street North	Available at Pin Trader after player gets The Spirit of the Wasteland quest; for Spirit of Individualism.	Neutral
	Black Bill Pin	2+	Disney Gulch	Given by Pat in Gulch 1 if the player helps him; for Spirit of Pioneering.	Paint
	Blocker Pin	Epilogue	Mean Street North	Available in Becca's Black Bag 3 after Episode 3.	Neutral

	Blotling Booty Pin	3+	Ventureland	Found in red chest inside toppled Blotling home; for Spirit of Discovery.	Thinner
	Blotyguard Pin	Epilogue	Ventureland	Get rid of the Beetleworx attacking the Blotling apartment; for Spirit of Compassion.	Paint
	Bog Easy Conductor Pin	2+	Bog Easy	Player restores the train station in Bog Easy.	Paint
	Booty to the Head Pin	Epilogue	Ventureland	Found in red chest in Jolly Roger after Damien Salt is made captain; for Spirit of Discovery.	Thinner
	Breaking News Pin	Epilogue	Ventureland	Complete quest for Daisy; for Spirit of Tomorrow.	Paint
	Bunny Child Pin	2+	Mean Street North	Available at Pin Trader after Episode 2.	Neutral
	Careful Planning Pin	Epilogue	Ventureland	Player makes Beluga Billy captain; for Spirit of Independence.	Thinner
	Cascade Peak Pin	2+	Fort Wasteland	Found in thinned red chest behind Guardian Pool fall; for Spirit of Discovery.	Paint
	Casey Pin	2+	Mean Street North	Available in Becca's Black Bag 3 after Episode 1.	Neutral
	Charge It! Pin	1	Dark Beauty Castle	Take restorative route into Courtyard.	Paint
	Chop Chop Pin	2+	Fort Wasteland	Found in red chest behind dynamite-breakable wall under ax; for Spirit of Discovery.	Thinner
	Clarabelle Cow Pin	2+	Mean Street North	Available at Pin Trader after Episode 1.	Neutral
	Consummate Collector Pin	Epilogue	Mean Street South	Eighth item for Laralee	Thinner
	Dandy Evan Pin	2+	Disney Gulch	Given by Pat in Gulch 1 if the player helps him.	Paint
	Demolition Expert Pin	2+	Underground	Destroyed third Gremlin structure and solved room; for Spirit of Self-Reliance.	Thinner
	Diving Miss Daisy	2+	Ventureland	Daisy gives this to the player if he made the submarine.	Paint
	Don't Just Do Something, Stand There! Pin	2+	Floatyard	Behind shutters while invisible only.	Paint
	Don't Know My Own Strength Pin	1	OsTown	Given by Prescott if the player uses the super charger; for Spirit of Individualism.	Thinner
	Down with the Mad Doctor Pin	Epilogue	Mad Doctor's New Attraction	Player defeats the Mad Doctor; for Spirit of Independence.	Thinner

	Dropwing Pin	2+	Mean Street North	Available in Becca's Black Bag 3 after Episode 1; for Spirit of Pioneering.	Neutral
	Eradicator Pin	2+	Underground	Destroyed first Gremlin structure and solved room; for Spirit of Self-Reliance.	Thinner
	Everyone Loves a Parade Pin	3+	Floatyard	Sold by Greene in Float Graveyard if Greene and Moody go exploring.	Thinner
	Exorcised Pin	2+	Mean Street South	Player helps get rid of Tedworth; for Spirit of Tomorrow.	Paint
	Falls of Rainbow Caverns Pin	2+	Mean Street North	Available at Pin Trader if Greene and Moody explore Rainbow Falls.	Neutral
	Fan Club President Pin	3+	Mean Street South	Player gives more Oswalds than Mickeys; for Spirit of Tomorrow.	Neutral
	Fixer-Upper Pin	2+	Underground	Restored second Gremlin structure and solved room; for Spirit of Innovation.	Paint
	Foreman Pin	2+	Underground	Restored third Gremlin structure and solved room; for Spirit of Innovation.	Paint
	Friendly Dragon Pin	2+	Blotworx Dragon	Player redeems the Elliot Blotworx; for Spirit of Compassion.	Paint
	Game Grid Pin	Epilogue	Mean Street North	Player gets all arcade machines working; for Spirit of Innovation.	Neutral
	Good Head on His Shoulders Pin	2+	OsTown	Player puts Oswald's head on the statue; for Spirit of Innovation.	Paint
	Gotcha! Pin	2+	Bog Easy	If the player gives the trick gear to Sparks, Gilbert gives him this.	Thinner
	Green Thumb Pin	2+	OsTown	Create 5 Spatter flowers for Clarabelle's backyard.	Neutral
	Gremlin Ballista Pin	3	Mad Doctor's Attic	Found in red chest inside other snow globe, blocks Jamface reward; for Spirit of Independence.	Thinner
	Gremlin Gus Pin	2+	Mean Street South	Available at Emporium after Episode 1.	Neutral
	Gremlin Jamface Pin	2+	Mean Street South	Available at Emporium after Episode 1.	Neutral
	Gremlin Prescott Pin	3+	Mean Street North	Available at Pin Trader if Greene and Moody explore Float Graveyard.	Neutral
	Haberdasher Pin	1+	Mean Street North	Available in Becca's Black Bag 3 from game start.	Neutral
	Handymouse Pin	2+	Underground	Restored first Gremlin structure and solved room; for Spirit of Innovation.	Paint

	Hat Pin	1	Mean Street South	Talk to Haberdasher after restoring power to his shop; for Spirit of Compassion.	Paint
	Heads, I Win Pin	2+	OsTown	Player puts Mickey's head on the statue; for Spirit of Self-Reliance.	Thinner
	Help Me Help You Pin	Epilogue	Mean Street North	Available at Pin Trader after Episode 3.	Neutral
	Hockety Pockety Wockety Wack Pin	2+	Bog Easy	Player spends 50 E-tickets to randomly pull an item out of a hat.	Thinner
	Hopper Pin	Epilogue	Mean Street North	Available at Emporium after Episode 3.	Neutral
	Horace Horsecollar Pin	2+	Mean Street North	Available at Pin Trader after Episode 1.	Neutral
	I Scream, You Scream Pin	3+	Mean Street North	Player collects Bunnies for Paulie; for Spirit of Freedom.	Thinner
	Ian the Ghost Pin	3+	Mean Street North	Available in Becca's Black Bag 3 after Episode 2.	Neutral
	Jumpstart Pin	2+	Bog Easy	Player fixes forge without damaging it; for Spirit of Innovation.	Paint
	Kingdom of Wasteland Pin	Epilogue	Mean Street North	Available at Pin Trader after Episode 3.	Neutral
	Laralee Pin	1+	Mean Street North	Available in Becca's Black Bag 3 from game start.	Neutral
	Light up the Sky Pin	2	Floatyard	After fireworks on Thinner path.	Thinner
	Lockbreaker Pin	1	Mean Street North	Given by Gremlin Calvin if he is paid to break combination door.	Thinner
	Locksmith Pin	1	Mean Street North	Jamface gives to the player if the combination is used to open it.	Paint
	Looking at the Stars Pin	Epilogue	Mean Street South	Eighth item for Copernicus; for Spirit of Tomorrow.	Paint
	Lost and Found Pin	2+	Mean Street South	Player helps Barnacle Jones become Horace's assistant; for Spirit of Self-Reliance.	Thinner
	Love Conquers All Pin	Epilogue	Ventureland	Player makes Damien Salt captain; for Spirit of Compassion.	Paint
	Magic Light Parade Pin	2	Floatyard	Found in red chest on the boat float; for Spirit of Discovery.	Paint
	Make Ghosts Lonesome Pin	2	Fort Wasteland	Louis rewards for angering Ian; for Spirit of Self-Reliance.	Thinner

	Mean Street Train Conductor Pin	1+	Mean Street South	Player restores the train station on Mean Street.	Paint
	Meet Your Maker Pin	2+	Mean Street South	Found in red chest in Walt's apartment; for Spirit of Discovery.	Neutral
	Mouse Catcher Pin	3+	Mean Street South	Player gives more Mickeys than Oswalds; for Spirit of Independence.	Neutral
	Mouseterpiece Pin	Prologue	Yen Sid's Lab	Player paints in the half-painted/half-thinned picture.	Paint
	Music to My Ears Pin	2+	Bog Easy	For helping Louis out by destroying jug band; for Spirit of Freedom.	Thinner
	My Other House Is a Castle Pin	1	OsTown	Found in red chest in Ortensia's house; for Spirit of Discovery.	Neutral
	Napoleon Complex Pin	3+	Prescott's Arena	Player defeats Prescott; for Spirit of Independence.	Thinner
	Nest Egg Pin	3	Ventureland	Found in red chest under Crow's Nest; for Spirit of Discovery.	Paint
	Never Too Thinned Pin	Epilogue	Mean Street North	Player turns in all destructive pictures; for Spirit of Independence.	Thinner
	Not Quite 101 Pin	3+	OsTown	Player collects Bunnies for Ortensia; for Spirit of Tomorrow.	Paint
	Ohana Pin	3	Mad Doctor's Attic	Rescue Jamface (blocks red chest); for Spirit of Compassion.	Paint
	On the House Pin	Epilogue	Ventureland	The cantina is built.	Thinner
	Ortensia Pin	2+	Mean Street North	Available at Pin Trader from game start.	Neutral
	OsTown Train Conductor Pin	1+	OsTown	Player restores the train station in OsTown.	Paint
	Oswald the Lucky Rabbit Pin	1+	Mean Street North	Available at Pin Trader after player gets The Spirit of the Wasteland quest; for Spirit of Heritage.	Neutral
	Parrotless Steve Pin	2+	Disney Gulch	Given by Pat in Gulch 1 if the player helps him.	Paint
	Paulie Pin	1+	Mean Street North	Available in Becca's Black Bag 3 from game start.	Neutral
	Pedal to the Metal Pin	Epilogue	Autotopia	Mickey beat the time trial; for Spirit of Tomorrow.	Paint
	Perfect Harmony Pin	2+	Bog Easy	Player helps Rolly out by restoring the zone.	Paint

	Pete Pan Pin	2+	Mean Street North	Available at Emporium after Episode 1; for Spirit of Adventure.	Neutral
	Petetronic Pin	3+	Mean Street North	Available in Becca's Black Bag 3 after Episode 2.	Neutral
	Pump It Up Pin	1	OsTown	Given by Goofy if the player uses all three pumps; for Spirit of Heritage.	Paint
	Recycler Pin	Epilogue	Ventureland	Player finds and paints all the spatters; for Spirit of Tomorrow.	Paint
	Research Assistant Pin	Epilogue	Mean Street North	Player turns in all restorative pictures.	Paint
	Ring of Fire Pin	2+	Blotworx Dragon	Player defeats the Elliot Blotworx; for Spirit of Independence.	Thinner
	Road Rally Pin	Epilogue	Autotopia	Sold by Greene in Autotopia if Greene and Moody go exploring; for Spirit of Independence.	Thinner
	Rocker Pin	Epilogue	Mean Street North	Available in Becca's Black Bag 3 after Episode 3.	Neutral
	Second Chance Pin	3+	Prescott's Arena	Player redeems Prescott; for Spirit of Compassion.	Paint
	Seer Pin	3+	Mean Street North	Available at Emporium after Episode 2.	Neutral
	Shocker Pin	Epilogue	Mean Street North	Available in Becca's Black Bag 3 after Episode 3.	Neutral
	Silly Symphony Pin	2+	Bog Easy	For helping Rolly out by restoring jug band; for Spirit of Tomorrow.	Paint
	Slobber Pin	3+	Mean Street North	Available at Emporium after Episode 2.	Neutral
	Slouchin' Brian Pin	2+	Disney Gulch	Given by Pat in Gulch 1 if the player helps him.	Paint
	Spatter Pin	3+	Mean Street North	Available at Emporium after Episode 2.	Neutral
	Spatter Stylist Pin	2+	Blot Alley	Clothe all the Spatters in Blot Alley; for Spirit of Compassion.	Paint
	Spatter Whisperer Pin	2	Blot Alley	Befriend all the Spatters in Blot Alley for Ian; for Spirit of Compassion.	Paint
	Spinner Pin	Epilogue	Mean Street North	Available at Emporium after Episode 3.	Neutral
	Spladoosh Pin	2+	Mean Street North	Available in Becca's Black Bag 3 after Episode 1; for Spirit of Pioneering.	Neutral

	Spooky Blot Alley Pin	3+	Mean Street North	Available at Pin Trader after Episode 2.	Neutral
	Student of Gremlin Architecture Pin	1	Mean Street South	Found in red chest behind thinner fall after changing Guardian Pool; for Spirit of Discovery.	Paint
	Sweeper Pin	3+	Mean Street North	Available at Emporium after Episode 2.	Neutral
	Taking Out the Trash Pin	Epilogue	Ventureland	Player finds and thins all the Spatters.	Thinner
	Tanker Pin	3+	Mean Street North	Available in Becca’s Black Bag 3 after Episode 2.	Neutral
	The Adventurous Life Pin	3+	Fort Wasteland	Sold by Greene in Gulch 2 if Greene and Moody go exploring; for Spirit of Freedom.	Thinner
	The Simple Life Pin	2+	OsTown	Fifth picture handed into Moody.	Paint
	They Have Their Trunks On Pin	2+	Ventureland	Found inside toon tree trunk at top of waterwheel lift; for Spirit of Discovery.	Thinner
	Threadbare Pin	1+	Mean Street South	Found in red chest when the giant hat on the Mad Hatter shop is thinned; for Spirit of Discovery.	Thinner
	Tiki Sam Pin	Epilogue	Mean Street North	Available in Becca’s Black Bag 3 after Episode 3.	Neutral
	Trust the Mad Doctor Pin	Epilogue	Mad Doctor’s New Attraction	Player redeems the Mad Doctor; for Spirit of Compassion.	Paint
	Urban Renewal Pin	2+	Underground	Destroyed second Gremlin structure and solved room; for Spirit of Self-Reliance.	Thinner
	Usher Pin	1+	Mean Street North	Available in Becca’s Black Bag 3 from game start.	Neutral
	Ventureland Preservationist	3+	Ventureland	Appears in Tiki Sam’s shop if player doesn’t destroy the Ventureland Station.	Paint
	Ventureland Train Conductor Pin	3+	Ventureland	Player fixes the station in Ventureland.	Paint
	Visit Fort Wasteland Pin	3+	Mean Street North	Available at Pin Trader if Greene and Moody explore Gulch 2.	Neutral
	Welcome to the Gulch Pin	2+	Mean Street North	Available at Pin Trader if Greene and Moody explore Gulch 1.	Neutral
	When Elephants Fly Pin	1+	Disney Gulch	Found in red chest in caboose of train, if all three Batteries placed in train; for Spirit of Discovery.	Neutral
	Wild Frontier Pin	2+	Disney Gulch	Player rescues Rigger from Spatters in the Gulch.	Paint

Quests

Icon	Name	Quest Giver	Zone	Episode Available	Additional Zones
	The Bunny Wranglers	Ortensia	OsTown	Episode 2	Disney Gulch, Blot Alley, Train Tunnels, Fort Wasteland, Floatyard
	A Captain's Life for Me	Damien Salt/Beluga Billy	Ventureland	Episode 3	Autotopia
	Clothes Make the Spatter	Ian	Blot Alley	Episode 2	Mean Street South, OsTown
	Creative Threedom	Fifer Pig	Mean Street North (Cinema)	Episode 1	OsTown, Fort Wasteland, Ventureland, Bog Easy, Mean Street North, Mean Street South, Disney Gulch
	Donald's Date	Donald Duck	Bog Easy (2nd visit)	Episode 2	Ventureland
	Finding the Hidden Heroes	Seth	Mean Street South	Episode 1	All Levels
	The Encyclopaedia Wastelandica	Adelle	Mean Street North (Camera Shop)	Episode 1	Rainbow Falls, Rainbow Caverns, Disney Gulch, Blot Alley, Train Tunnels, Floatyard, Autotopia
	A Friend in Deed	Sparks	Bog Easy (Old Town)	Episode 2 (2nd visit)	OsTown, Fort Wasteland, Floatyard, Autotopia
	Goofy's Fountain Mishap	Goofy	OsTown	Episode 2 (2nd visit)	None
	Horace's Assistant Assistance	Horace	Mean Street South (Detective Agency)	Episode 2	Blot Alley, Ventureland, OsTown
	Much Ado about Blotlings	Daisy	Ventureland	Episode 3 (2nd visit)	None
	One Toon's Trash	Laralee	Mean Street South (Museum)	Episode 1	None
	Operation Gremlin Drop	Gus	The Underground	Episode 1	Rainbow Falls, Disney Gulch, Bog Easy, Blot Alley, Train Tunnels, Fort Wasteland, Floatyard, Ventureland, Autotopia, Mad Doctor's Attic
	The Other Side of the Screen	Flynn	Mean Street North (Arcade)	Episode 2	None
	Out of Toon	Louis/Rolly	Bog Easy	Episode 2 (2nd visit)	None
	The Spirit of Wasteland	The Spirit of Wasteland	Mean Street North	Episode 1	OsTown
	Thanks for the Memories	Moody/Rigger Greene	OsTown	Episode 1	Rainbow Falls, Disney Gulch, Fort Wasteland, Floatyard, Autotopia

	The Wasteland Limited	Train Conductor	Mean Street South	Episode 1	OsTown, Bog Easy, Ventureland
	Watch the Skies!	Copernicus	Mean Street South (Observatory)	Episode 2	Rainbow Caverns, Disney Gulch, Mad Doctor's Lab, Blot Alley, Fort Wasteland, Floatyard, Autotopia, Mad Doctor's New Attraction

Shop Lists

	The Bat En Rouge
Always	
	Mickey Health Restore
	Oswald Health Restore
	Paint Ammo
	Thinner Ammo
	Electric Ammo
	Paint/Thinner Combo Ammo
After Episode 1	
	Concept Art 10
	Concept Art 11
	Concept Art 12
	Captain Hook Pin
	Global Sketch Upgrade (after all sketches purchased)
After Episode 2	
	Concept Art 13

	Concept Art 14
	Concept Art 15
	Concept Art 16 (if Sparks tricked)
	Concept Art 17 (if Sparks tricked)
	Concept Art 18 (if Sparks tricked)
After Episode 3	
	Concept Art 19
	Concept Art 20
	Concept Art 21
	Emporium
Always	
	Mickey Health Restore
	Oswald Health Restore
	Paint Ammo
	Thinner Ammo
	Electric Ammo
	Paint/Thinner Combo Ammo
	Watch Sketch

Mickey Health Upgrade
Oswald Health Upgrade
After Episode 1
Gremlin Gus Pin
Gremlin Jamface Pin
Pete Pan Pin
Concept Art 1
Concept Art 2
Watch Sketch Upgrade (after sketch purchase)
After Episode 2
Seer Pin
Slobber Pin
Spatter Pin
Sweeper Pin
Concept Art 4
Concept Art 5
Mickey Health Upgrade

	Oswald Health Upgrade
After Episode 3	
	Hopper Pin
	Spinner Pin
	Concept Art 7
	Concept Art 8
	Laralee Pin
	Haberdasher Pin
	Usher Pin
	Casey Pin
	Ice Cream Parlor
Always	
	Mickey Health Restore
	Oswald Health Restore
	Paint Ammo
	Thinner Ammo
	Electric Ammo

	Paint/Thinner Combo Ammo
	Melted Ice Cream Cone (before AC repair)
	Ice Cream Cone (after AC repair)
	Fairy Sketch Upgrade (after sketch unlock)
After Episode 1	
	Paulie Pin
	Pie Pin
	Ice Cream Pin
After Episode 3	
	Happy Birthday Pin
	Mad Hatter
Always	
	Construction Mickey Costume Piece 1
	Track Runner Oswald Costume Piece 2
After Episode 1	
	Sorcerer’s Apprentice Mickey Costume Piece 3 (360/PS3)
	Construction Mickey Costume Piece 2
	Football Mickey Costume Piece 1
	Gremlin Oswald Costume Piece 1

	Knight Oswald Piece 1
After Episode 2	
	African Spatter Costume (after helping Ian)
	Asian Spatter Costume (after helping Ian)
	Jester Spatter Costume (after helping Ian)
	Manor Servant Spatter Costume (after helping Ian)
	Flower Spatter Costume (after helping Clarabelle)
	Brave Little Tailor Mickey Costume Piece 1
	Brave Little Tailor Mickey Costume Piece 2
	Brave Little Tailor Mickey Costume Piece 3
	Tron Oswald Costume Piece 1
	Tron Oswald Costume Piece 2
	Tron Oswald Costume Piece 3
	Shanty Shop
Always	
	Mickey Health Restore
	Oswald Health Restore

	Paint Ammo
	Thinner Ammo
	Electric Ammo
	Paint/Thinner Combo Ammo
	TV Sketch
After Episode 1	
	Mickey Health Upgrade
	Oswald Health Upgrade
	TV Sketch Upgrade (after sketch purchase)
After Episode 2	
	Animatronic Daisy Pin
	Animatronic Donald Pin
	Animatronic Goofy Pin
After Episode 3	
	Ian the Ghost Pin
	Petetronic Pin
	Tiki Sam’s
Always	
	Mickey Health Restore

	Oswald Health Restore
	Paint Ammo
	Thinner Ammo
	Electric Ammo
	Paint/Thinner Combo Ammo
	Anvil Sketch
	Giant Pearl
After Episode 1	
	Concept Art 22
	Concept Art 23
	Concept Art 24
	Hook vs. Pete Pan Pin
	Pirate Friend Pin
	Anvil Sketch Upgrade (after sketch purchase)
After Episode 2	
	Mickey Health Upgrade
	Oswald Health Upgrade

Concept Art 25
Concept Art 26
Ventureland Preservationist (if train station restored)
After Episode 3
Concept Art 25
Concept Art 26
Tiki Sam Pin
Breaking News Pin

Pin Trader

Main Shop

Always
Scrap Metal
Bronze Pin
Silver Pin
Gold Pin
Big Bad Pete Pin (after “The Spirit of the Wasteland” quest granted)
Ortensia Pin
Oswald the Lucky Rabbit Pin (after “The Spirit of the Wasteland” quest granted)
After Episode 1

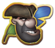
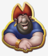
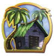
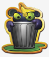
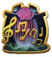
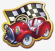
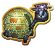
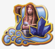
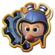
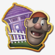
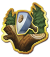
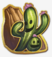
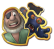
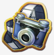
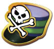
	Art Appreciator
	Cartoon Buff Pin
	Clarabelle Cow Pin
	Horace Horsecollar Pin
	Well Read Pin
	Friendly Dragon Pin (if you destroyed first boss)
	Ring of Fire Pin (if you redeemed first boss)
	Falls of Rainbow Caverns Pin (after Greene and Moody explore Rainbow Caverns)
	Welcome to the Gulch Pin (after Greene and Moody explore Gulch)
	Gremlin Village Pin (after Greene and Moody disappear)
	Lonesome Manor Pin (after Greene and Moody disappear)
	Mickeyjunk Mountain Pin (after Greene and Moody disappear)
After Episode 2	
	Spooky Blot Alley Pin
	Bunny Child Pin
	Defeated Petetronic Pin

	Redeem Petetronic Pin
	Napoleon Complex Pin (if you redeemed second boss)
	Second Chance Pin (if you destroyed second boss)
	Visit Fort Wasteland Pin (after Greene and Moody explore fort)
	Gremlin Prescott Pin (after Greene and Moody explore Floatyard)
	Pirate Hero Pin (after Scurvy Pat disappears)
	Pirates of the Wasteland Pin (after Scurvy Pat disappears)
	Swashbuckler Pin (after Scurvy Pat disappears)
After Episode 3	
	Kingdom of Wasteland Pin
	Help Me Help You Pin
	Down with the Mad Doctor Pin (if you destroyed third boss)
	Trust the Mad Doctor Pin (if you redeemed third boss)
	Autotopia Racing Pin (after Greene and Moody explore Autotopia)
BLACK BAG 1 (1 Bronze Pin per draw)	
Always	
	Mad Doctor Pin

	Mean Street Pin
	Oswald Pin
	Dark Beauty Castle Pin
	Repair Mean Street Pin
After Episode 1	
	Gremlin Pin
	Mean Street Romance Pin
	Welcome to Wasteland Pin
	Mystery Solved Pin
	Skydiver Pin
	Dropwing Pin
	Spladoosh Pin
After Episode 2	
	Mickey Mum Pin
	Play a Tune Pin
	Small Pete Pin

	Stop the Music Pin
	Swamp Iris Pin
	Unwind the Clock Pin
	Anvil Pin
	Case Closed Pin
	No More Blotticles Pin
	TV Pin
	Watch Pin
	Basher Pin
	Tanker Pin
After Episode 3	
	Gremlin Guardian Pin
	Symphony Sunflower
	Tomorrow City Pin
	Me and My Shadow Pin
	Shadow Boxing Pin

	Sparkle Daisy Pin
	Ventureland Romance Pin
	Blotworx Shocker
	Blotworx Blocker
	Blotworx Rocker
BLACK BAG 2 (5 Bronze Pins per draw)	
Always	
	Mouseterpiece Pin (if you didn’t collect red chest in Yen Sid’s Lab)
	Beauty Only Thin Deep Pin (if you didn’t collect red chest in Dark Beauty Castle)
	Charge It! Pin (if you didn’t collect red chest in Dark Beauty Castle)
	Bibbidi Bobbidi Boo Pin (if you didn’t give deed to Bertrand)
	Hockety Pockety Wockety Wack Pin (if you didn’t give deed to Bertrand)
	Green Thumb Pin (If you didn’t give costumes to Clarabelle)
	Diving Miss Daisy Pin (if you didn’t help Donald fix up his boat)
	Gotcha Pin (if you didn’t give trick gear to Sparks)
	Dandy Evan Pin (if you didn’t help Scurvy Pat)

	Parrotless Steve Pin (if you didn’t help Scurvy Pat)
	Slouchin’ Brian Pin (if you didn’t help Scurvy Pat)
	On the House Pin (if you didn’t fix crane or saved Spatters)
	Taking Out the Trash Pin (if you fixed the crane or painted Spatters)
	Perfect Harmony Pin (if you destroy the jug band)
	Autotopia Racing Pin (if Moody regains memory or doesn’t go to Autotopia)
	Everyone Loves a Parade Pin (if Moody regains memory or doesn’t go to Floatyard)
	Falls of Rainbow Caverns Pin (if Moody regains memory or doesn’t go to Rainbow Falls)
	Gremlin Prescott Pin (if Moody regains memory or doesn’t go to Floatyard)
	The Simple Life Pin (if you sends Moody adventuring)
	Visit Fort Wasteland Pin (if Moody regains memory or doesn’t go to fort)
	Welcome to the Gulch Pin (if Moody regains memory or doesn’t go to Gulch)
	Wild Frontier Pin (if you send Moody adventuring)
	Research Assistant Pin (if you took mostly destructive Encyclopaedia pictures)
	Bog Easy Conductor Pin (if you destroyed Bog Easy Station)

	Ostown Train Conductor Pin (if you destroyed OsTown Station)
	Ventureland Train Conductor Pin (if you destroyed Ventureland Station)
	Mean Street Train Conductor Pin (if you destroyed Mean Street Station)
	Consummate Collector Pin (if you gave real-world items to Copernicus)
	Pirate Hero Pin (if you didn't help Scurvy Pat)
	Pirates of the Wasteland Pin (if you didn't help Scurvy Pat)
	Swashbuckler Pin (if you didn't help Scurvy Pat)
	Gremlin Village Pin (if Moody regains memory)
	Lonesome Manor Pin (if Moody regains memory)
	Mickeyjunk Mountain Pin (if Moody regains memory)
After Episode 3	
	Lockbreaker Pin
	Locksmith Pin
	Ventureland Preservationist Pin
BLACK BAG 3 (25 Bronze Pins per draw)	
Always	
	Hat Pin (if you thinned path into the Underground)

	Spatter Whisperer Pin (if you make Ian uphappy in Blot Alley)
	Ohana Pin (if you launched Jamface)
	Love Conquers All Pin (if you help Beluga Billy become captain)
	Spatter Slylist Pin (if you made Flower Spatters)
	Blotyguard Pin (if you broke the crane)
	Angels Dancing Pin (if you opened destructive route to Rainbow Caverns)
	Booty to the Head Pin (if you helped Damien Salt become captain)
	All Ears Pin (if you let the Usher buy out the Three Little Pigs)
	Beautiful Friendship Pin (if Clarabelle didn’t become Horace’s assistant)
	Music to My Ears Pin (if you fixed the jug band)
	The Adventurous Life Pin (if Moody recovered memories or didn’t go to the fort)
	I Scream, You Scream Pin (if the Bunny Children went to Ortensia, or mixed)
	Pump It Up Pin (if you used 1 super-charged pump in OsTown)
	Aggressive Driver Pin (if you restored Autotopia)
	Gremlin Ballista Pin (if you saved Jamface)

	Careful Planning Pin (if you help Damien Salt become captain)
	Mouse Catcher Pin (if Seth made an Oswald flower picture)
	Road Rally Pin (if Moody recovered memories or didn't go to Autotopia)
	Never Too Thinned Pin (if you turn in Paint or mixed pictures for Adelle)
	Don't Know My Own Strength Pin (if you used 3 pumps in OsTown)
	Fixer-Upper Pin (if you destroyed an underground room)
	Foreman Pin (if you destroyed an underground room)
	Handymouse Pin (if you destroyed an underground room)
	Jumpstart Pin (if forge wasn't properly repaired)
	Good Head on His Shoulders Pin (if you put Mickey's head on the fountain)
	All Aboard Wasteland Conductor Pin (if you destroy trains before restoring)
	Black Bill Pin (if you didn't help Scurvy Pat)
	Demolition Expert Pin (if you fixed up an underground room)
	Eradicator Pin (if you fixed up an underground room)
	Urban Renewal Pin (if you fixed up a underground room)

	Make Ghosts Lonesome Pin (if you keep Ian happy in Fort Wasteland)
	Heads, I Win Pin (if you put Oswald's head on the fountain)
	Lost and Found Pin (if Barnacle Jones didn't become Horace's assistant)
	Pedal to the Metal Pin (if you fail to beat the time trial in Autotopia)
	20,000 Leagues under the Thinner Pin (if you didn't make Donald's sub)
	Fan Club President Pin (if Seth made a Mickey flower picture)
	Exorcised Pin (if Tedworth didn't become Horace's assistant)
	Recycler Pin (if you built apartment or thinned Spatters in Ventureland)
	Silly Symphony Pin (if you destroyed the jug band)
	Not Quite 101 Pin (if the Bunny Children went to Paulie, or mixed)
	Breaking News Pin (if you take the Giant Pearl from Tiki Sam)
	Looking at the Stars Pin (if you give all real-world items to Laralee)

Episode 1

A Family Reunion

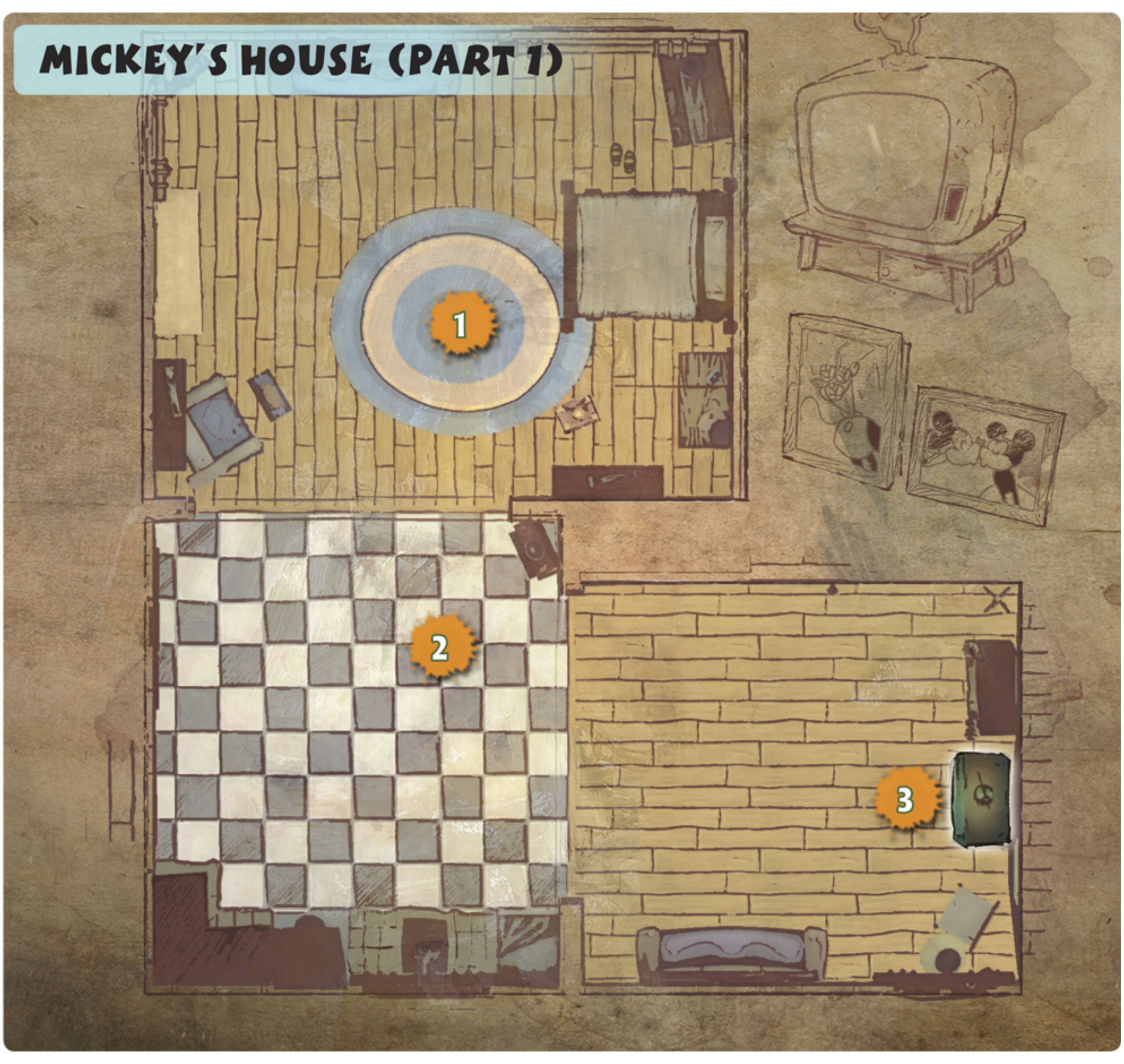
“The first place we went to [get inspiration for Oswald] were the original Oswald cartoons as we’ve always been faithful to Disney history, and Oswald wasn’t going to be the exception; while there was limited material to work on, a lot of inspiration came from those, particularly his ability to remove his limbs as well as the idea to use his ears like a helicopter. Fans of the first game will remember that Oswald was looking for the remote control to set off the fireworks, so we were happy to bring that back and give him more control/power against the Beetleworx and Blotworx in the world.”

– Paul W.

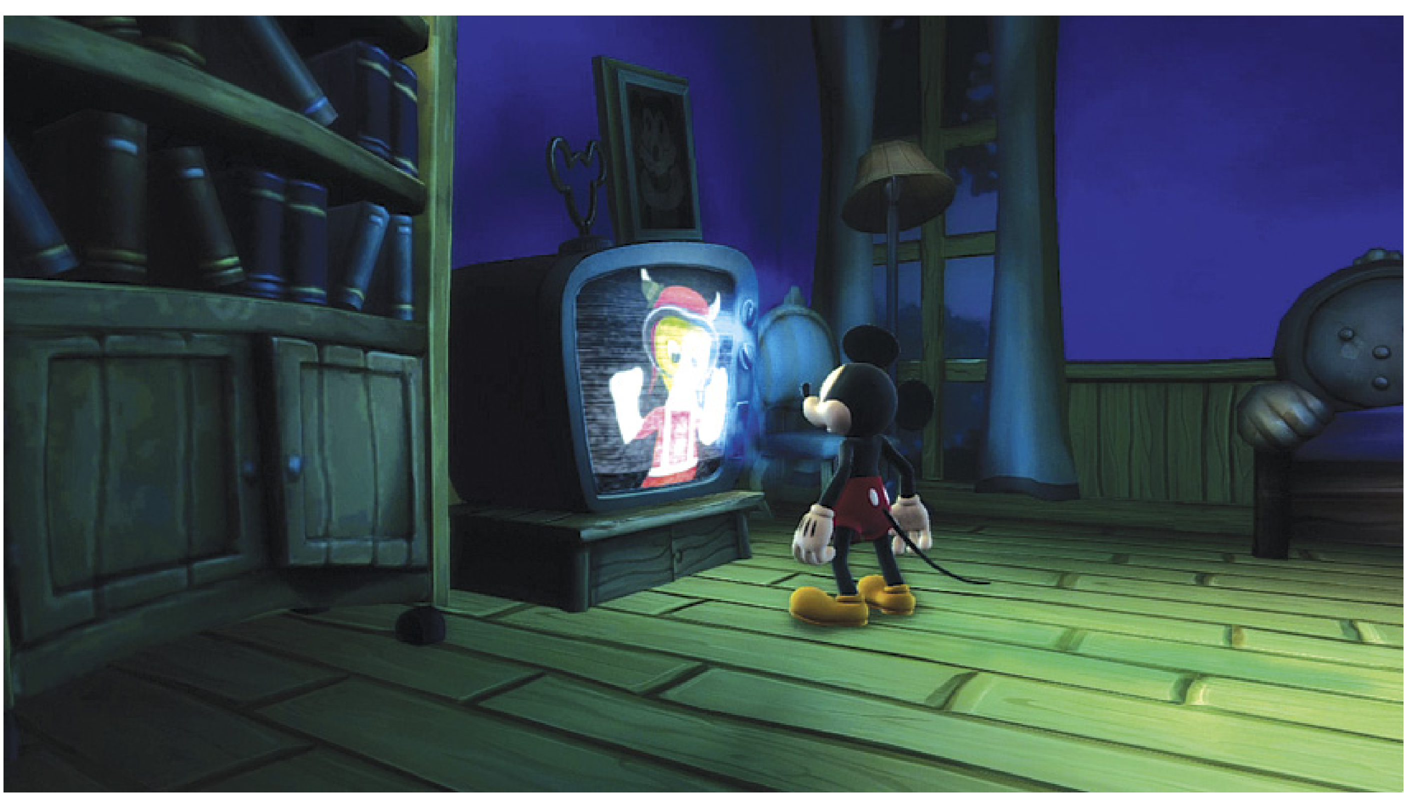
A Family Reunion

Yen Sid’s Lab

MICKEY’S HOUSE (PART 1)



LEVEL OVERVIEW



Unlike the last time you went to Wasteland, this time you go voluntarily. After Gus builds a device to contact you through your television set, you arrive in Yen Sid’s Lab. As Mickey, you must navigate through the laboratory and recover the Magic Brush before you can rendezvous with Oswald, Ortensia, and Gus at Dark Beauty Castle in Wasteland.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- None

Enemies

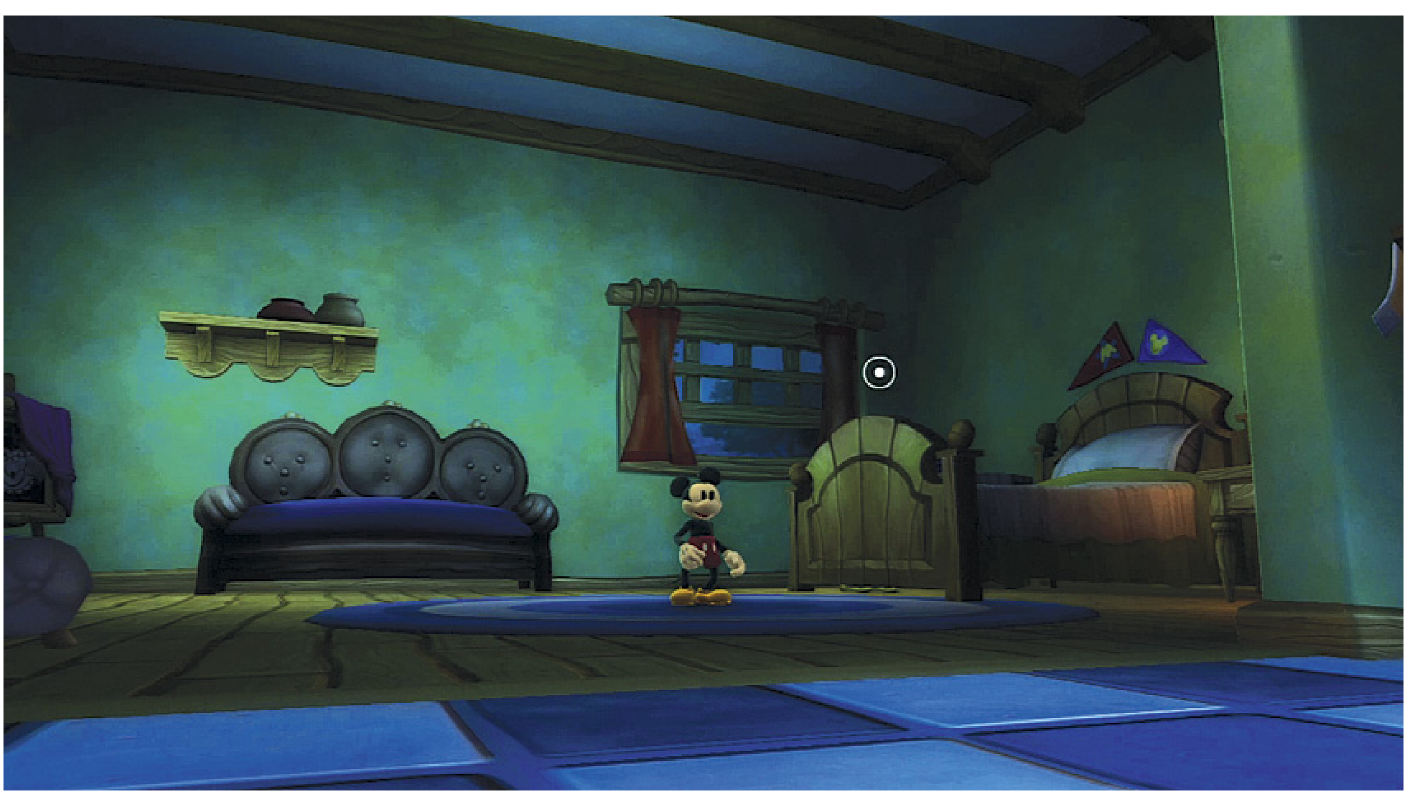
- None

Quests

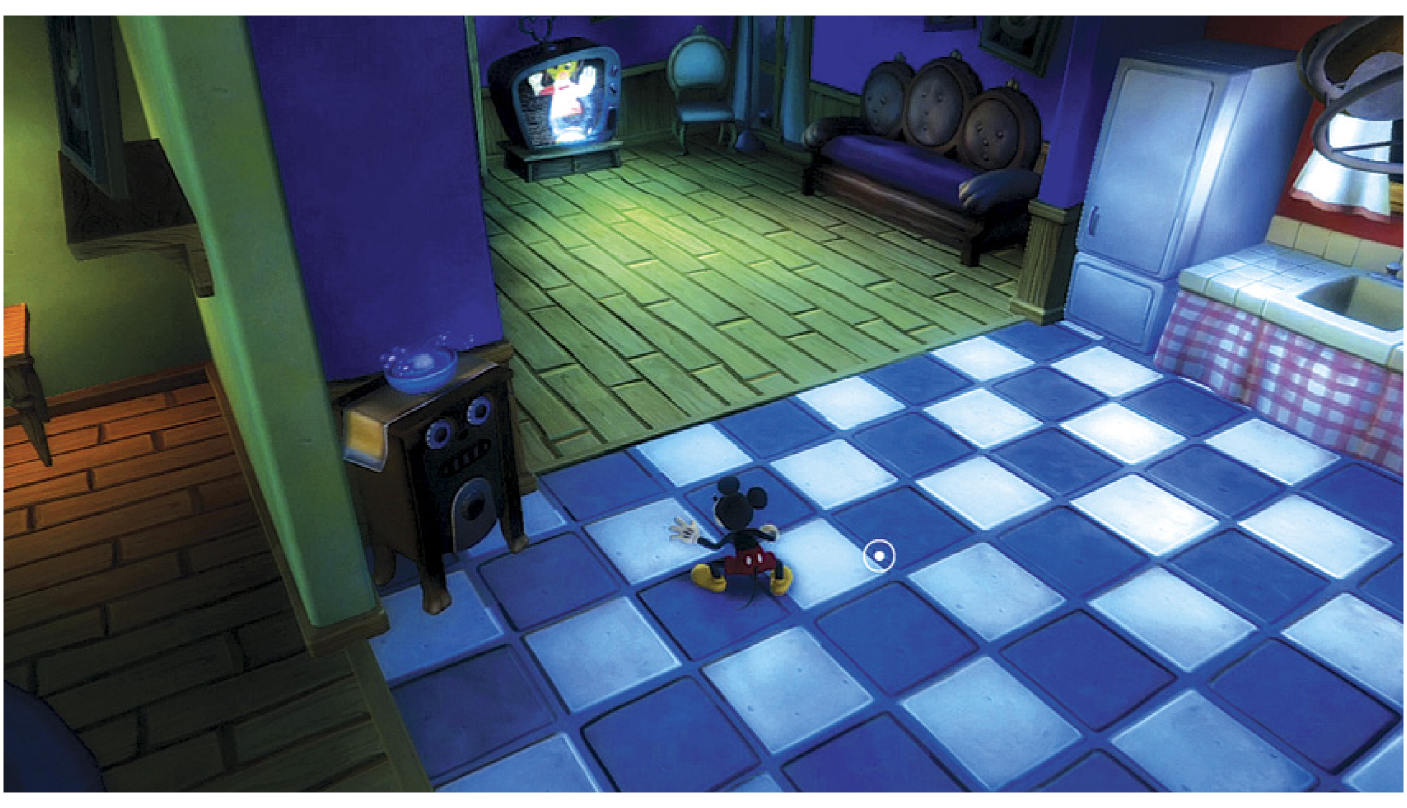
- None

Things to Do

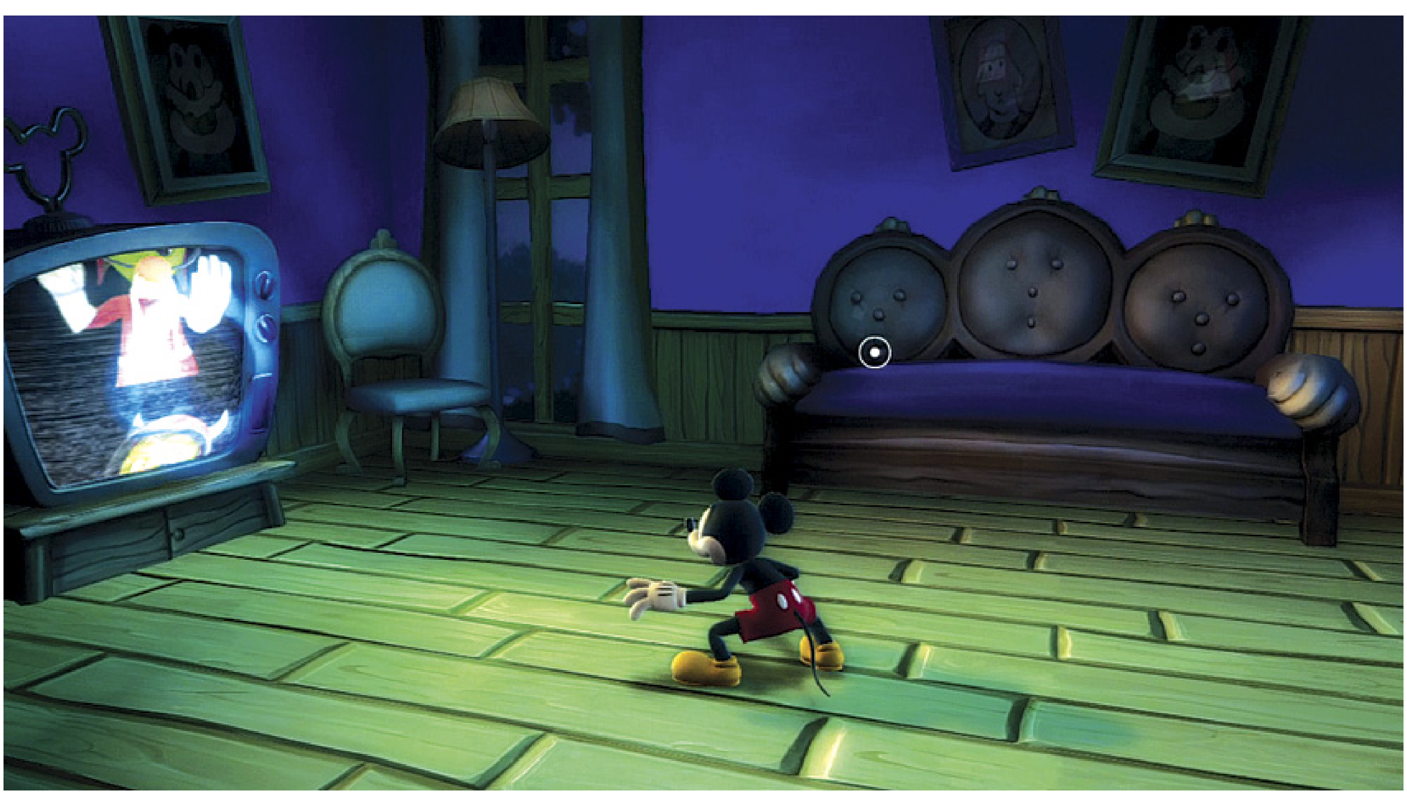
- Wake up in your home
- Listen for Gus’s voice and find the TV
- Jump through the TV into Wasteland



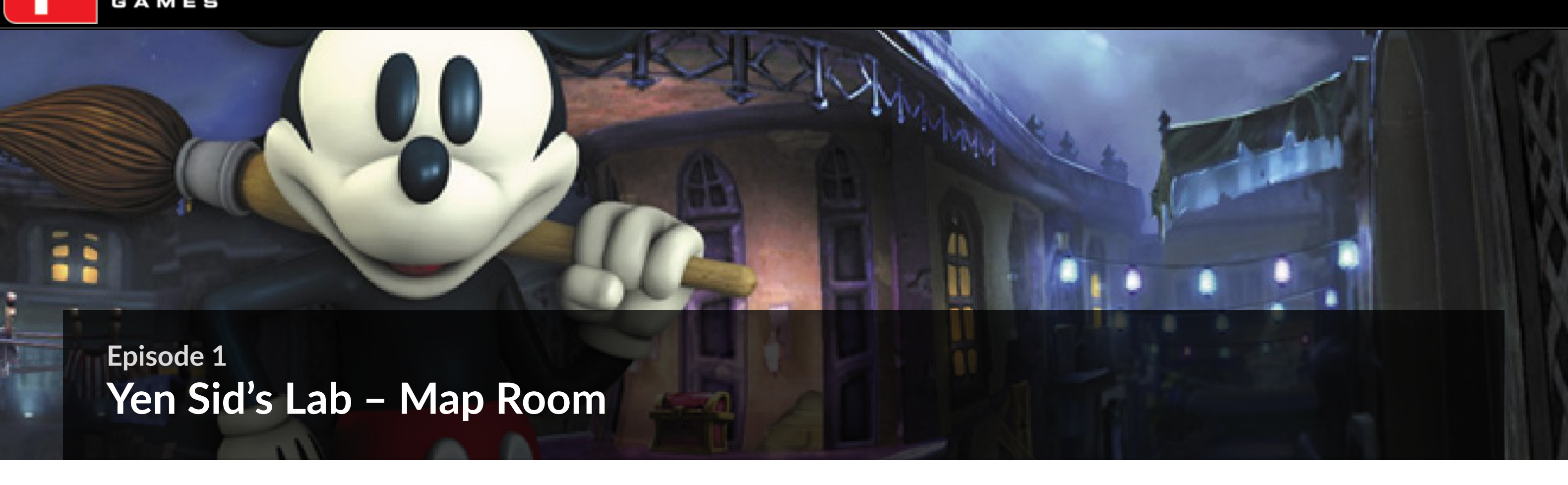
As Mickey, you wake up in your bedroom. Take a quick stretch and look around your house. Everything appears normal until you hear the faint sound of Gus’ voice coming from the next room. At this point, you don’t have your Magic Brush, so there’s nothing to do but locate Gus’ voice.



Leave the bedroom and enter the kitchen area. Turn left toward the living room. The TV is on, and you’ll see Gus attempting to contact you from Wasteland through the TV signal. Approach the TV set.



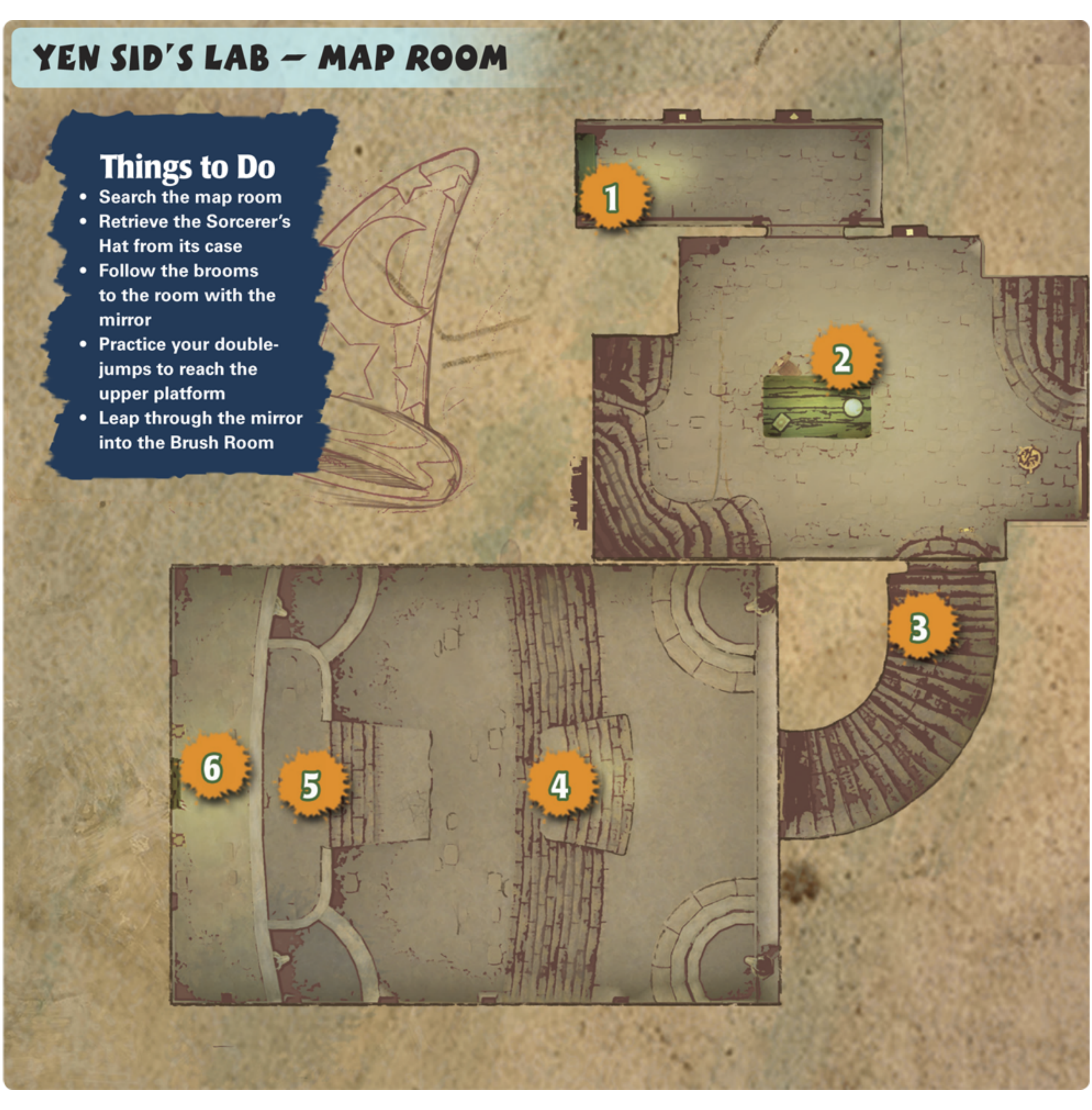
Gus explains that they need your help again in Wasteland. Without a second thought you dive through the TV screen.



Episode 1

Yen Sid's Lab – Map Room

YEN SID'S LAB – MAP ROOM


YEN SID'S LAB – MAP ROOM
Things to Do
Search the map room
Retrieve the Sorcerer's Hat from its case
Follow the brooms to the room with the mirror
Practice your double-jumps to reach the upper platform
Leap through the mirror into the Brush Room
1
2
3
4
5
6

Things to Do

- Search the map room
- Retrieve the Sorcerer's Hat from its case
- Follow the brooms to the room with the mirror
- Practice your double-jumps to reach the upper platform
- Leap through the mirror into the Brush Room

LEVEL OVERVIEW

Now that you've left the safety of your house, you must navigate through Yen Sid's Laboratory and recover the Magic Brush. But reaching the Magic Brush has some challenges of its own, and you'll have to use your wits and acrobatic skills to navigate the lab first.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

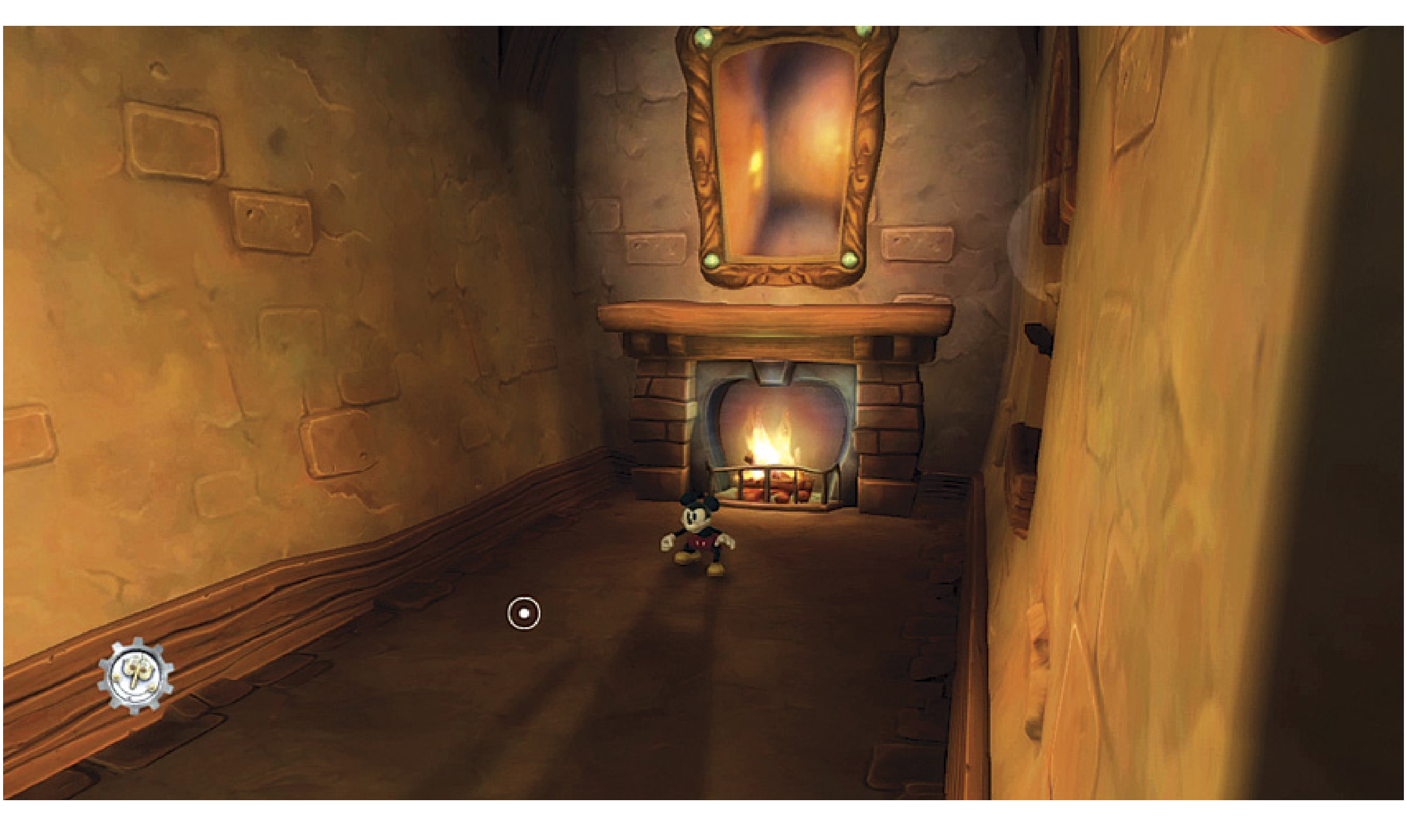
- Sorcerer's Apprentice Hat

Enemies

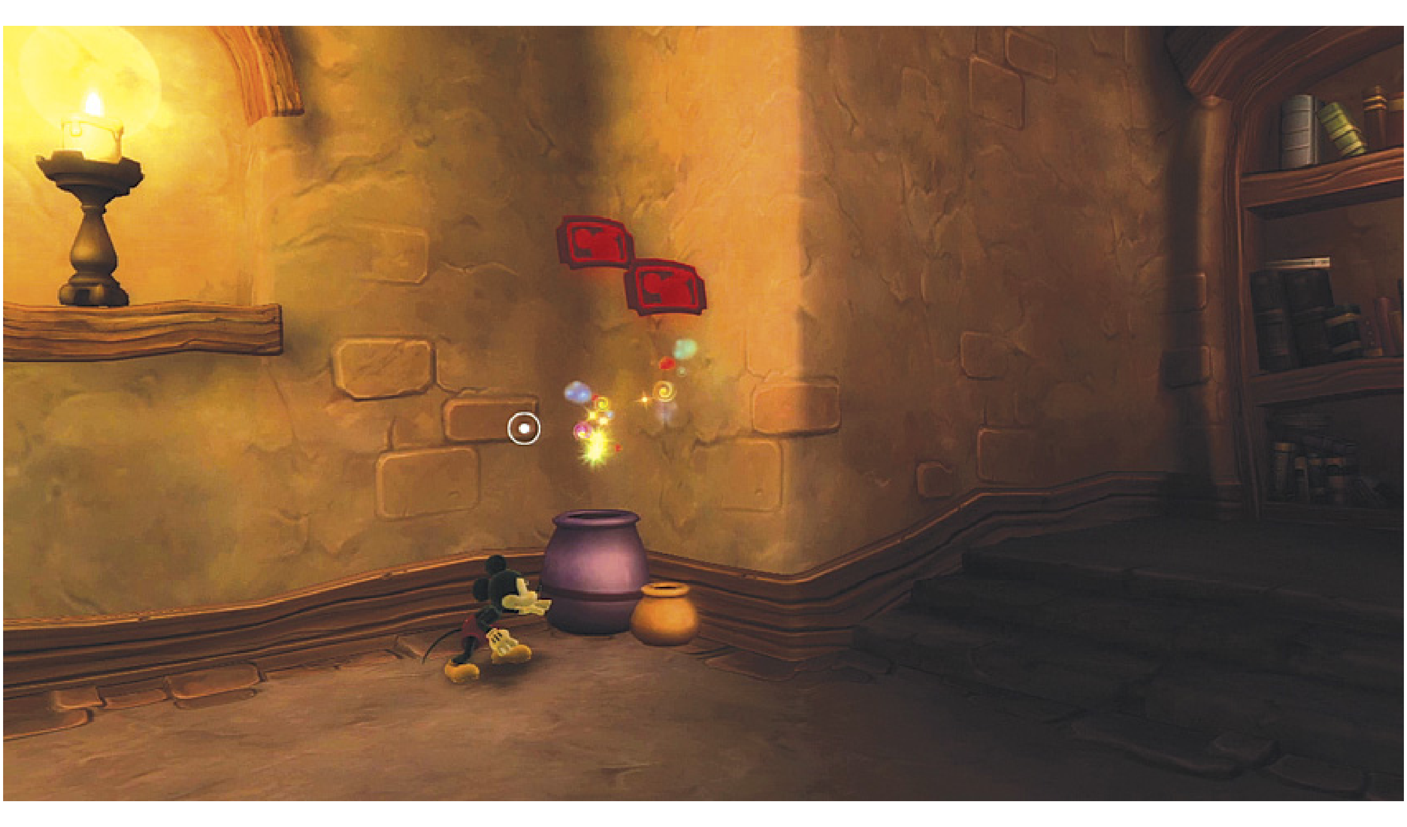
- None

Quests

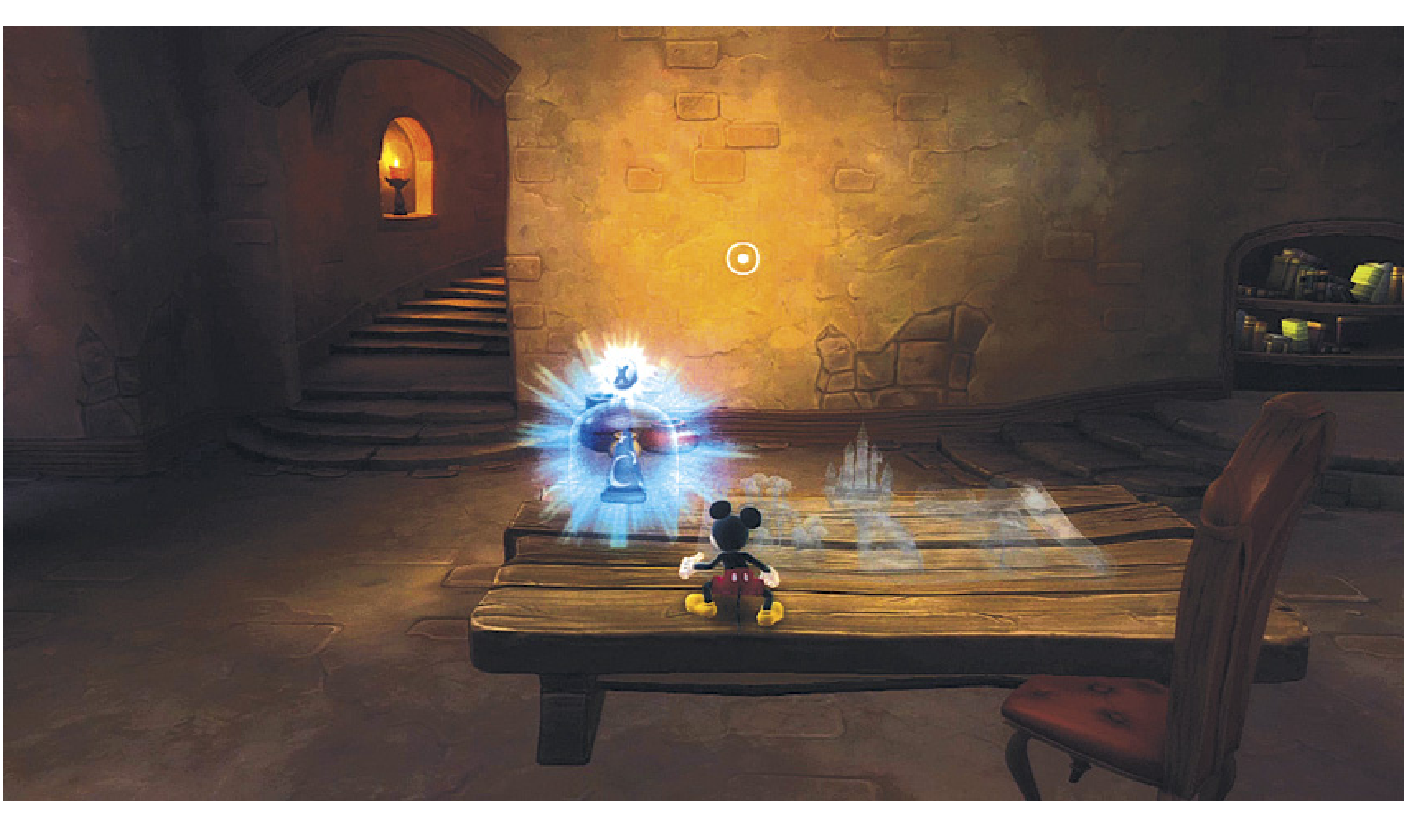
- None

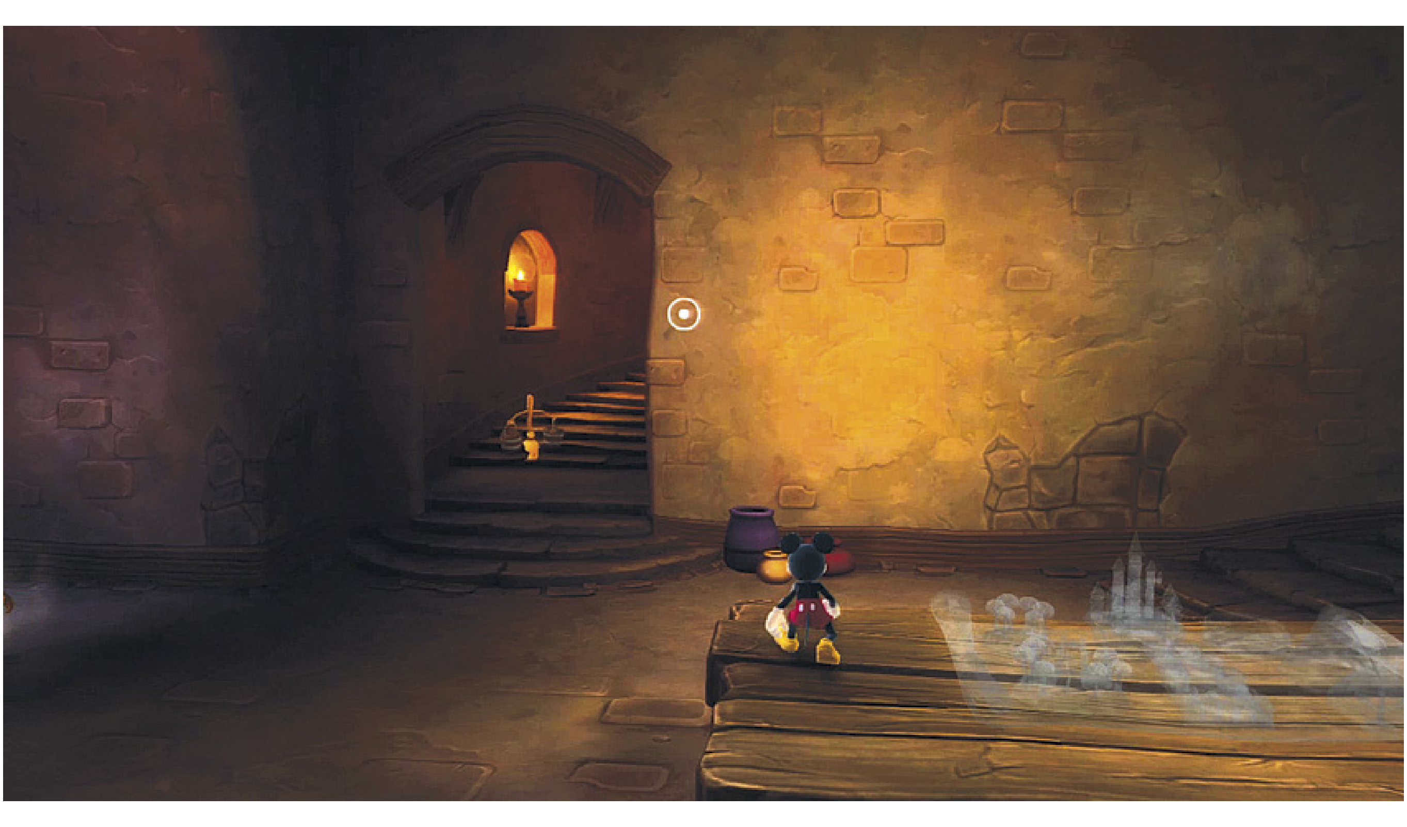


You enter the wizard Yen Sid's Laboratory via the mirror above the fireplace. Proceed down the hallway and into the main map room.

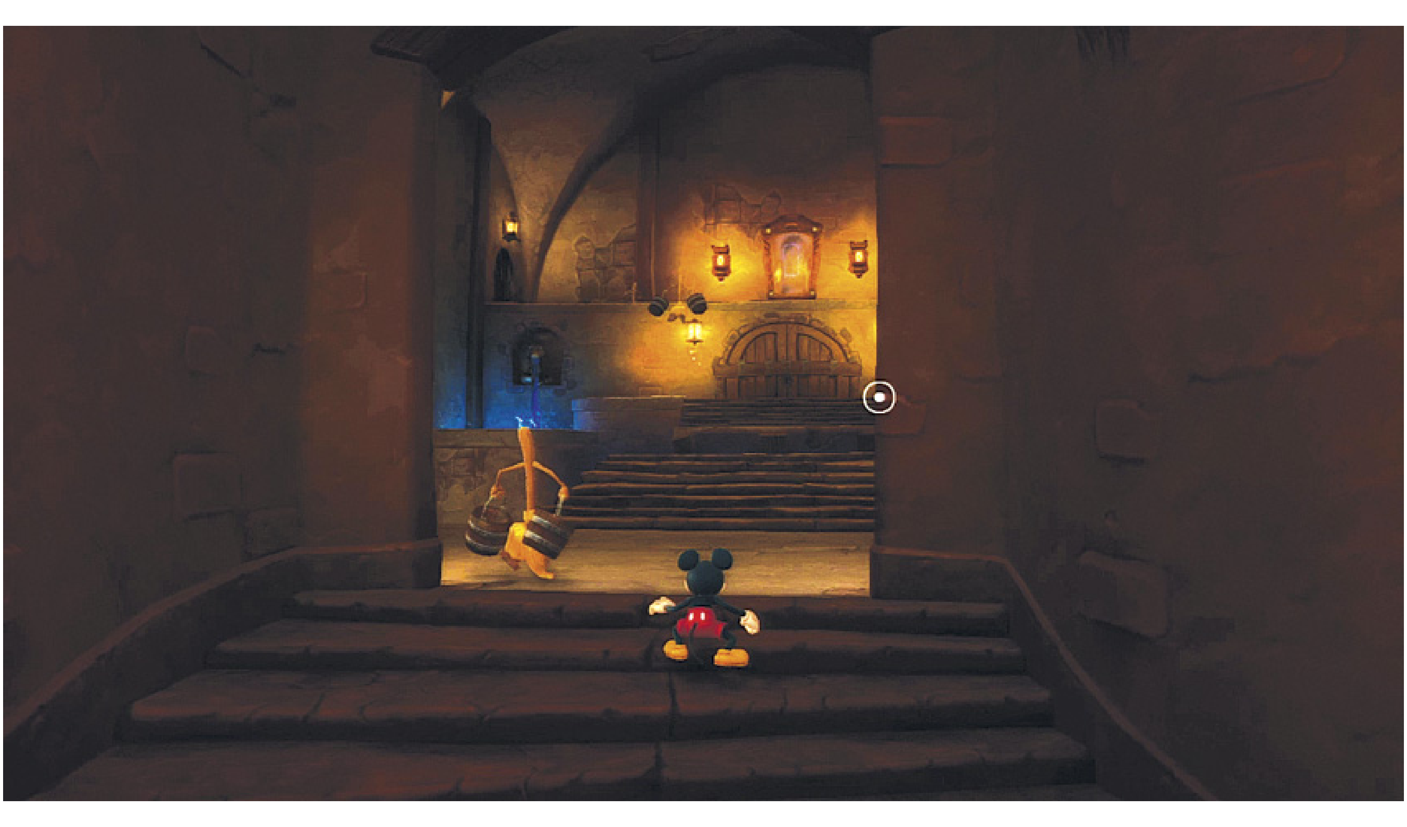


Search the main map room for E-tickets. Circle around the room, smashing buckets and breaking the containers that line the walls. Out will pop red E-tickets, and you'll be that much richer once you arrive in Wasteland.

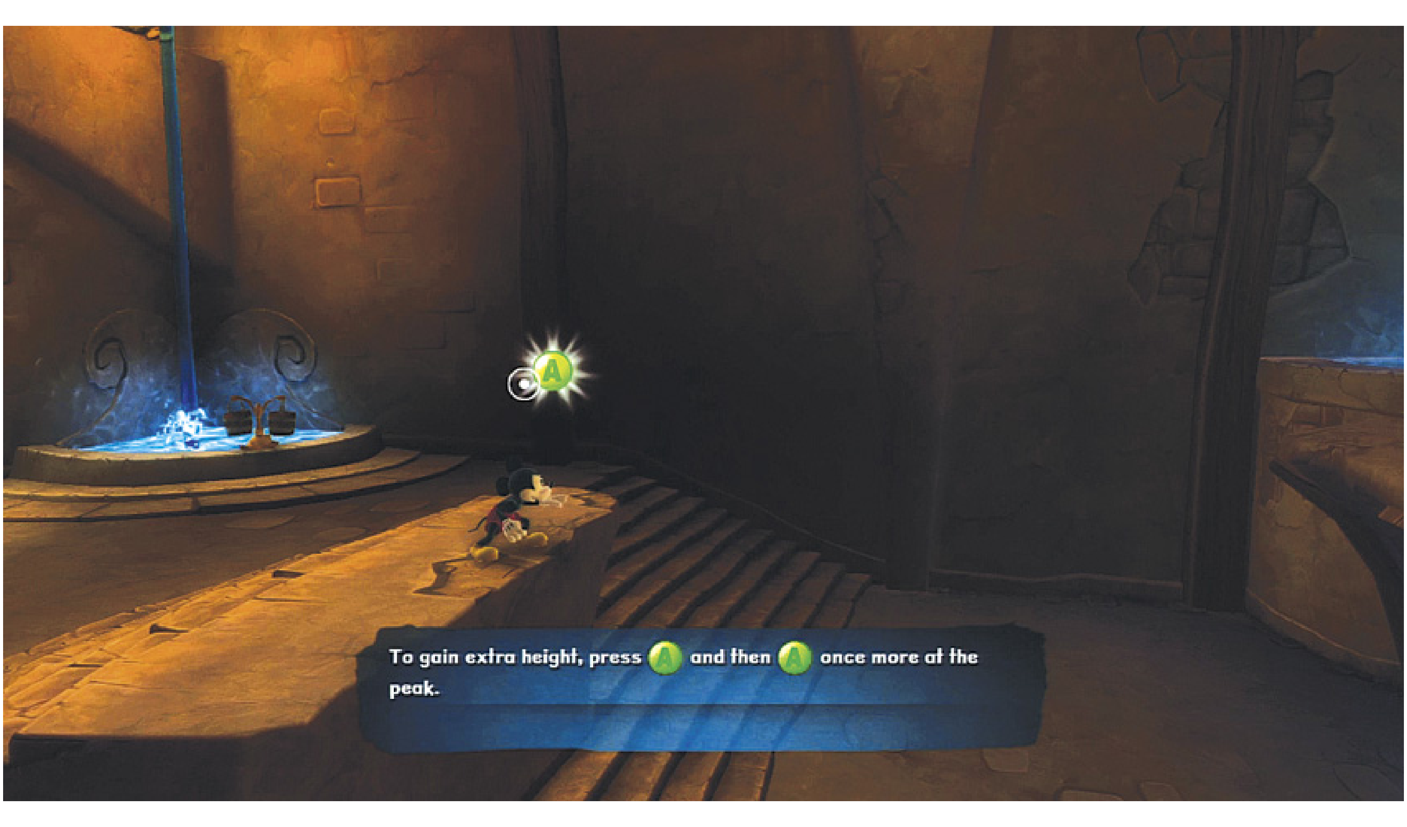




When you're ready, hop onto the map table and use your Spin Move to shatter the glass case holding the Sorcerer's Hat. Once you retrieve the hat, the brooms in the alcove next to the stairs animate. Each broom grows a pair of bucket-holding arms and starts marching up the stairs.

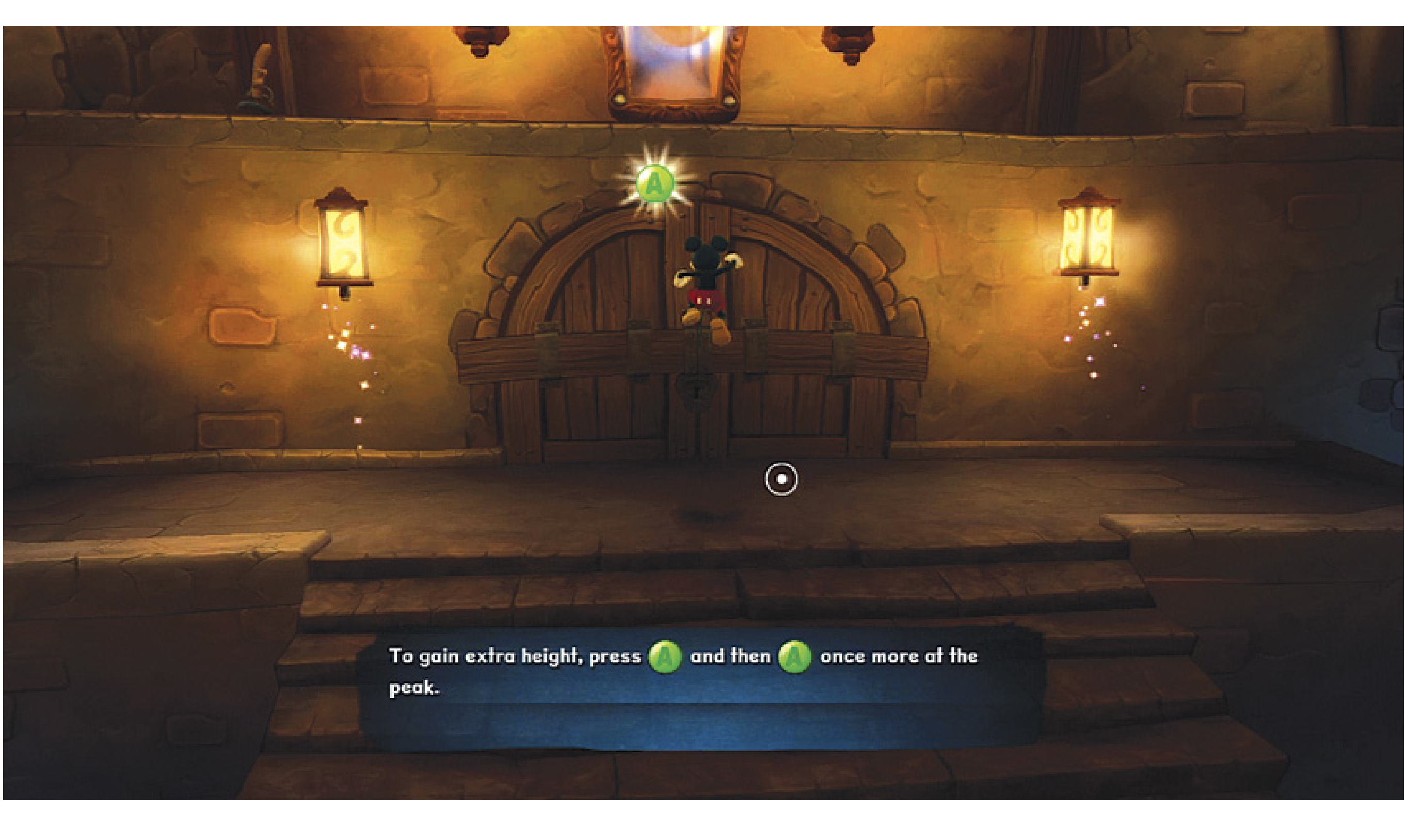


Follow the brooms up the stairs and into the room with the flowing fountains. The player must master Mickey's double-jump move in order to cross to the other side of the room.



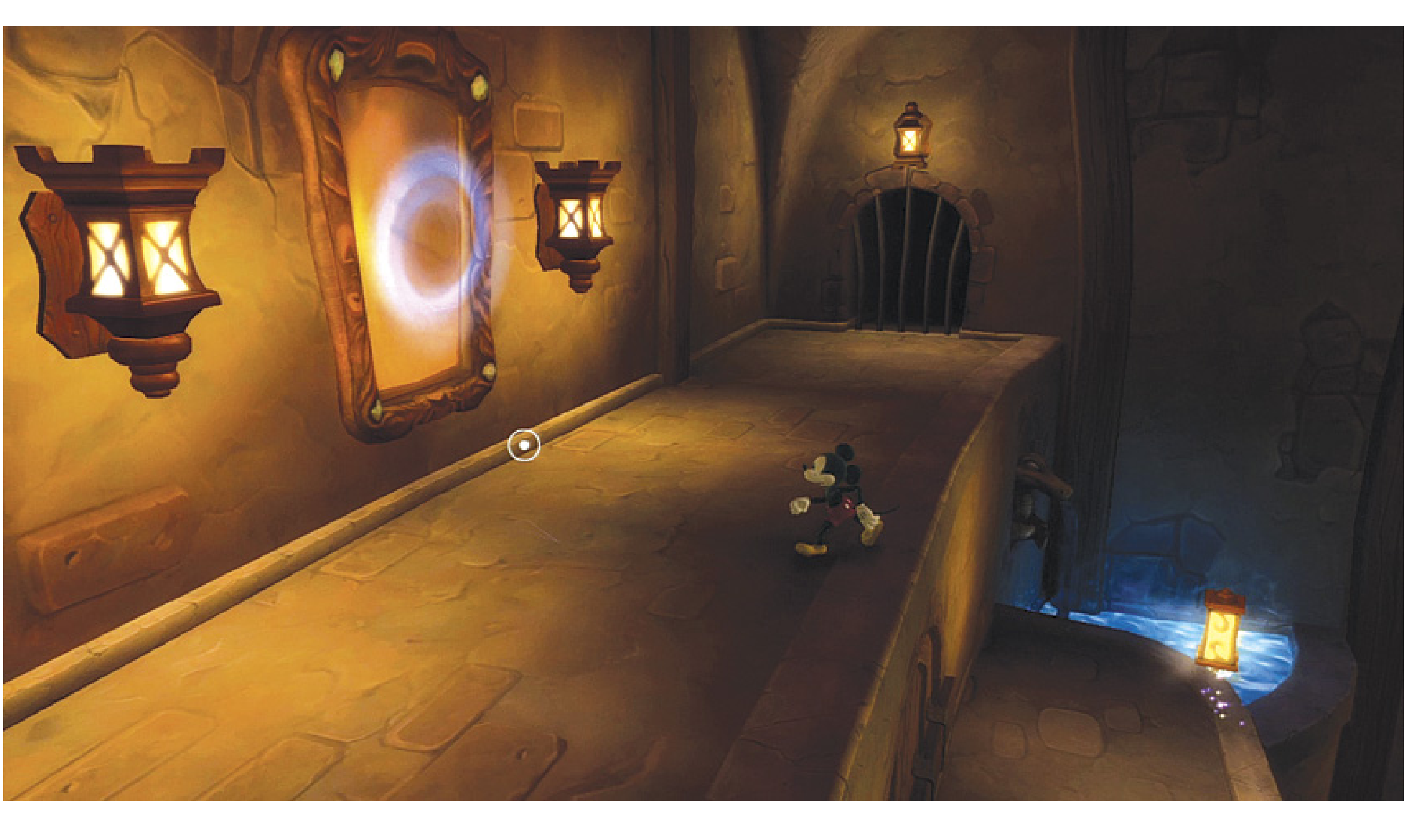
To gain extra height, press A and then A once more at the peak.

Take a running start and jump off the edge of the broken stairs. At the height of your leap, jump again by holding the Jump Button down to perform the second part of your double-jump and land safely on the far side.

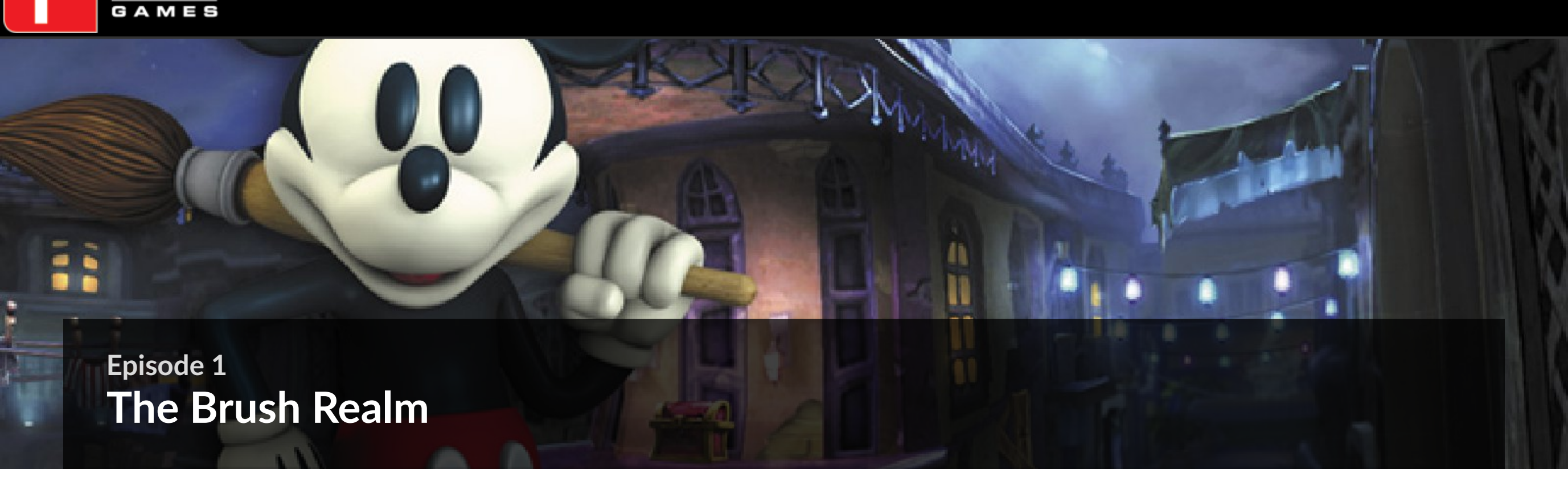


To gain extra height, press A and then A once more at the peak.

A locked double door stands before you. It won't unlock, but the player can double jump and grab onto the ledge above. If you get close enough to the top lip, you'll grab it and pull yourself up.

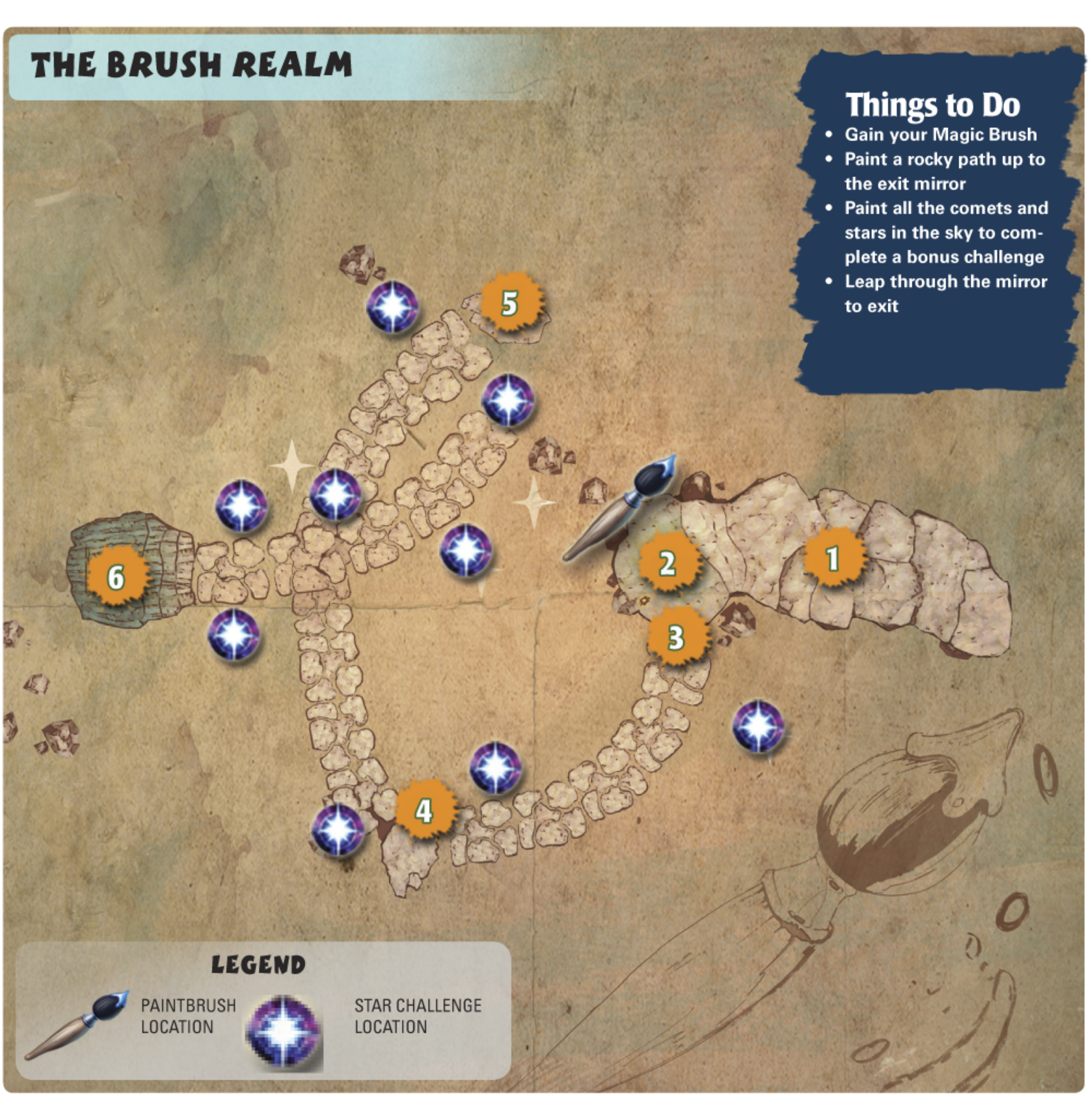


You've made it to the top! Hit the Action Button in front of the mirror in order to jump through and enter the strange realm that holds your Magic Brush.



Episode 1

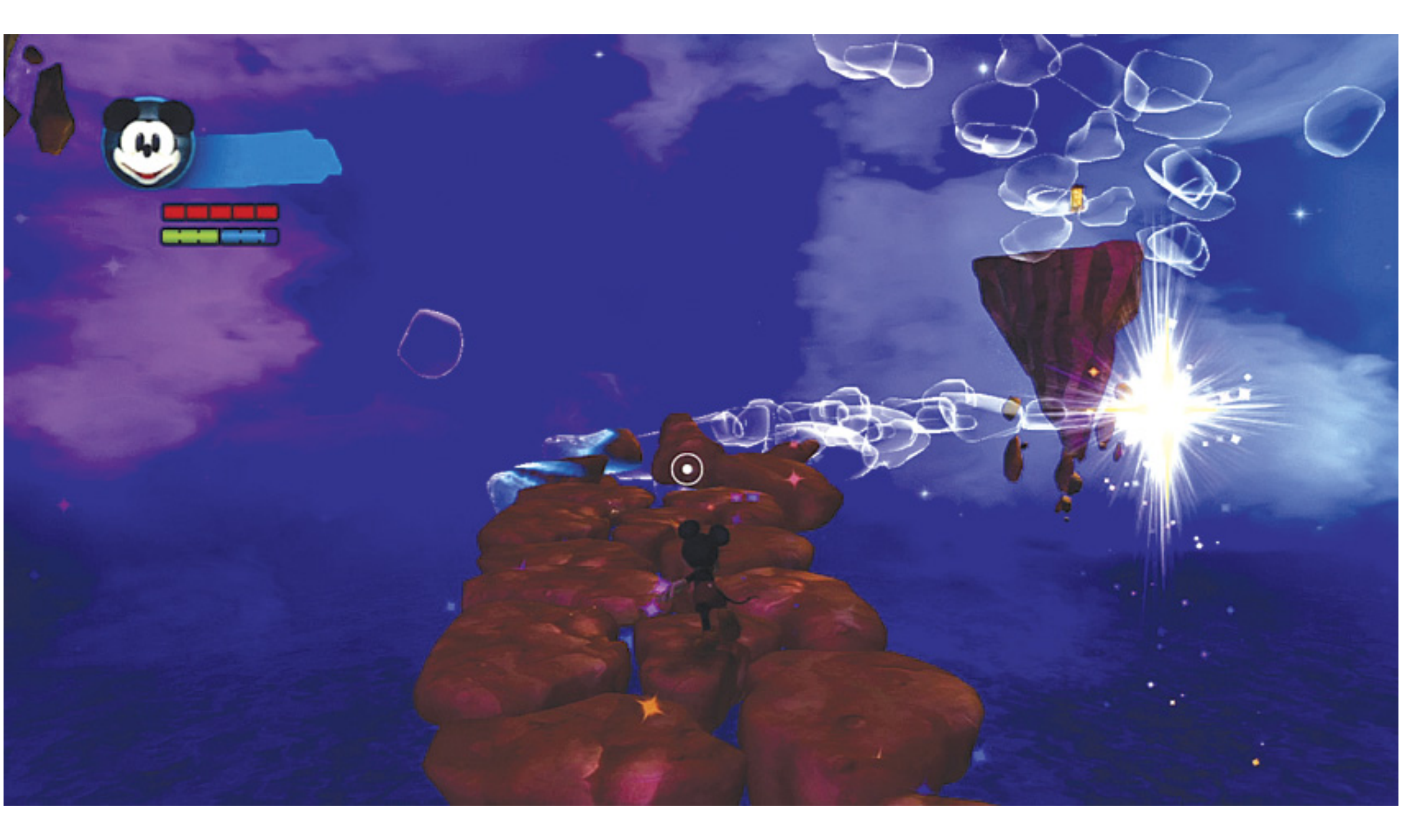
The Brush Realm


THE BRUSH REALM
Things to Do
Gain your Magic Brush
Paint a rocky path up to the exit mirror
Paint all the comets and stars in the sky to complete a bonus challenge
Leap through the mirror to exit
1
2
3
4
5
6
LEGEND
PAINTBRUSH LOCATION
STAR CHALLENGE LOCATION

Things to Do

- Gain your Magic Brush
- Paint a rocky path up to the exit mirror
- Paint all the comets and stars in the sky to complete a bonus challenge
- Leap through the mirror to exit

LEVEL OVERVIEW



After exiting the first section of Yen Sid's Laboratory, you finally get what you've been searching for: your Magic Brush! Now you can use Paint to create a rocky path up to the exit in this strange, floating realm. To complete a bonus challenge, paint in all the comets and stars in the sky.

LEVEL BREAKDOWN

Challenges

- Wish Upon a Star Challenge

Collectibles

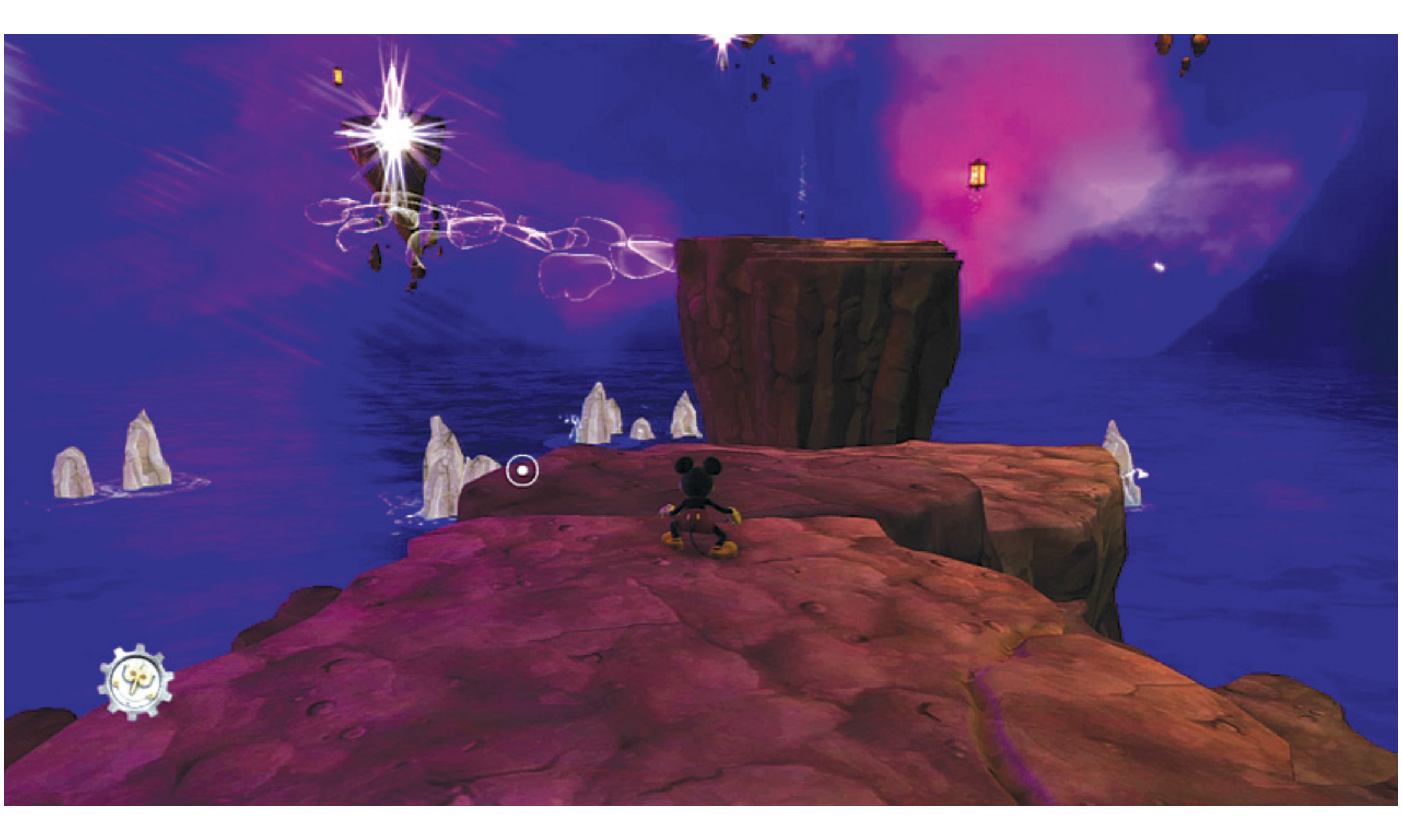
- None

Enemies

- None

Quests

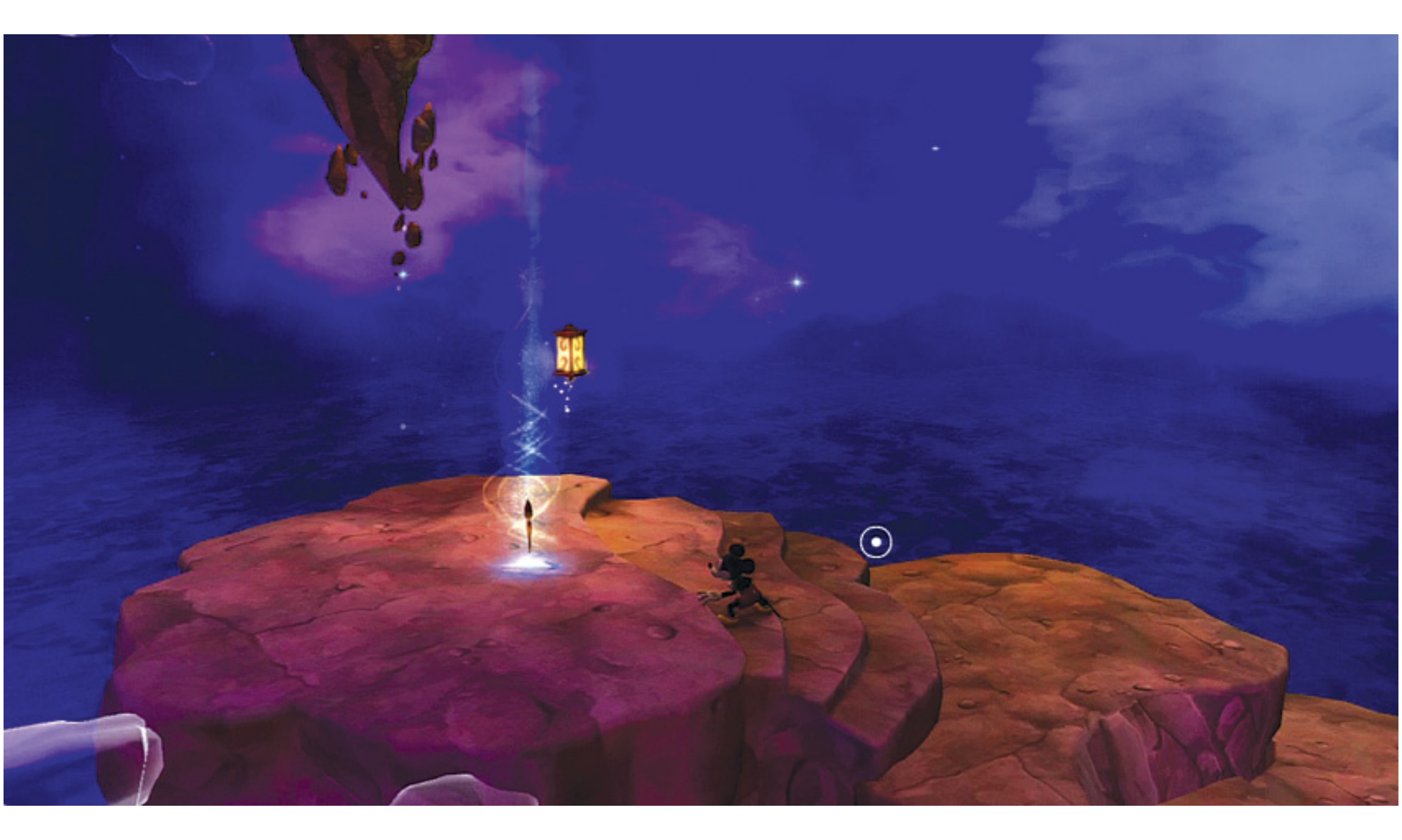
- None



You arrive in a realm of floating rocks, some inert and some made of toon. Continue along the inert rocks in front of you. On the second platform, you'll reach what you've been searching for: the Magic Brush!

Caution

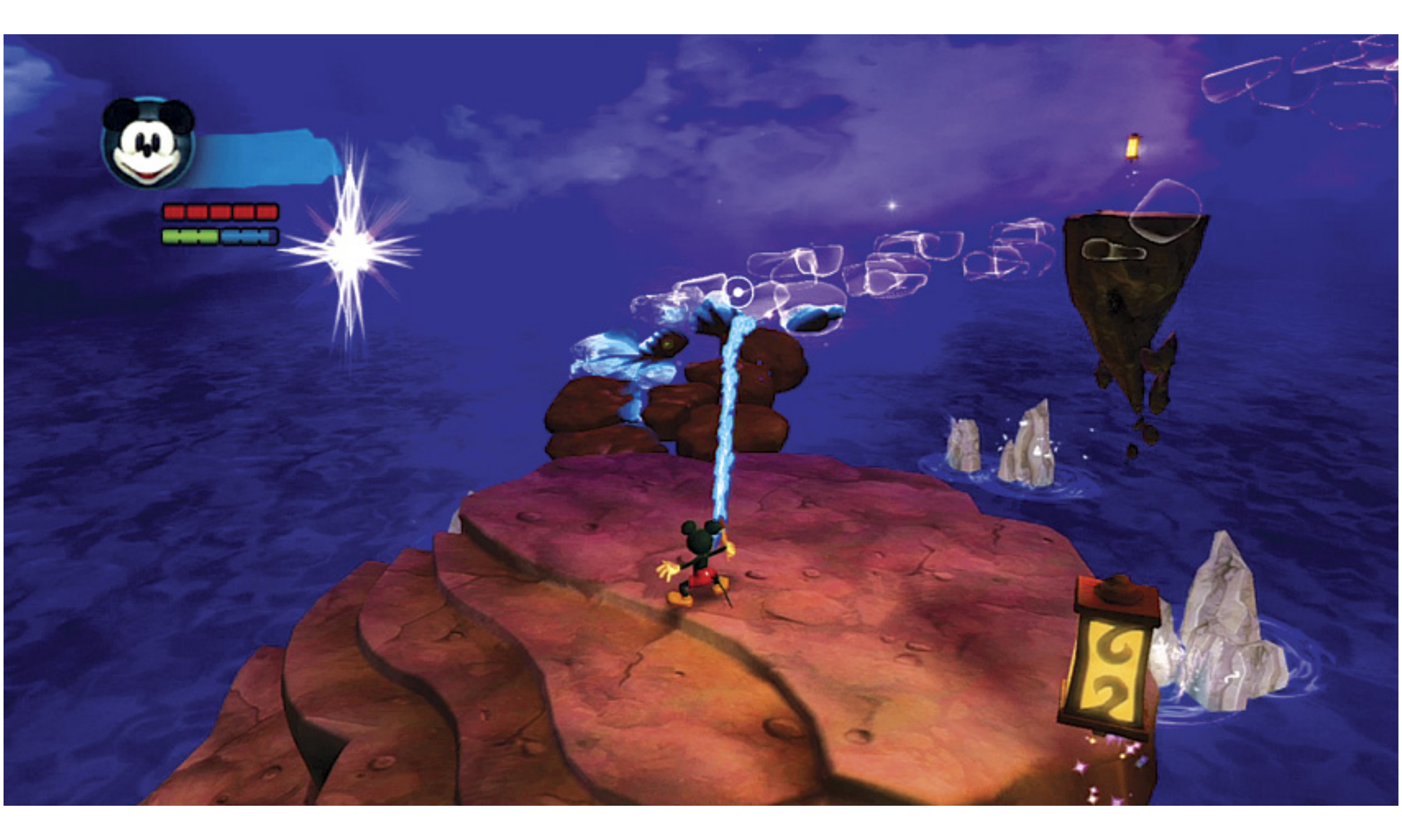
Be careful on the rocky paths! They bob up and down, and you can easily slip off if you don't focus on each step.



Pick up the Magic Brush to gain the power to use Paint and (eventually) Thinner to alter the landscape around you. Until we exit the Brush Realm, you'll need to concentrate on using Paint.

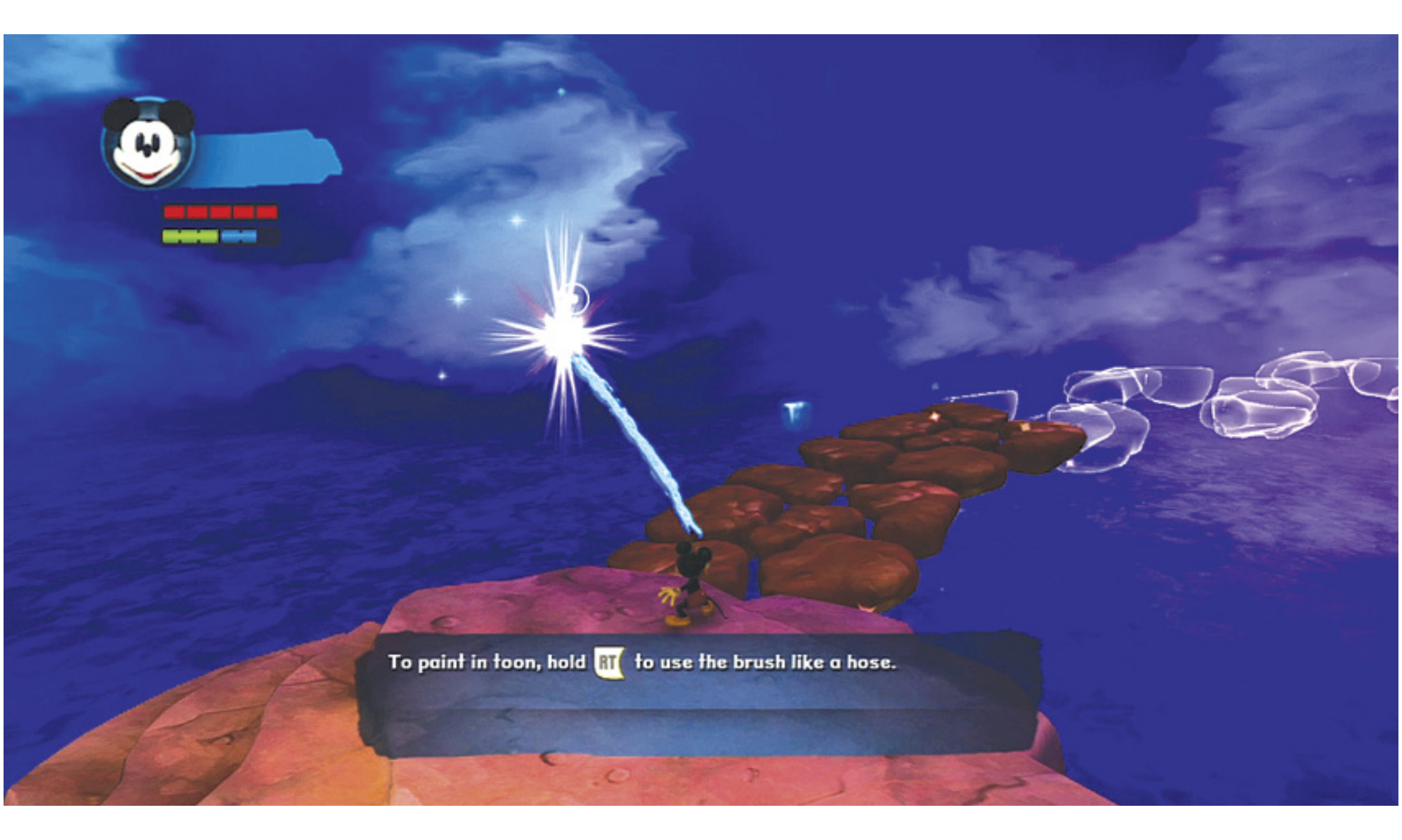
Tip

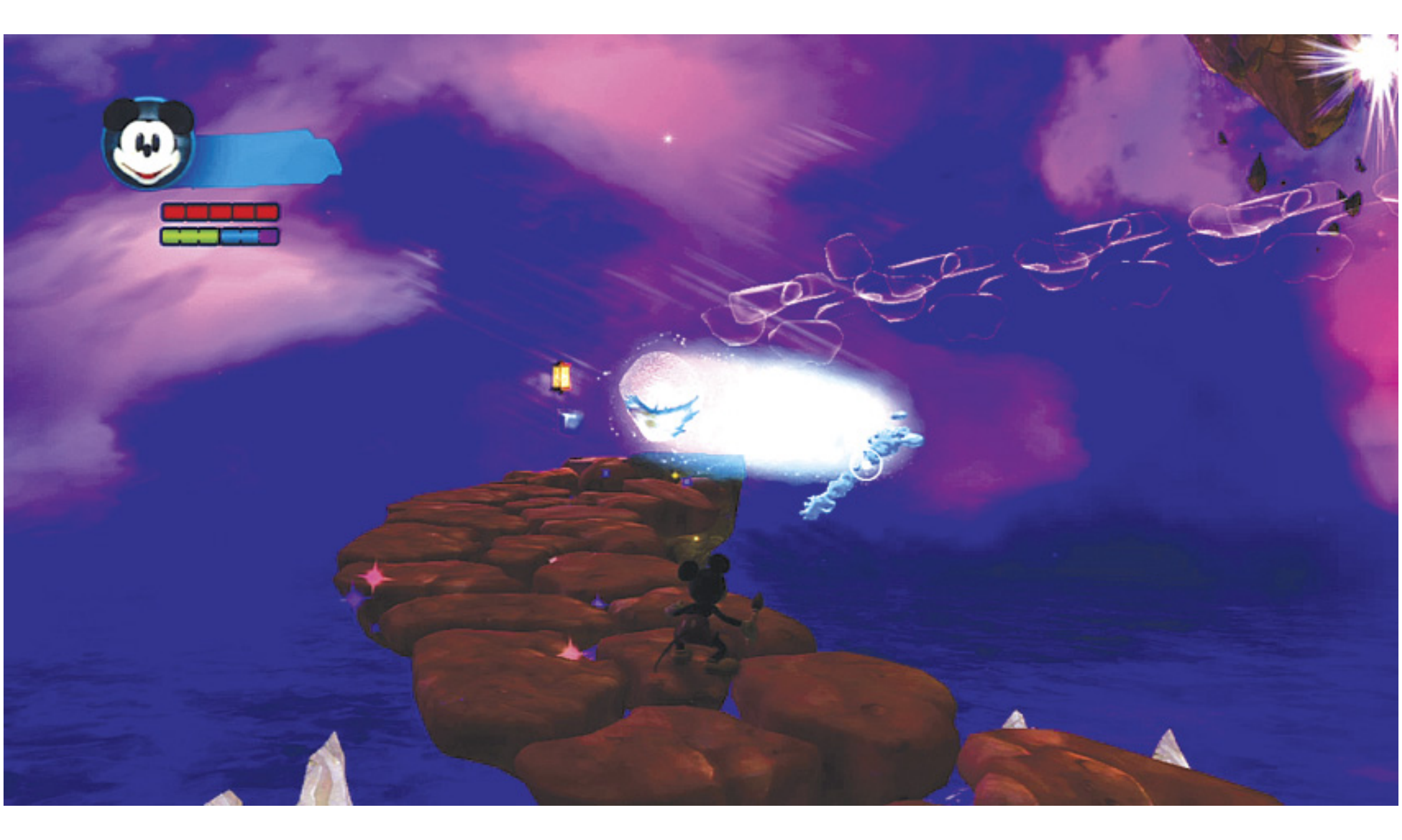
If you fall off the rocky paths, you'll land on a rising path below that leads you back to the starting platform. Run around this lower path to collect three white E-tickets!



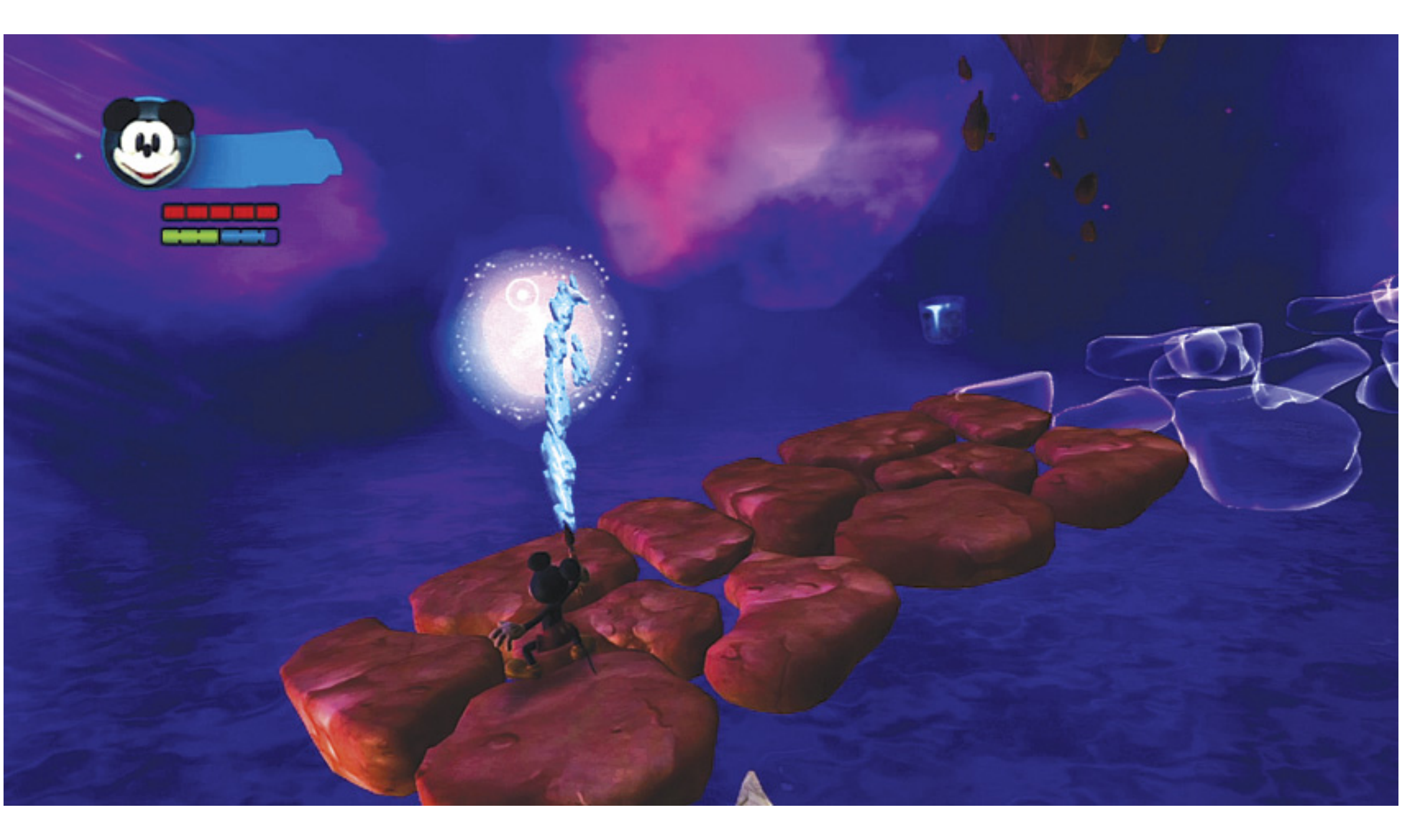
If you look carefully to your left, you'll see a thinned out path leading up to the next platform. Paint in the path to transform it into a rocky trail that you can travel.

To reach the exit platform, you must paint in all the paths. After you paint in the rocks, that will cause Paint Refills to appear, thus replenishing your supply.

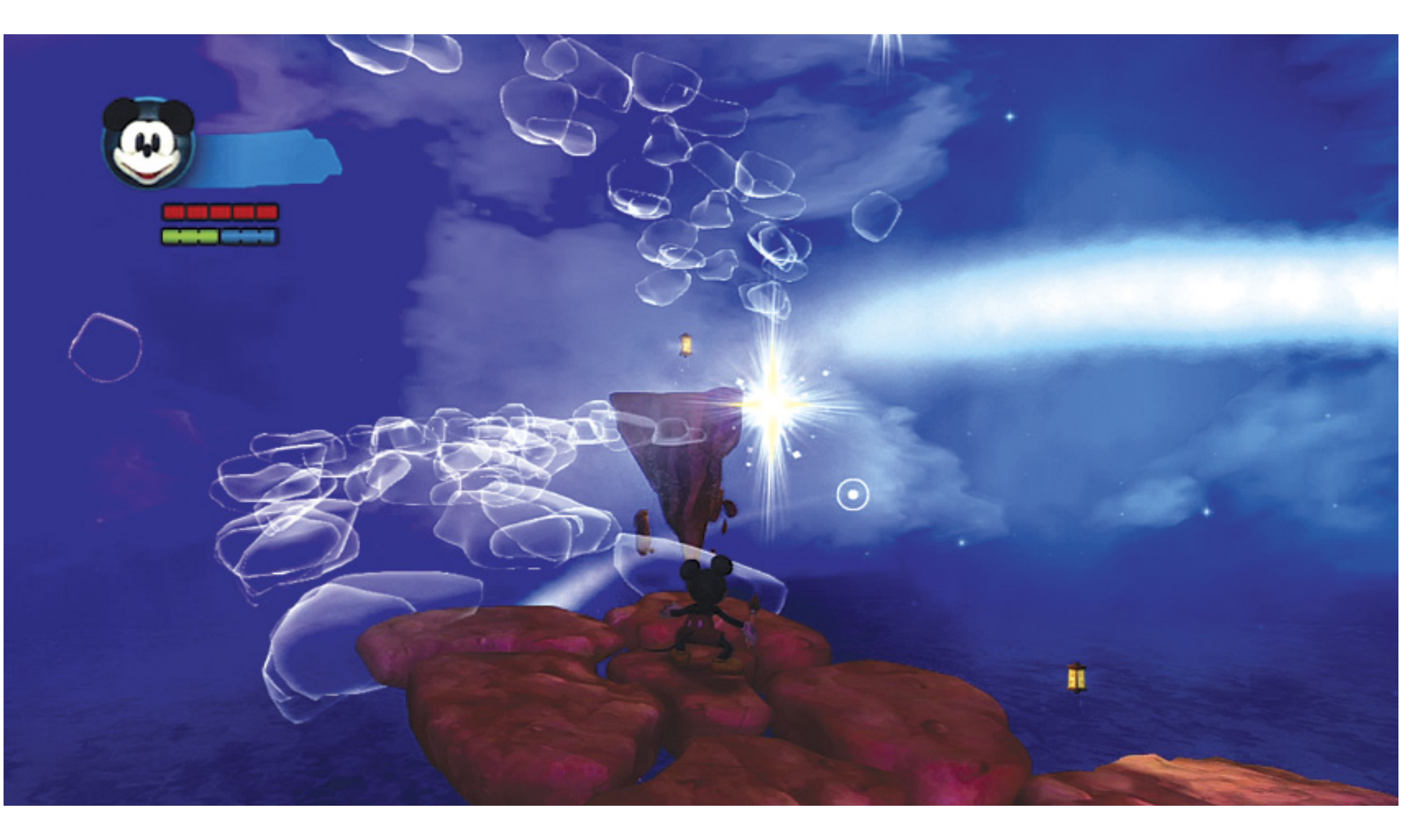

To paint in toon, hold RT to use the brush like a hose.



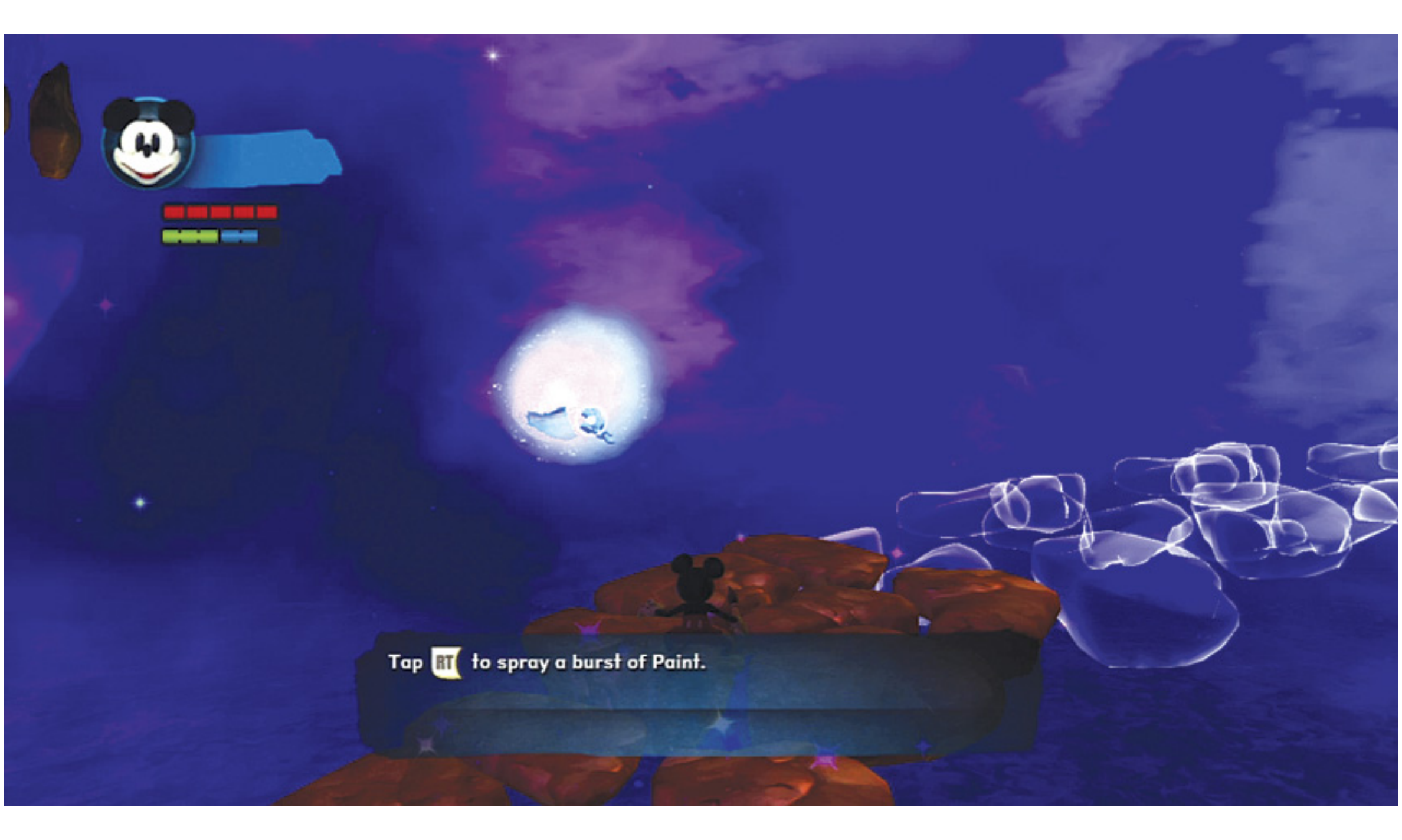
To complete the "Wish Upon a Star" Challenge, paint in each comet and star you see in the sky. The first star is immediately to your left when you collect the Magic Brush. The first comet floats to the right, near the end and adjacent to the next platform.



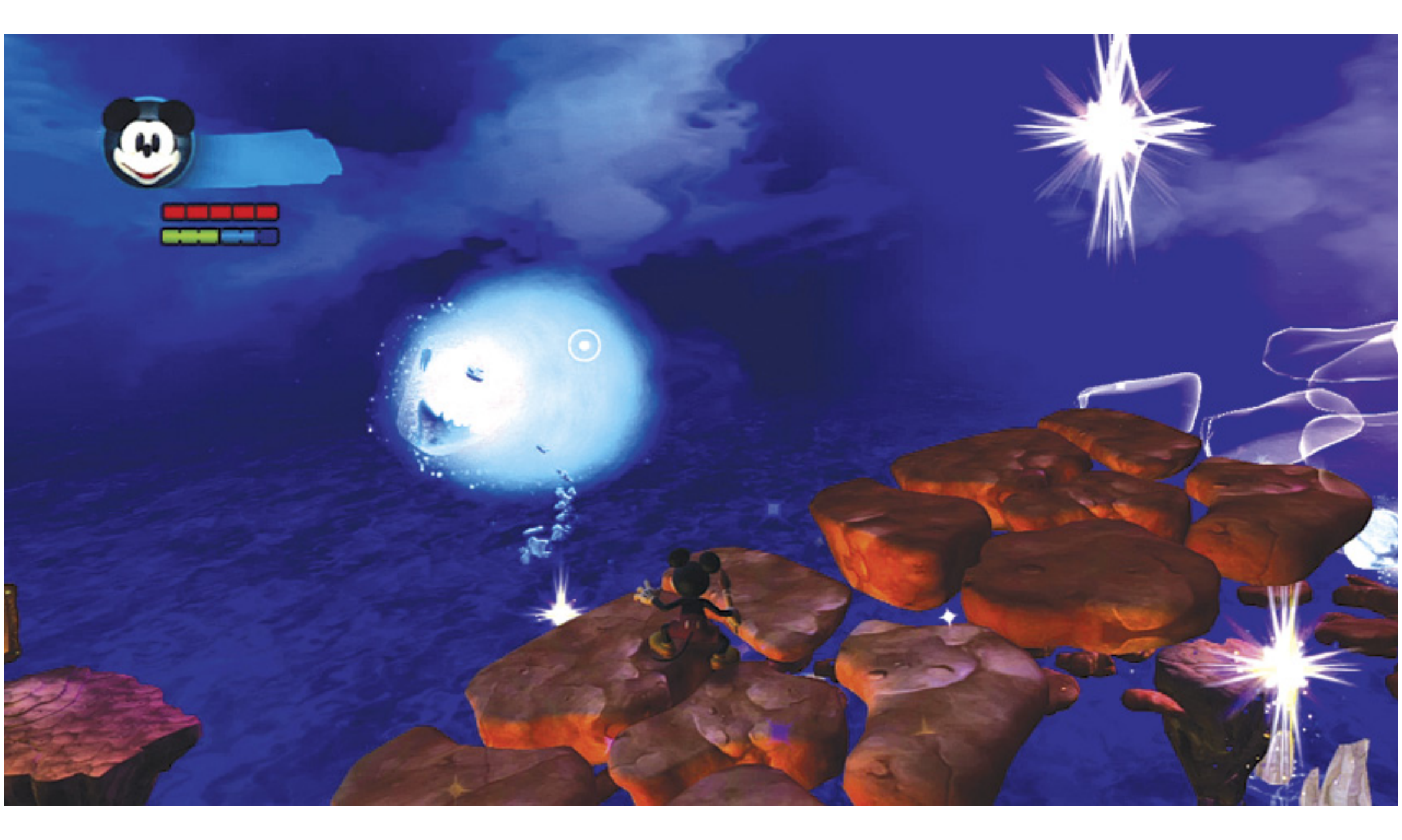
Paint in the rocks to continue climbing up. The second comet lies to the left just after the main platform.

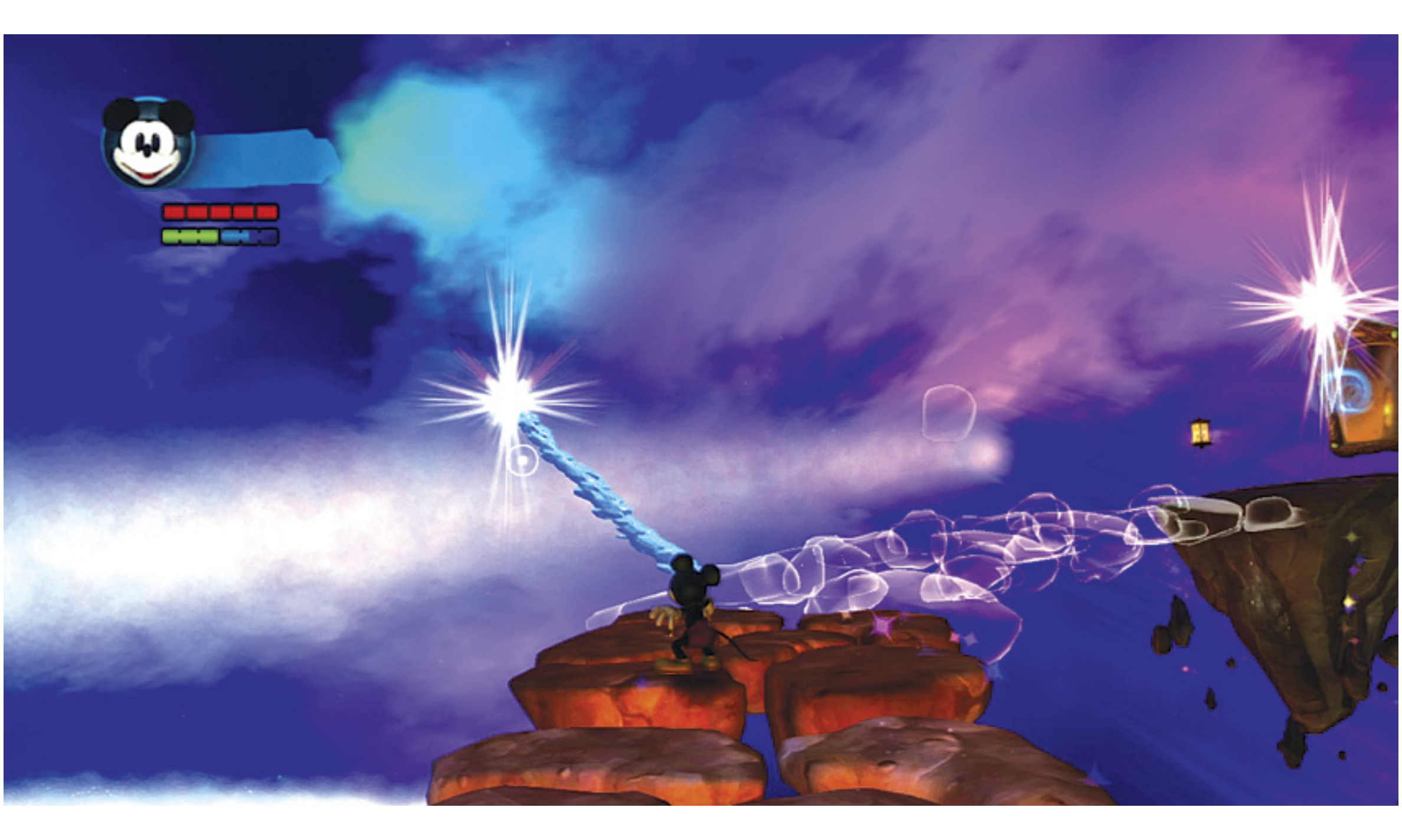


The second star hovers to the right, midway up the path. Paint it in and continue walking up the path until you see the next comet.

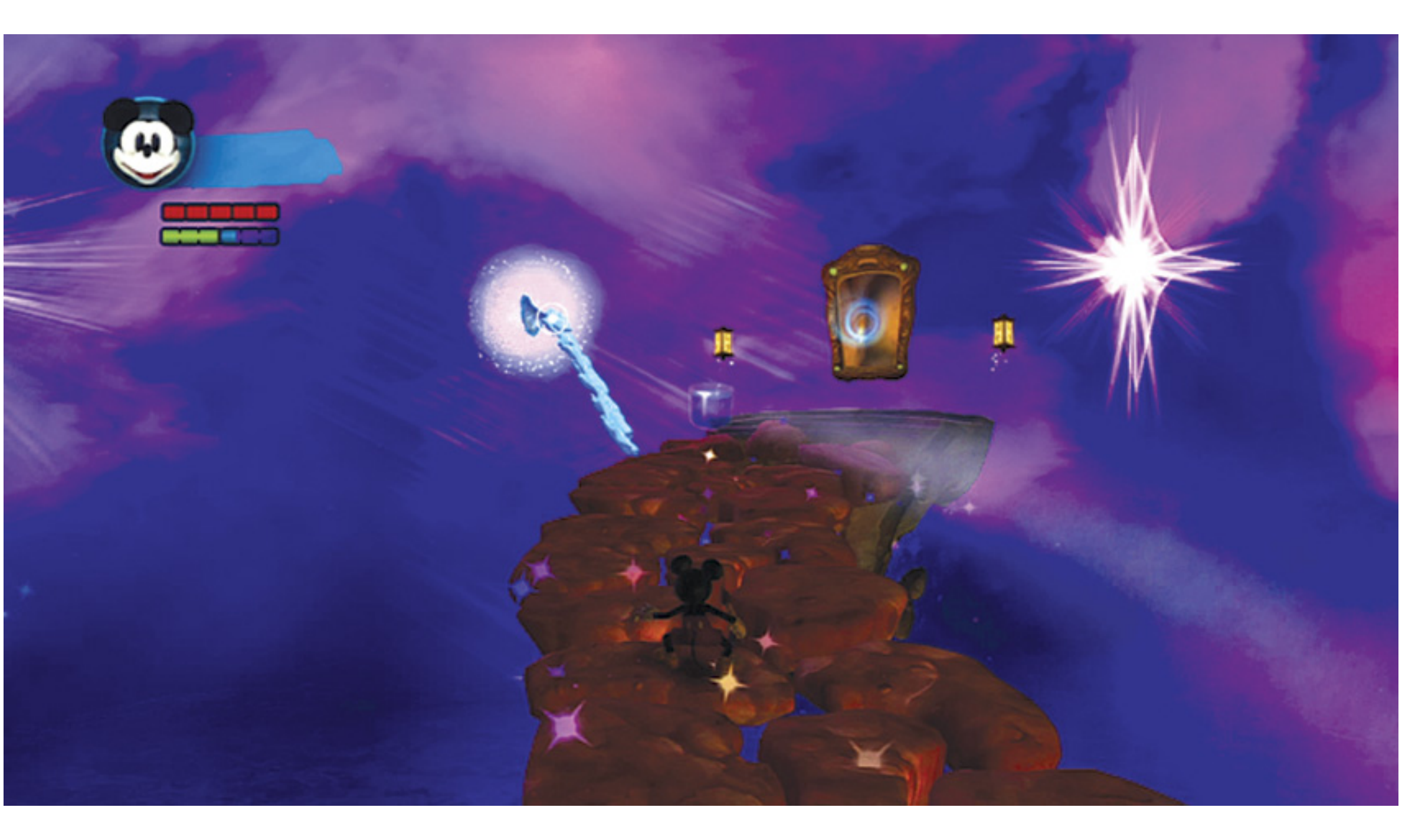

Tap RT to spray a burst of Paint.

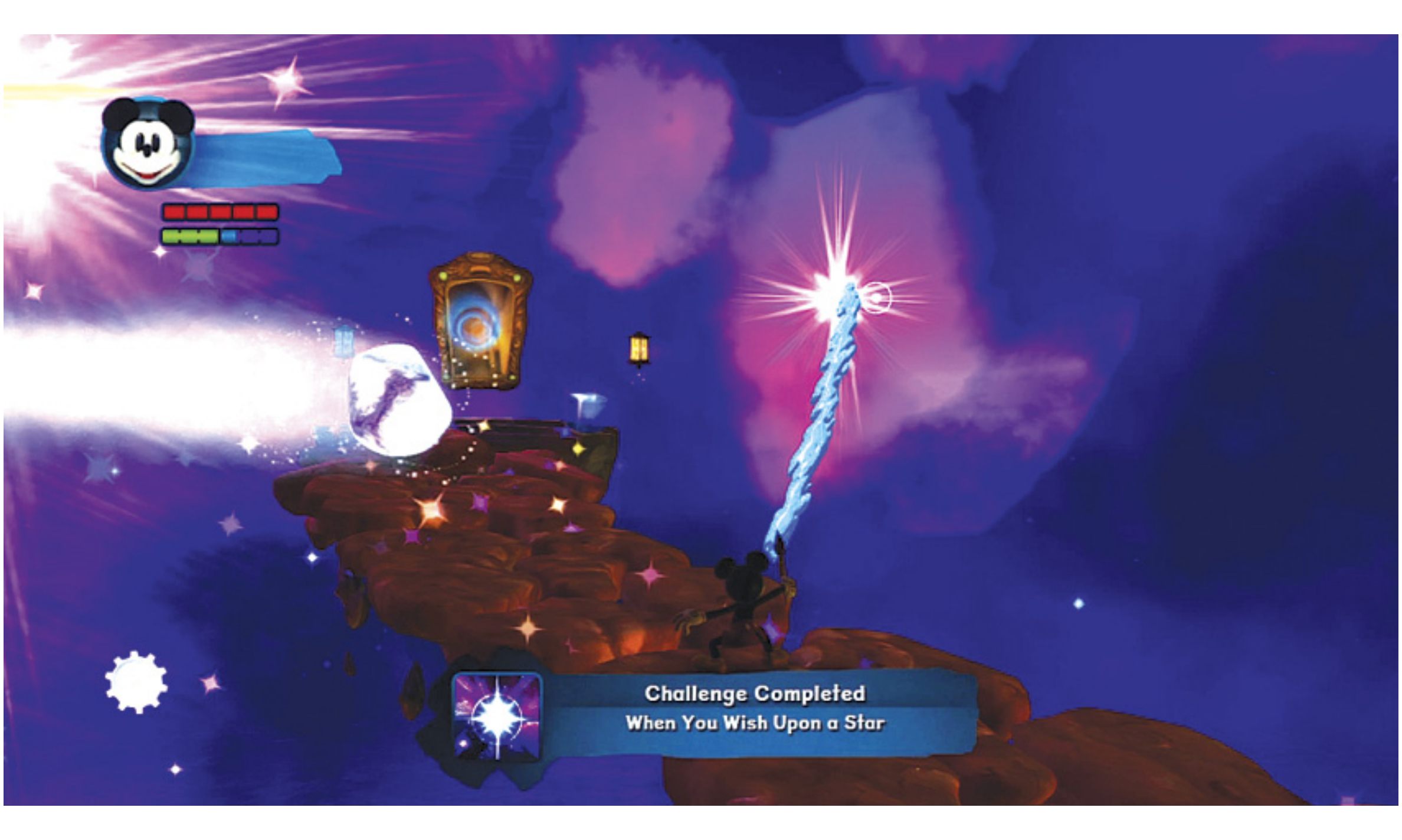
Just before you reach the next platform, paint in the third comet on the left side. Continue along the curving path to the next platform.



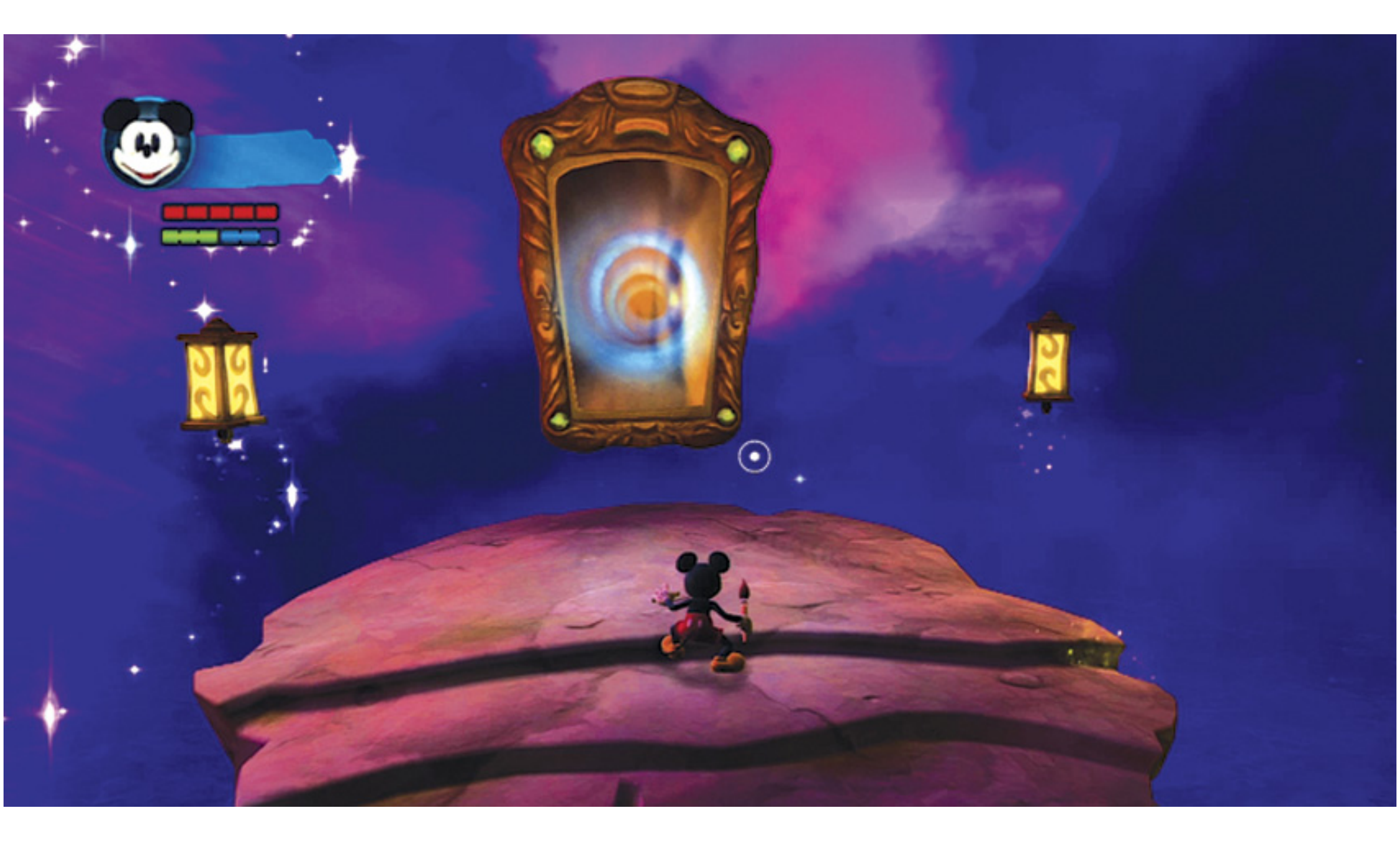


From the final platform before the exit, paint in the fourth comet sitting off to your left. The third star is on the left side about halfway up the path.




Challenge Completed
When You Wish Upon a Star

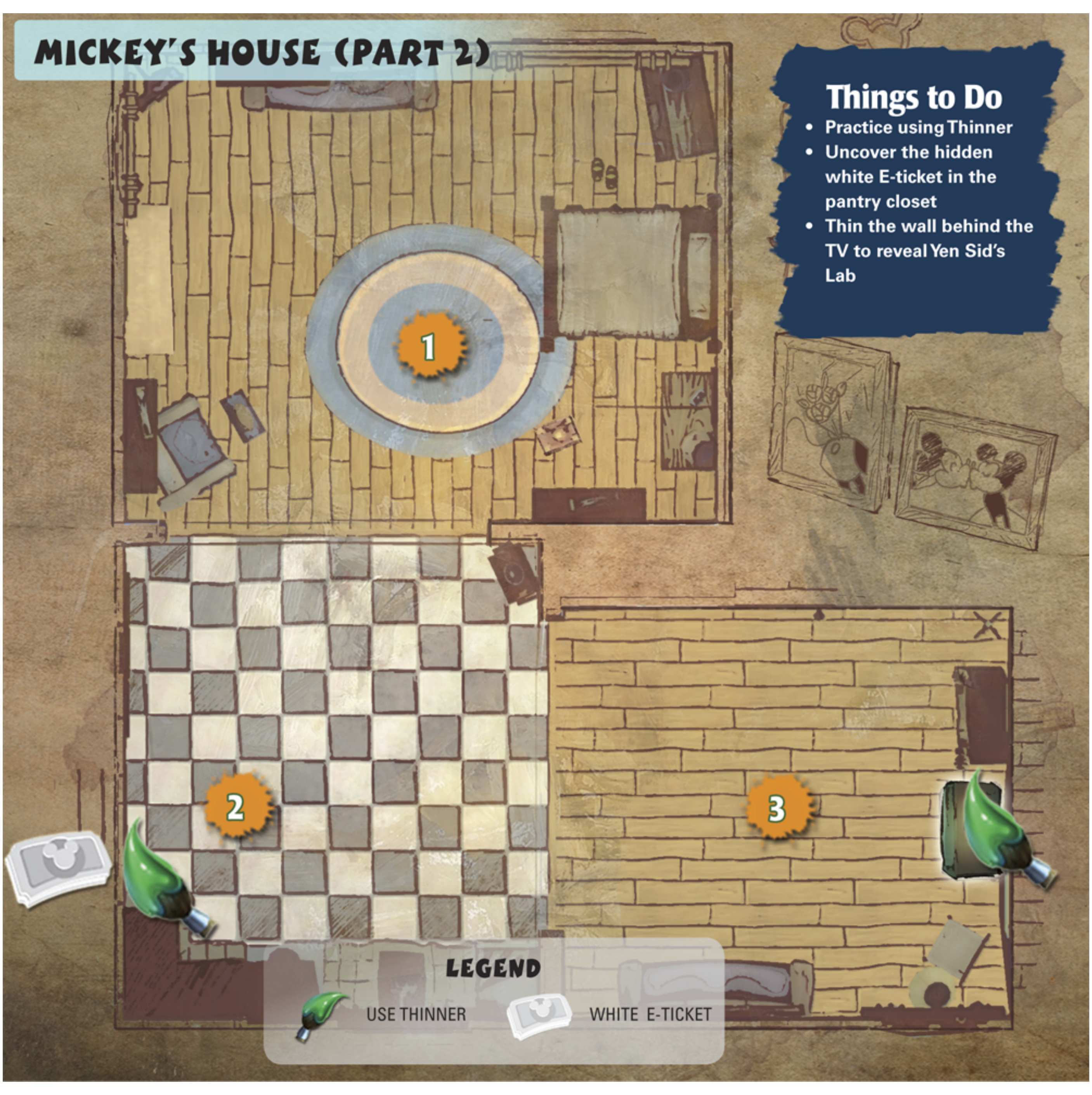
Paint in the rest of the path to the exit platform. The final two stellar objects flank the exit platform. You can see the fifth comet to your left and the fourth star to your right. Once you paint in the last comet and the last star, you complete the Challenge.



Use the Action Button to jump through the floating mirror on the exit platform. This takes you back to what appears to be Mickey's house, but remember that looks can be deceiving…

Episode 1

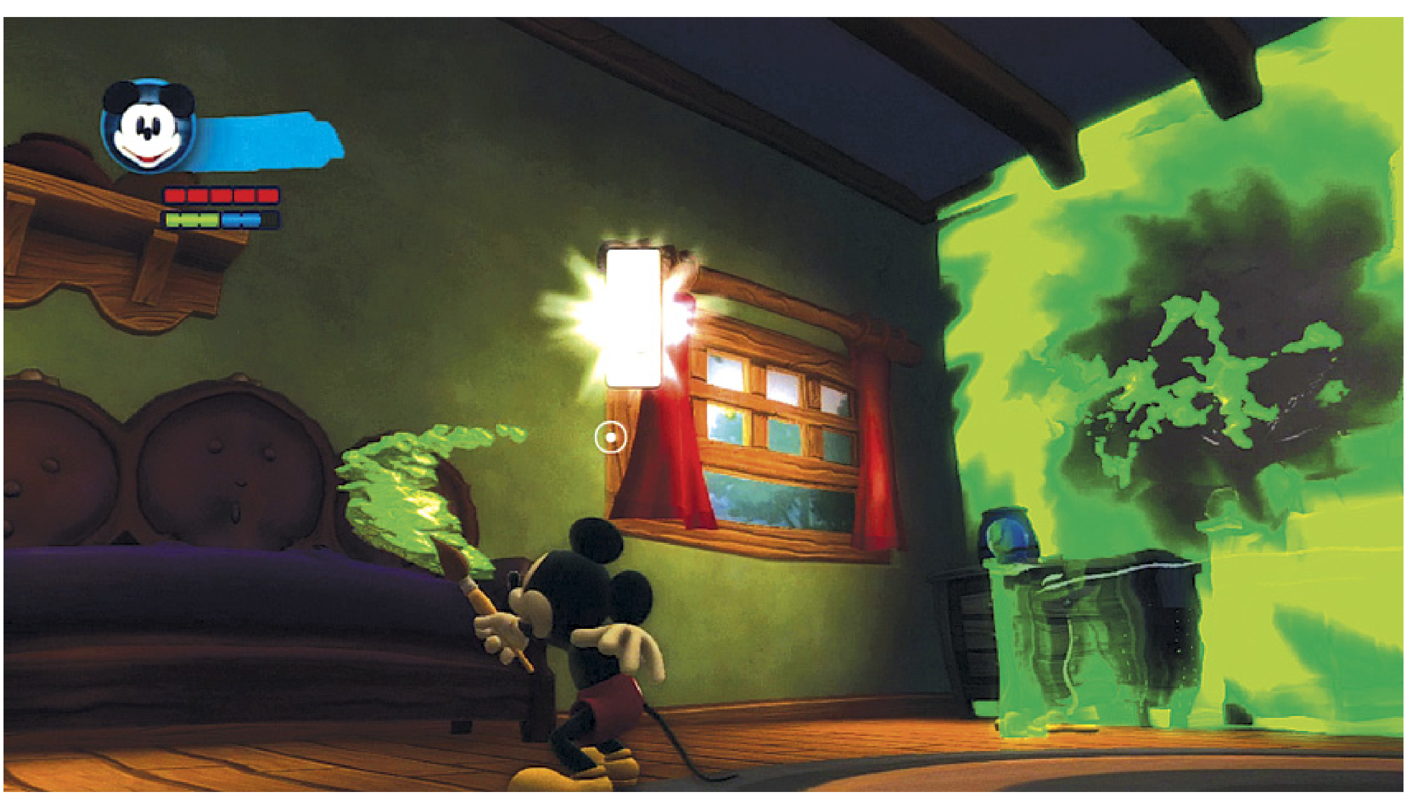
Mickey’s House (Part 2)


MICKEY’S HOUSE (PART 2)
Things to Do
Practice using Thinner
Uncover the hidden white E-ticket in the pantry closet
Thin the wall behind the TV to reveal Yen Sid’s Lab
1
2
3
LEGEND
USE THINNER
WHITE E-TICKET

Things to Do

- Practice using Thinner
- Uncover the hidden white E-ticket in the pantry closet
- Thin the wall behind the TV to reveal Yen Sid’s Lab

Level Overview



After you recover the Magic Brush, you return to Mickey’s house. However, something doesn’t feel quite right. Armed with Thinner, you can now thin the wall behind the TV to reveal a startling secret: you’re still in Yen Sid’s Laboratory!

LEVEL BREAKDOWN

Challenges

- None

Collectibles

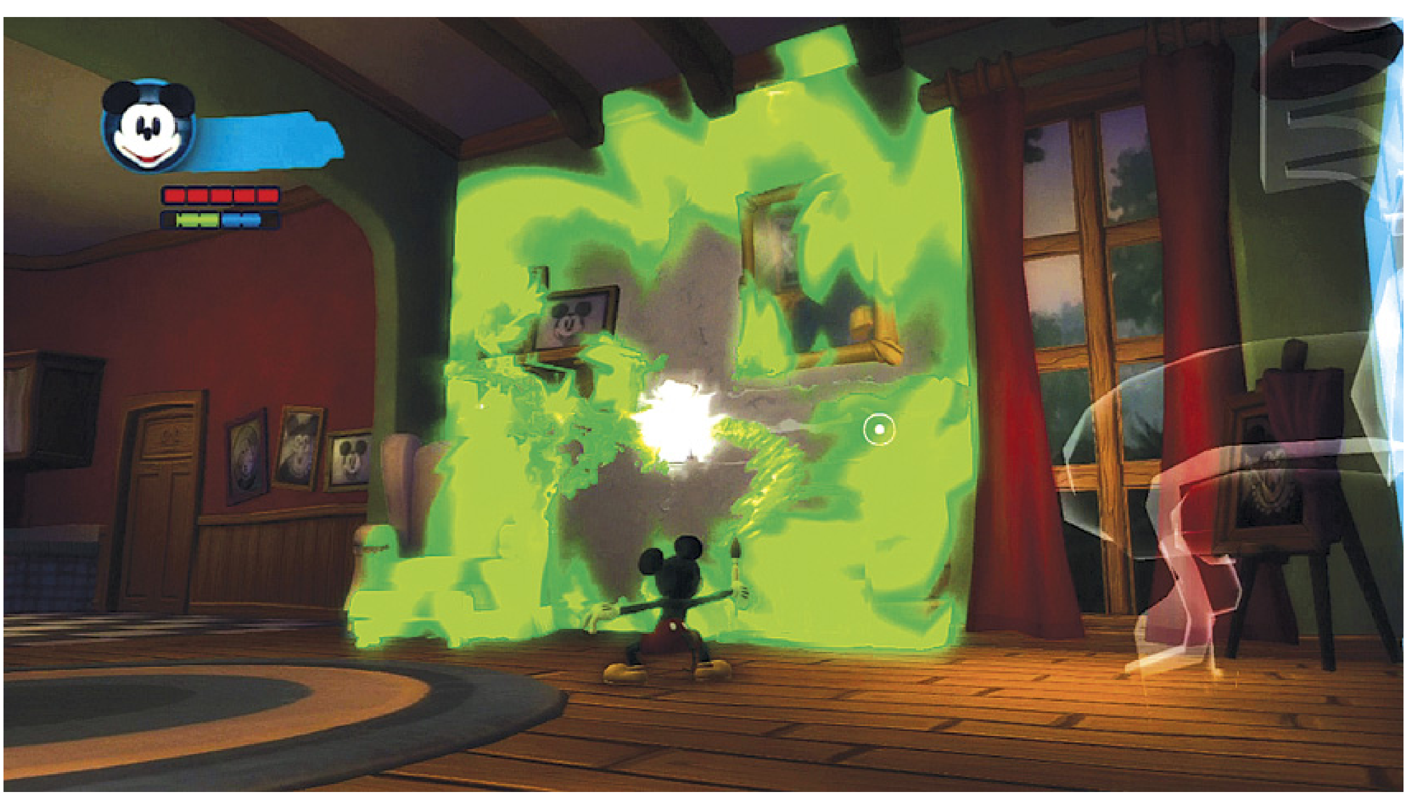
- None

Enemies

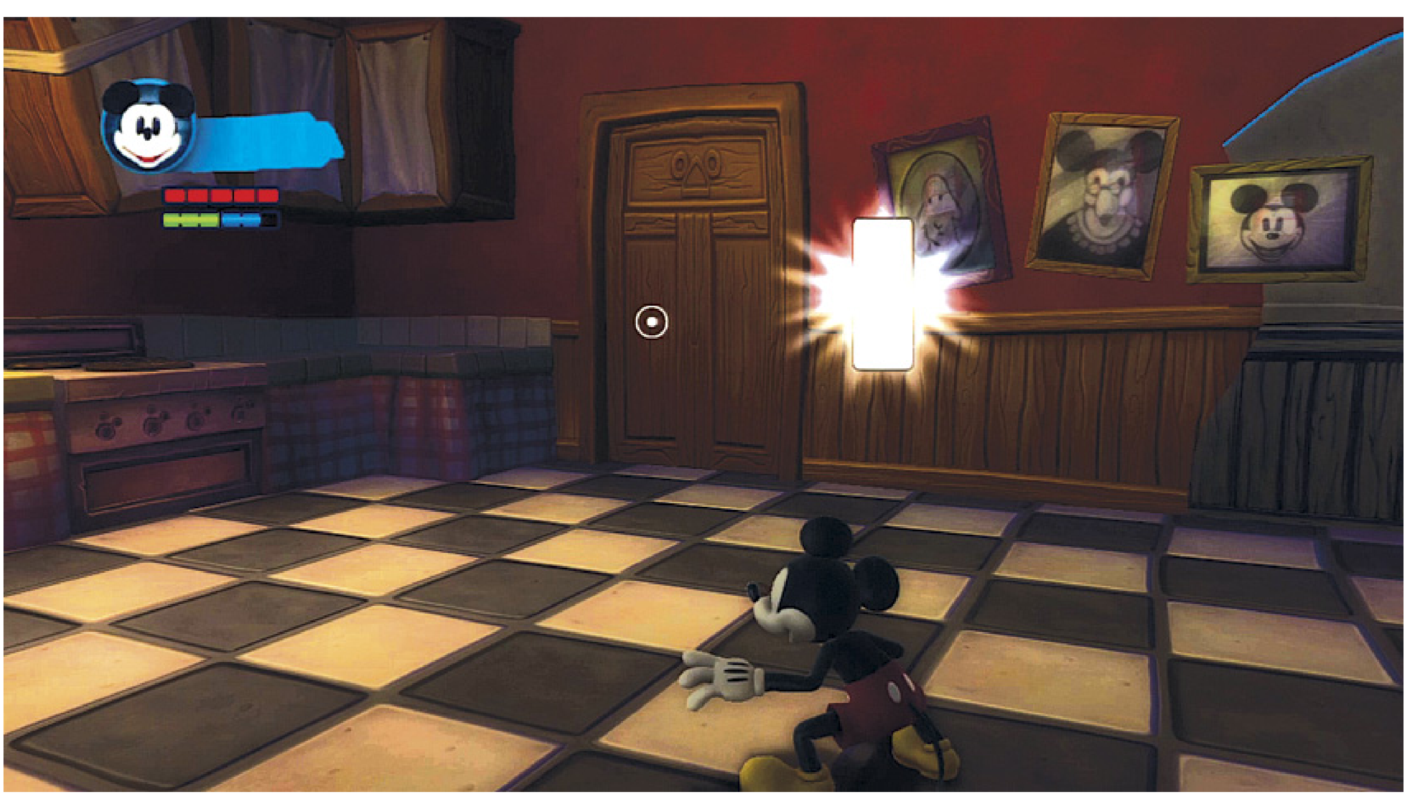
- None

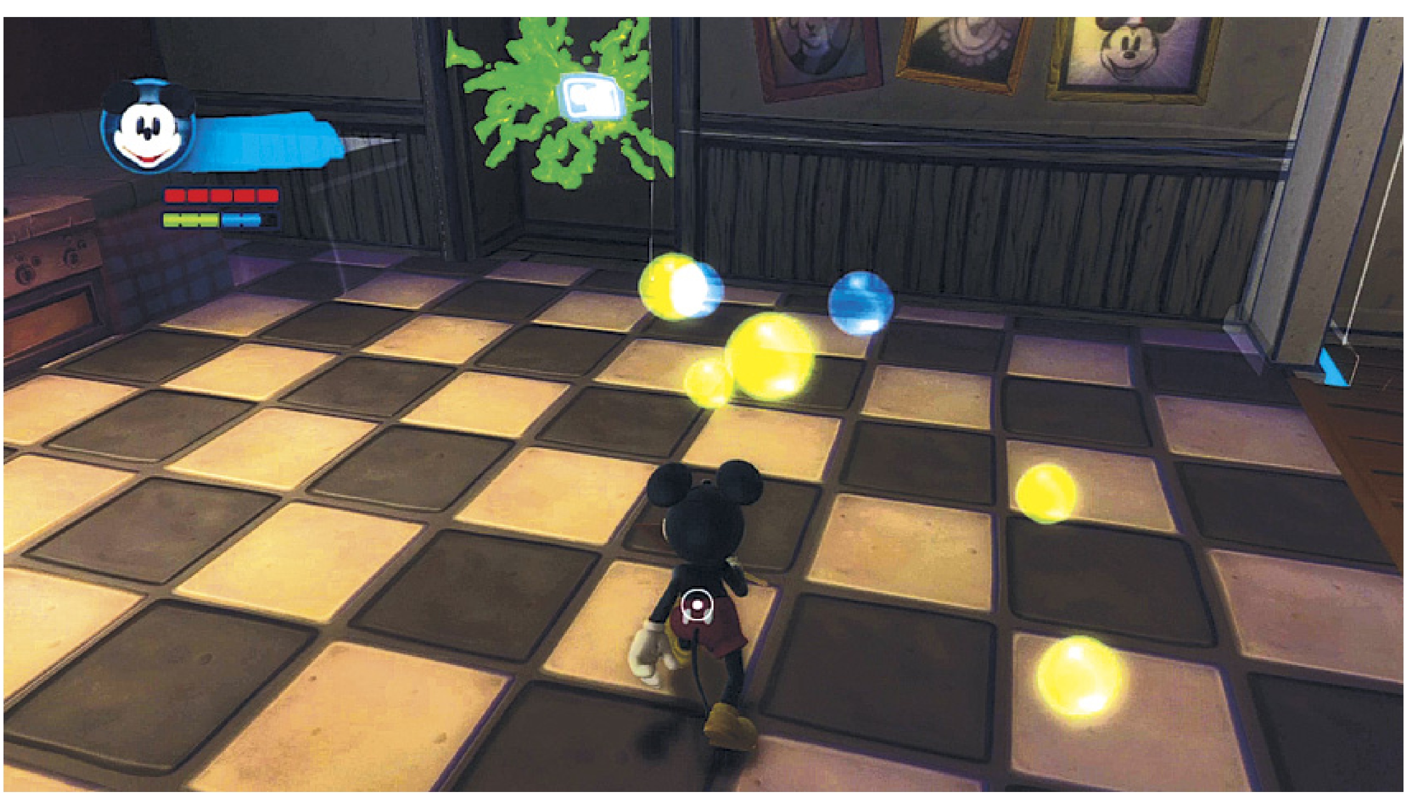
Quests

- None

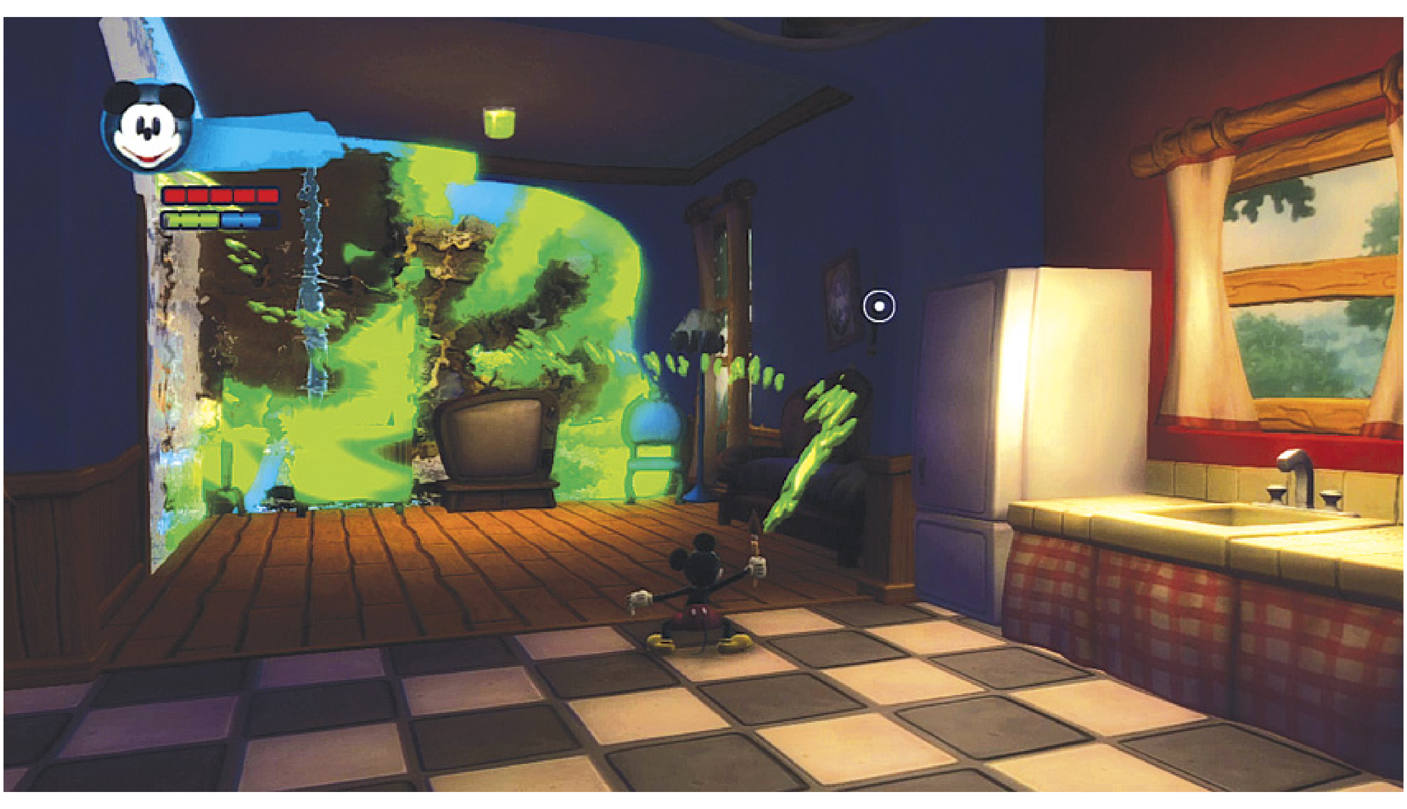


The mirror returns you to what seems to be your bedroom, but something doesn’t feel right. Fortunately, you can use the Magic Brush to uncover the truth. You can practice using Thinner to thin out the toon walls and furniture.





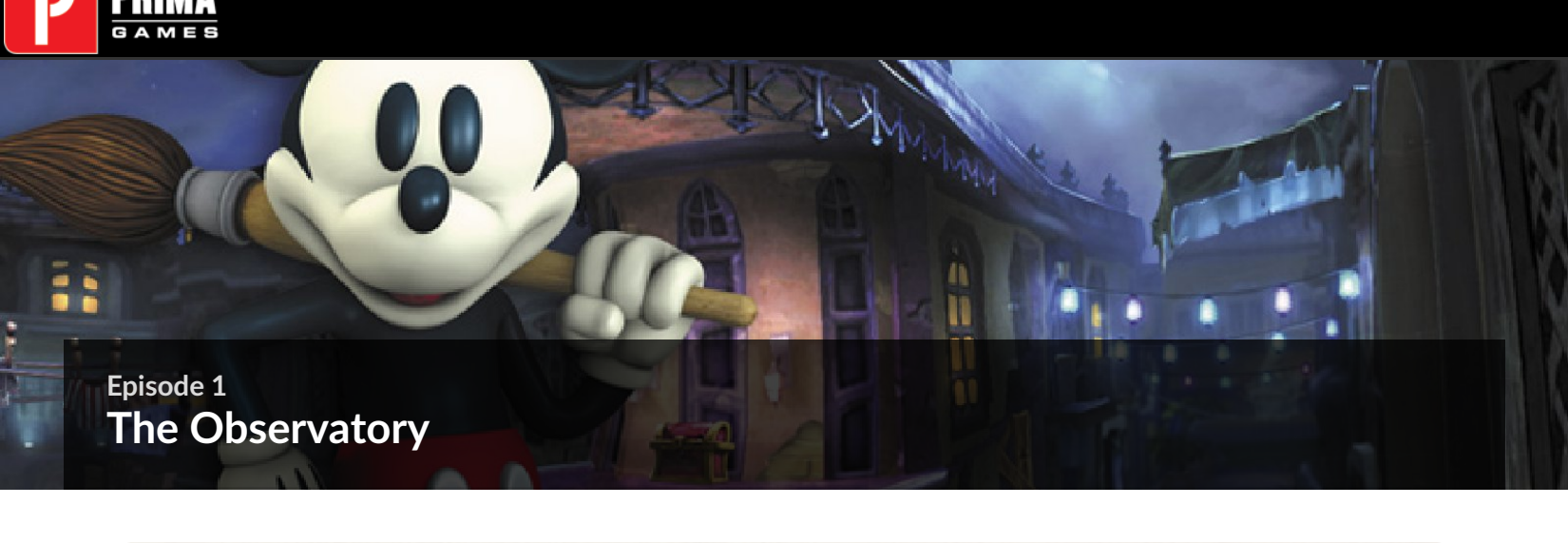
Your Thinner can be used to uncover secrets as well. Thin out the door to the pantry in the corner to reveal a white E-ticket (worth 10 red E-tickets).



Return to the living room and use Thinner on the wall behind the TV. Surprise! Mickey isn’t home at all! He’s still in Yen Sid’s Laboratory. Once you remove the living room wall, you can walk back into the Observatory section of Yen Sid’s Lab.

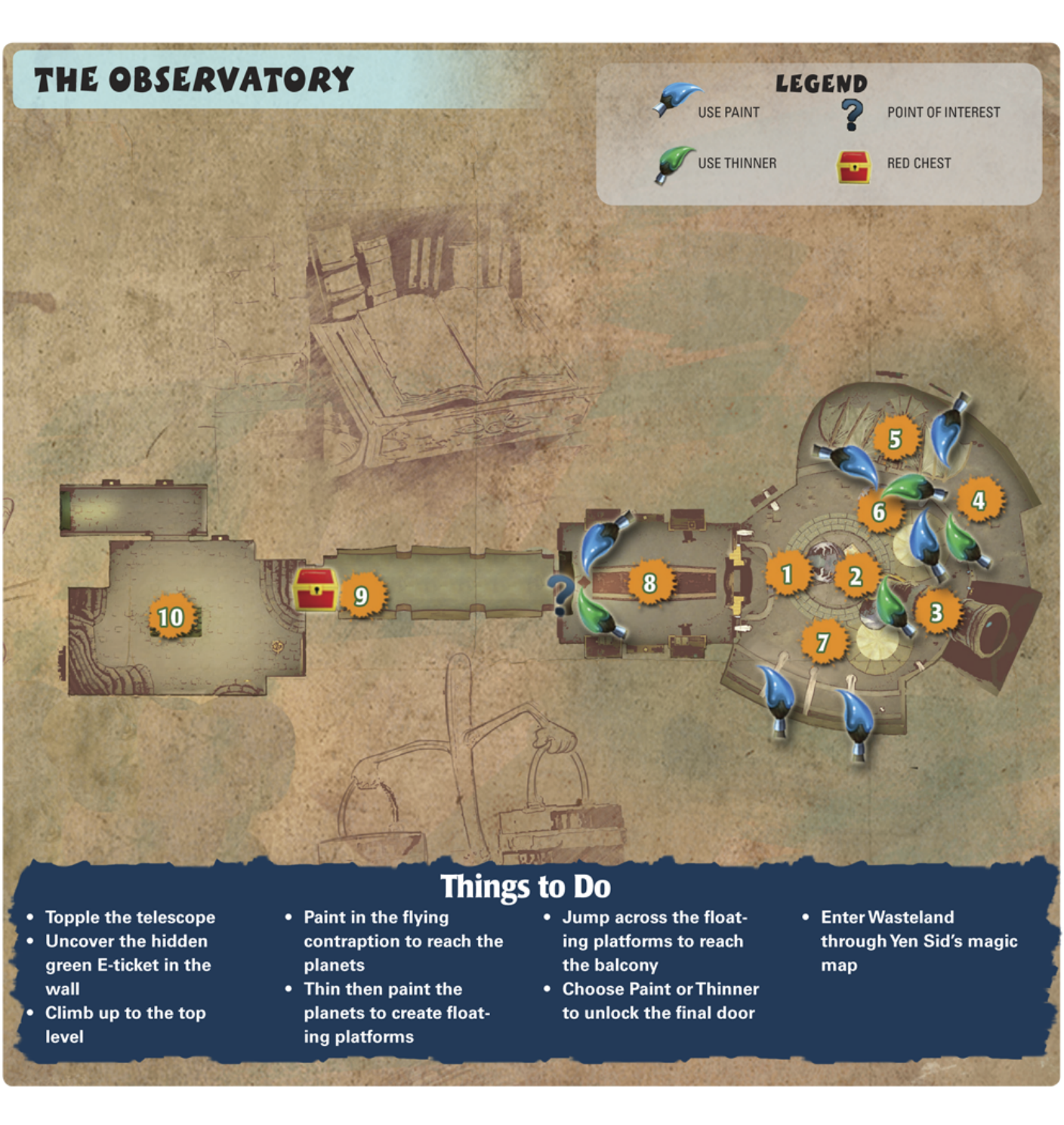
Note

Spray the walls and furniture with Thinner to learn how it works. Head to the kitchen and erase the pantry door to find a secret!



Episode 1

The Observatory



Things to Do

- Topple the telescope
- Uncover the hidden green E-ticket in the wall
- Climb up to the top level
- Paint in the flying contraption to reach the planets
- Thin then paint the planets to create floating platforms
- Jump across the floating platforms to reach the balcony
- Choose Paint or Thinner to unlock the final door
- Enter Wasteland through Yen Sid's magic map

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LEVEL OVERVIEW

The animated brooms have been busy since you went to fetch the Magic Brush, and now Yen Sid's Observatory is flooded! You'll need to topple the telescope and divide the floating planets to make a path up to the balcony. Once you're in Yen Sid's study, you'll get to make your first big choice: will you use Paint to unlock the secret door back to the Map Room, or will you use Thinner?

LEVEL BREAKDOWN

Challenges

- Apprentice Pin Collector
- Lab Tested

Collectibles

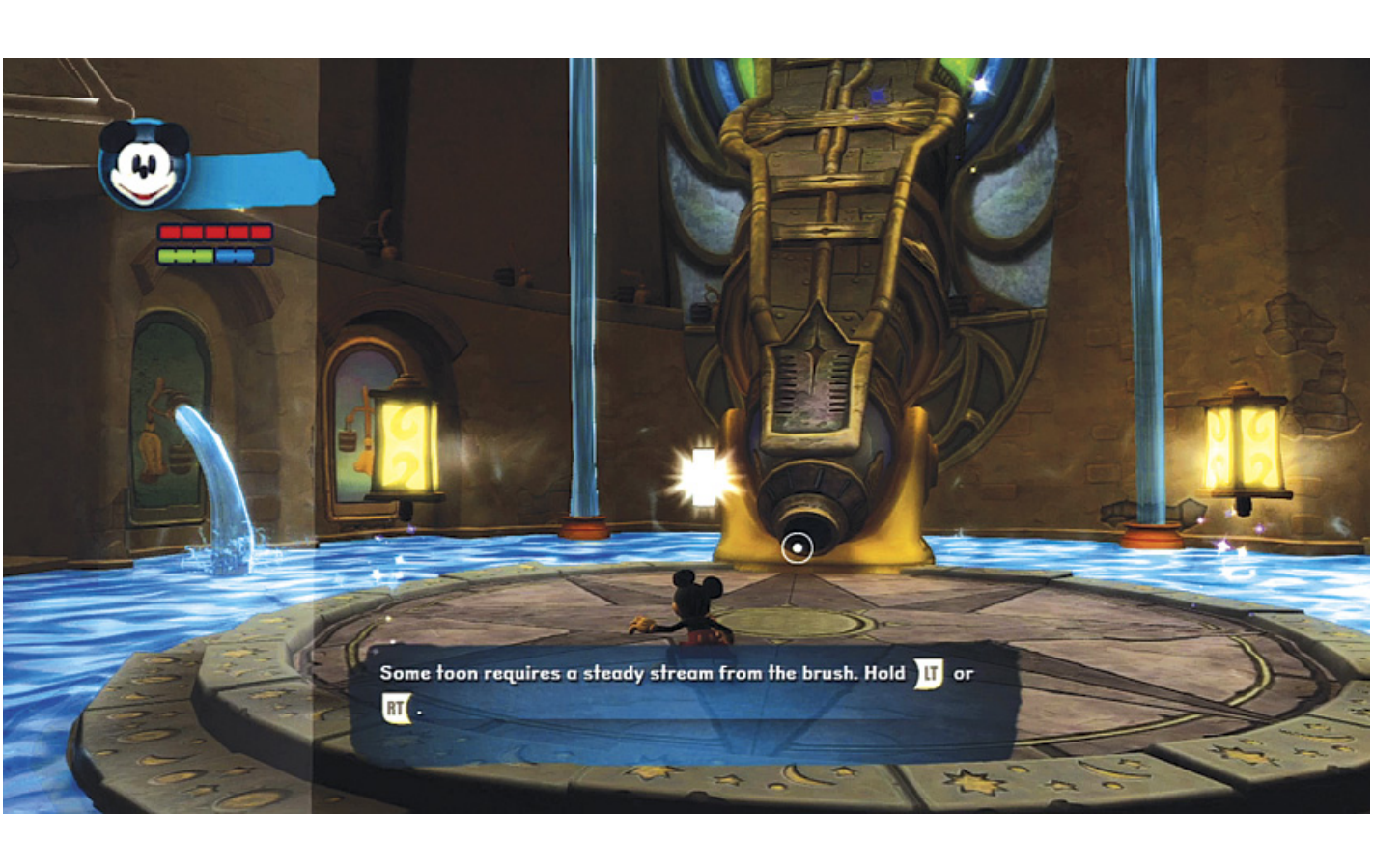
- Mouseterpiece Pin

Enemies

- None

Quests

- None

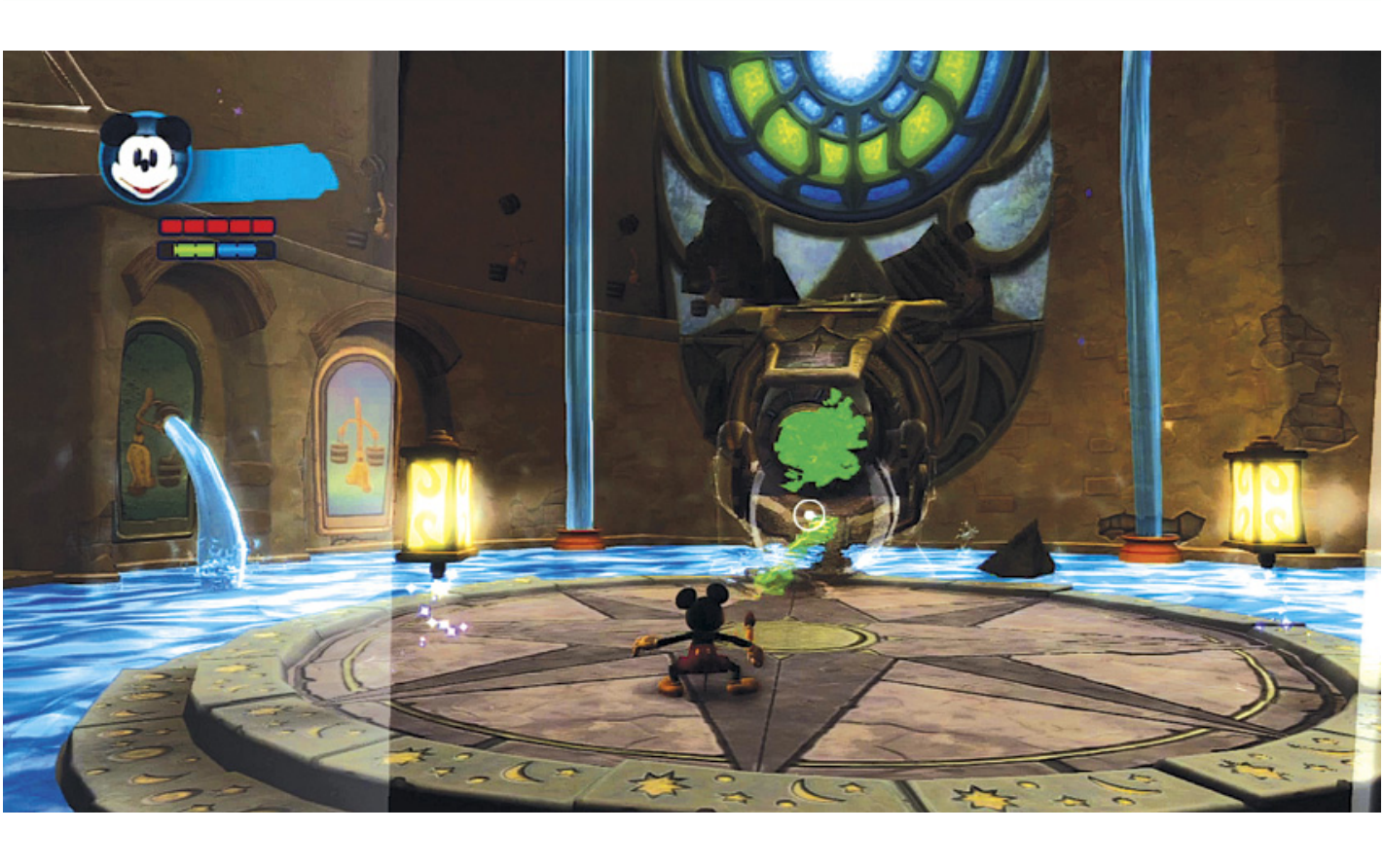


Some toon requires a steady stream from the brush. Hold LT or RT.

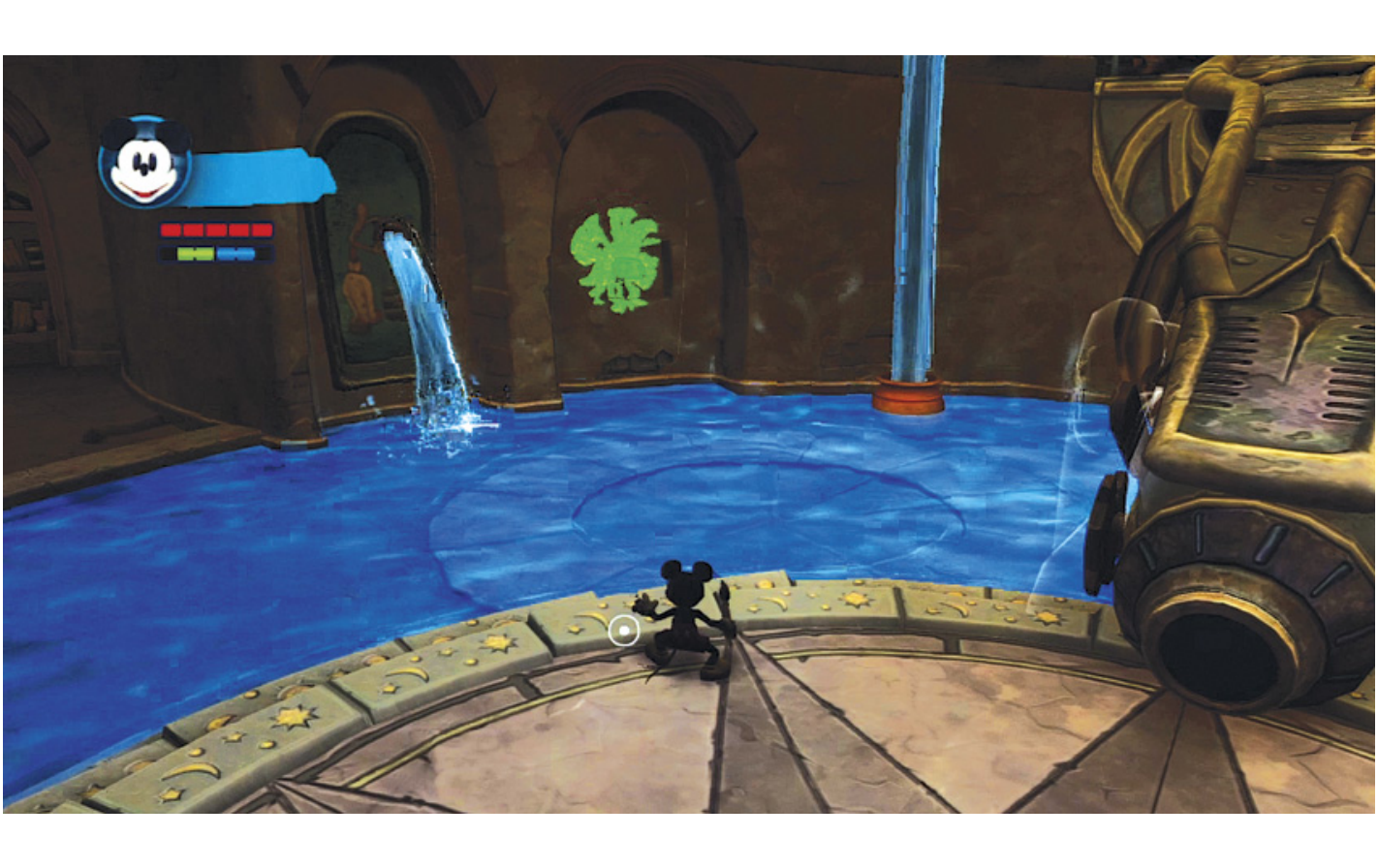
With the illusion of Mickey's house broken, you can walk right into Yen Sid's Observatory. Water pours into the chamber from picture frames and the animated brooms that continue to dump water into the chamber. A large telescope dominates the far end of the Observatory, while four planets circle overhead.

Tip

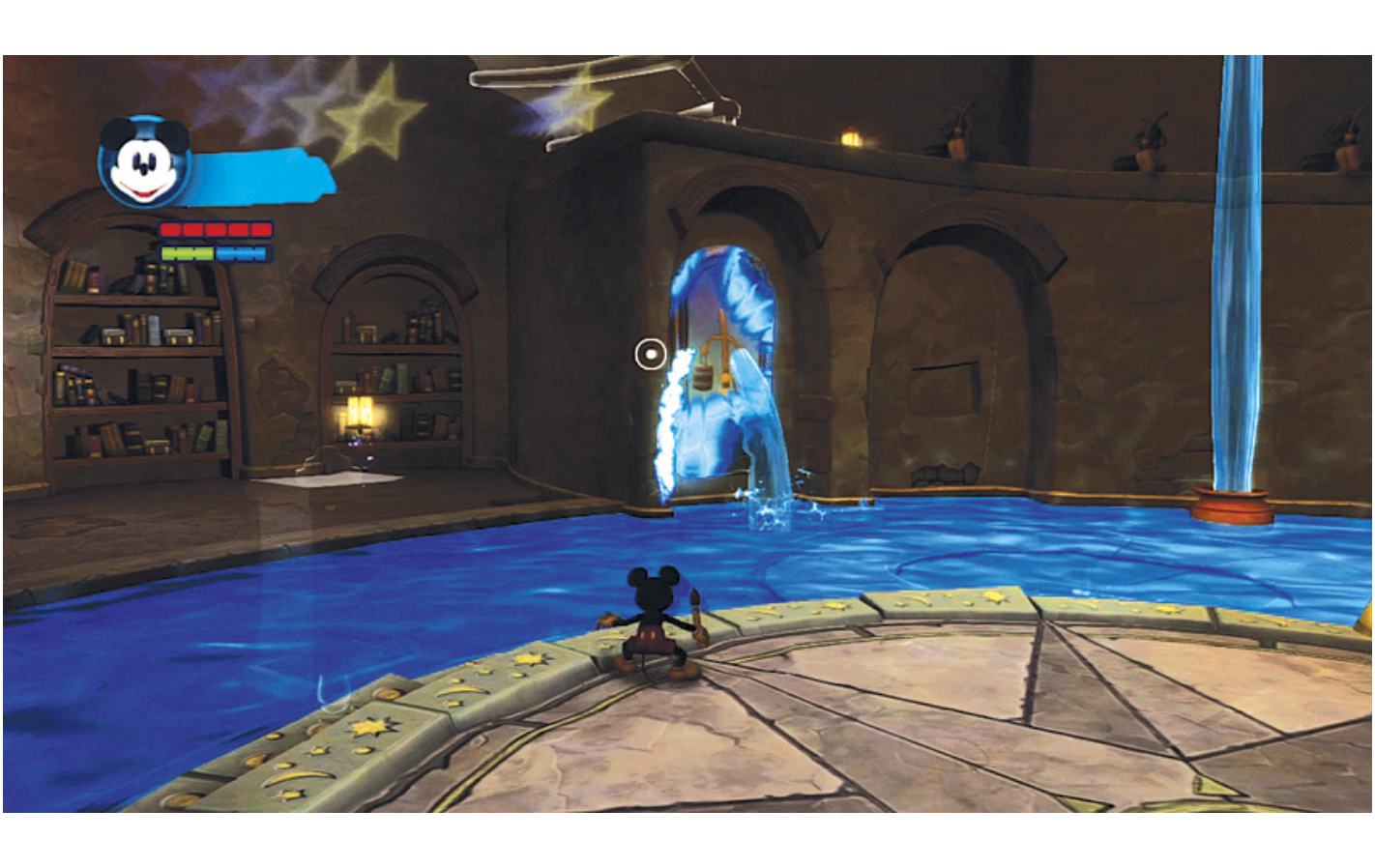
If you thin out the floating lanterns, you will free the stars inside. Watch them dance around the observatory!



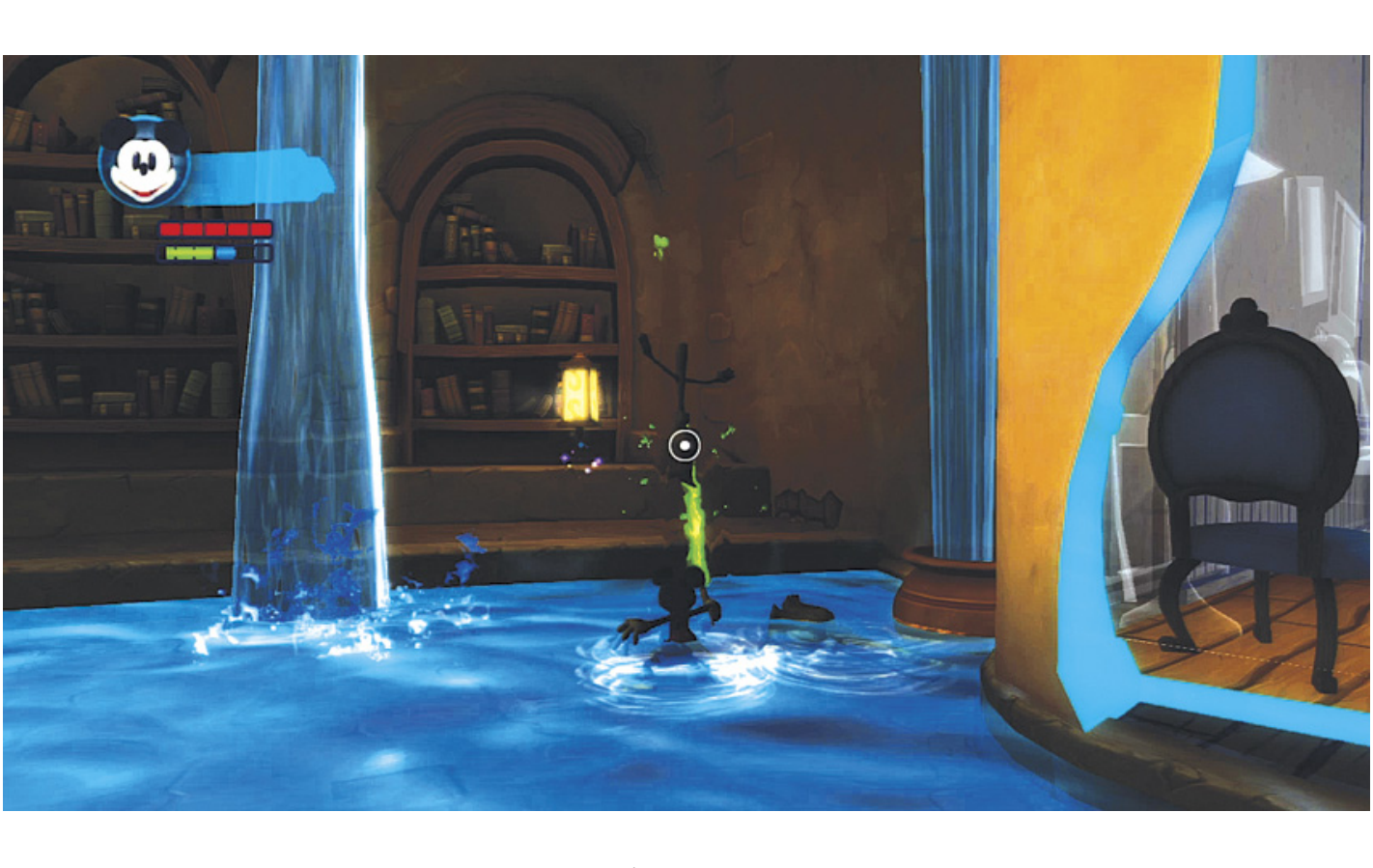
To reach the upper level, you must topple the telescope. Shoot a steady stream of Thinner onto the base of the telescope, which will bring it down. You've now created a ramp to the upper level.



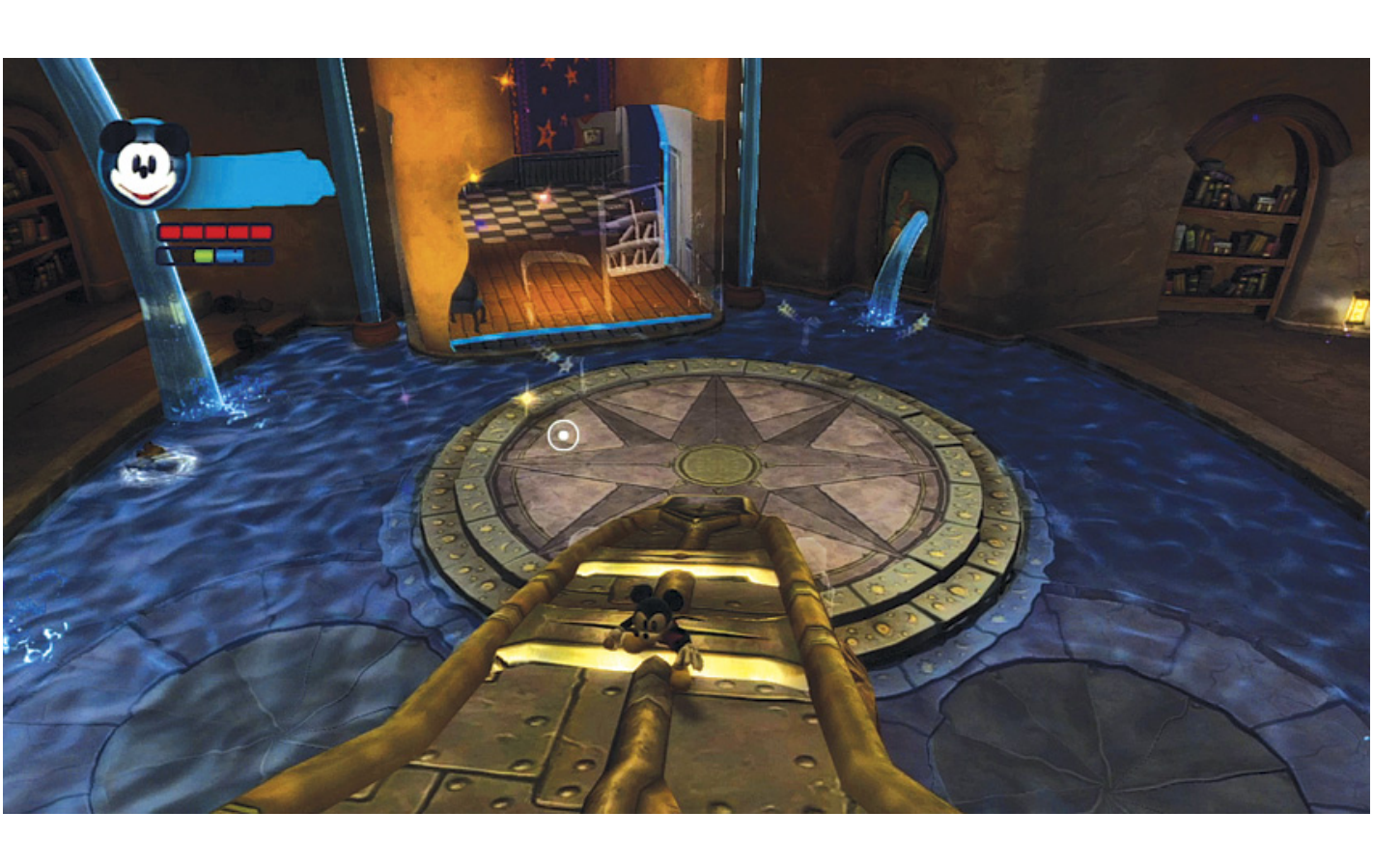
To recover a green E-ticket, (worth 30 regular tickets) thin out the second painting on the wall to the left of the telescope.



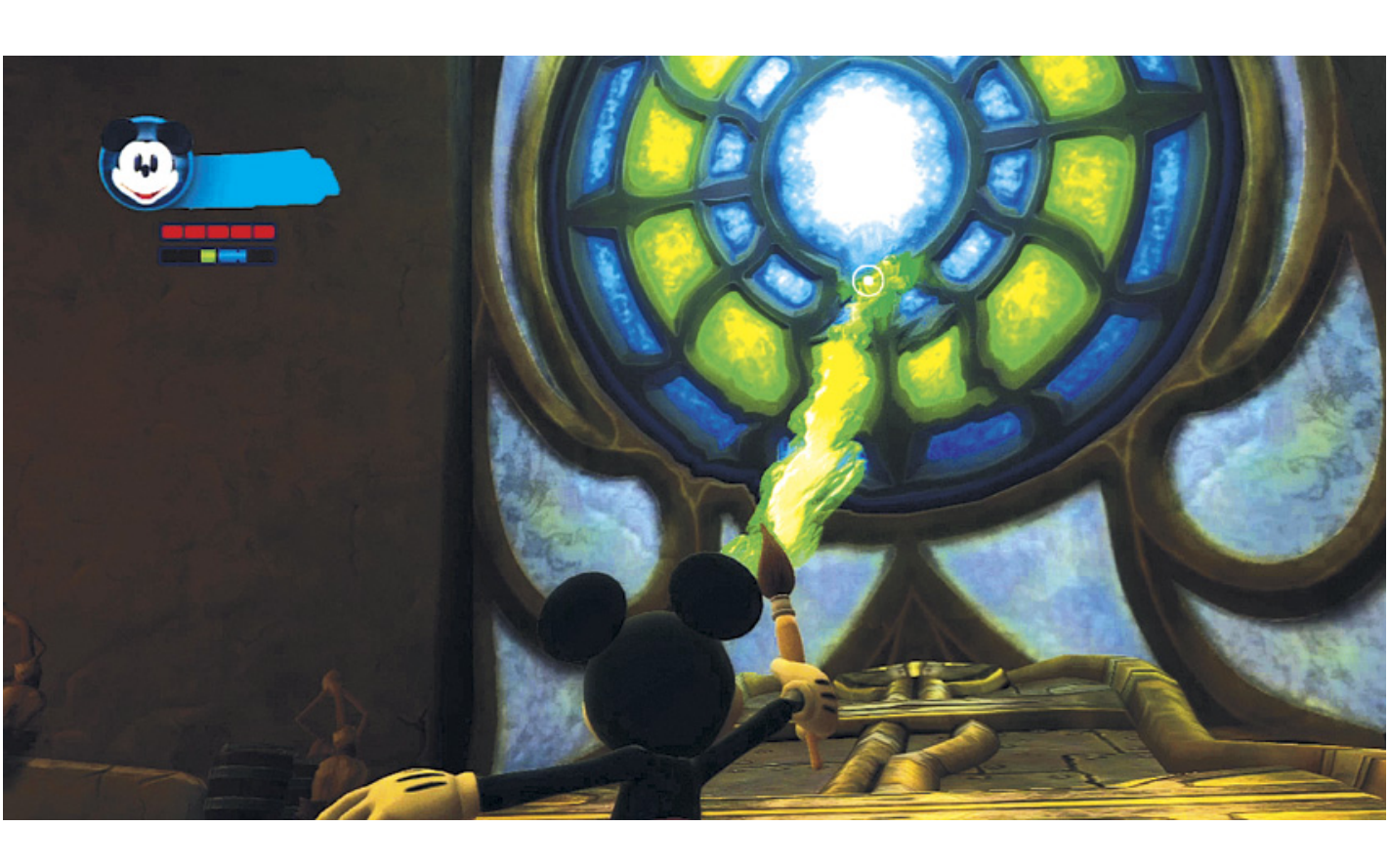
There are two more green E-tickets underwater. To reach the hidden chests holding the green tickets, you must prevent water from spilling onto the floor. Start with the painting to the left of the alcove where you just uncovered the green E-ticket. Paint in the painting and you'll see the water stop pouring through the hole in that wall.

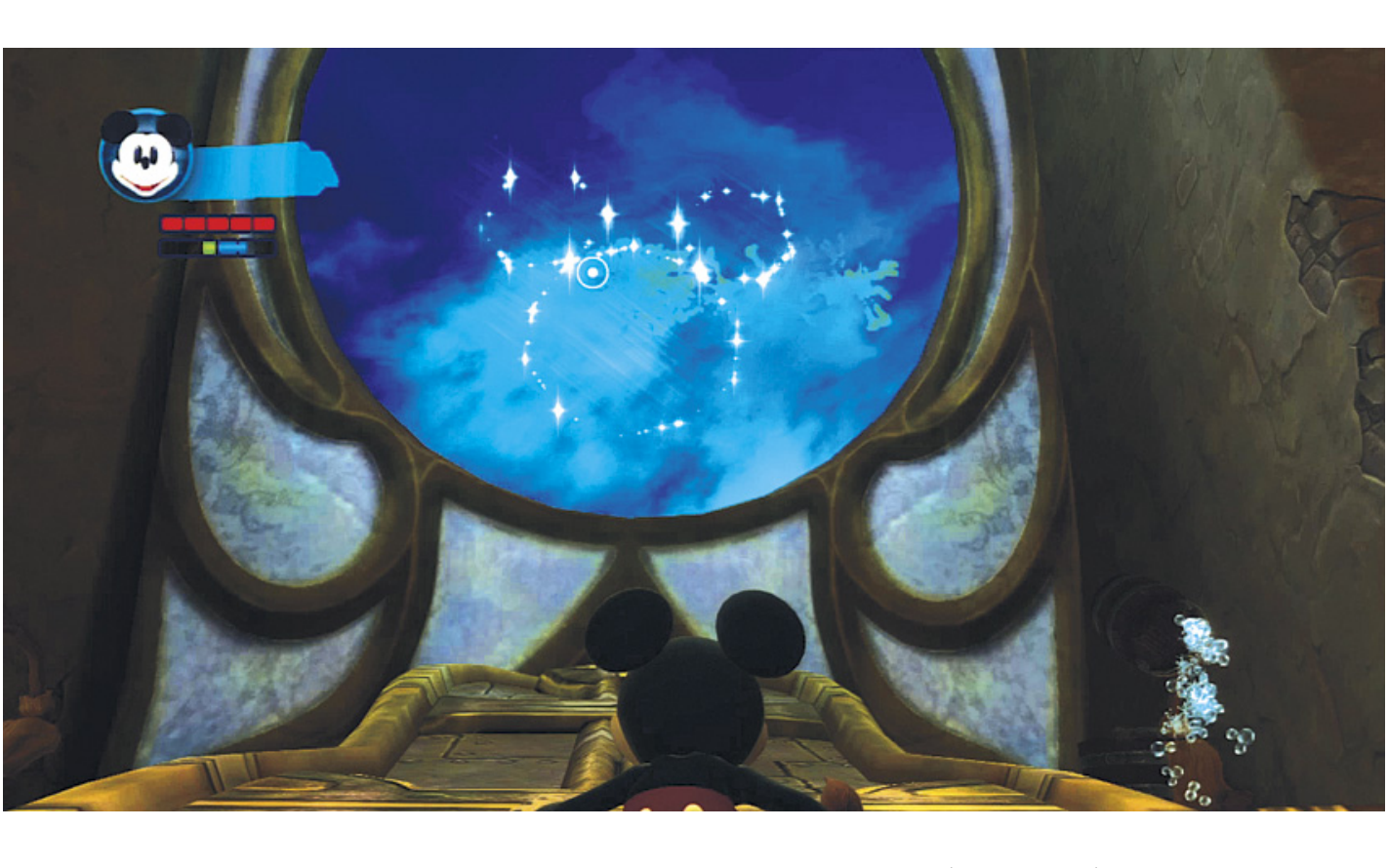


Use Thinner on the mops casting water into the room. You'll have to take care of all the mops down here, and the ones on the wall above.

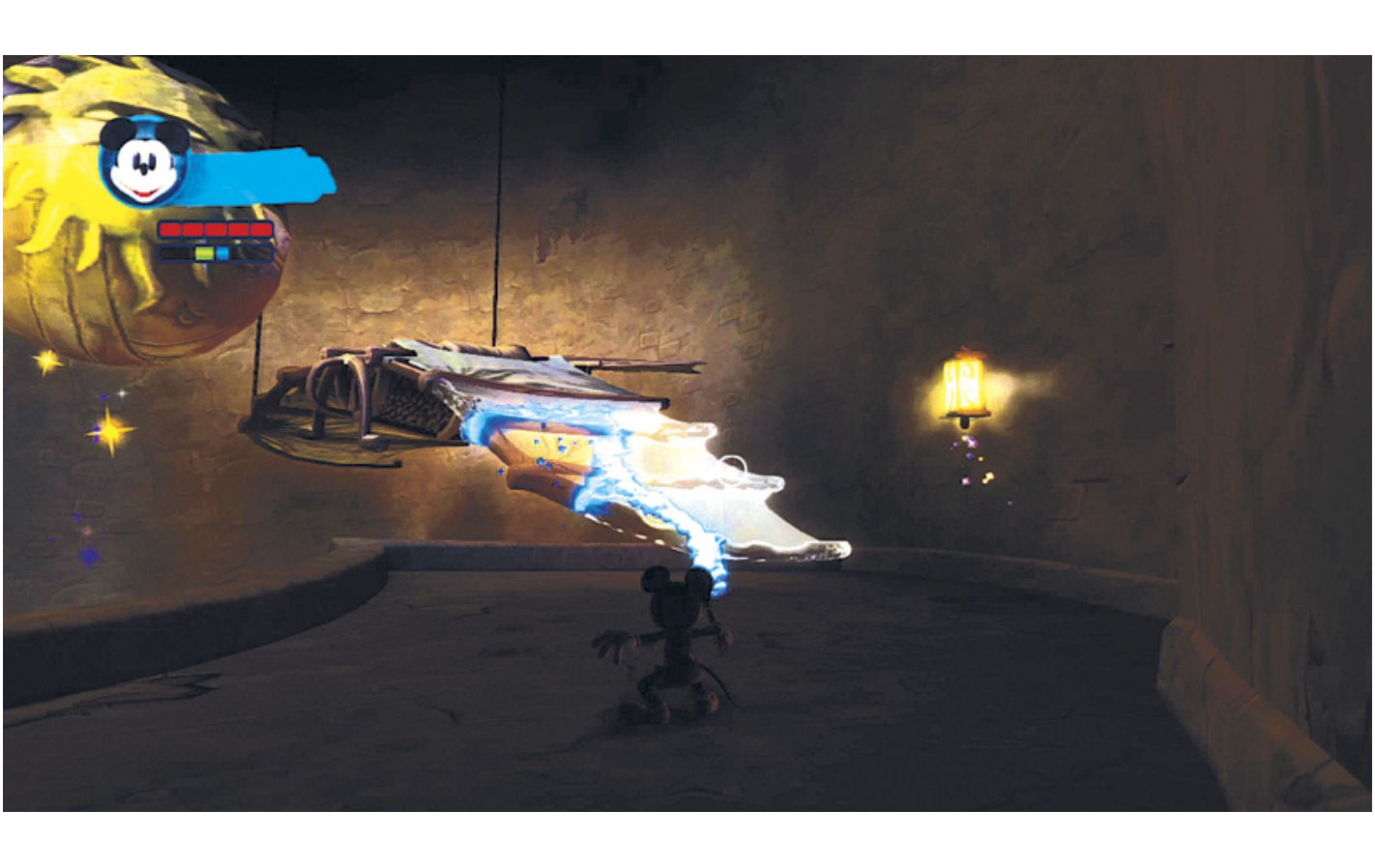


When you're ready, climb up the telescope to the upper level. You can get a great view from up here to plan your route to the balcony.

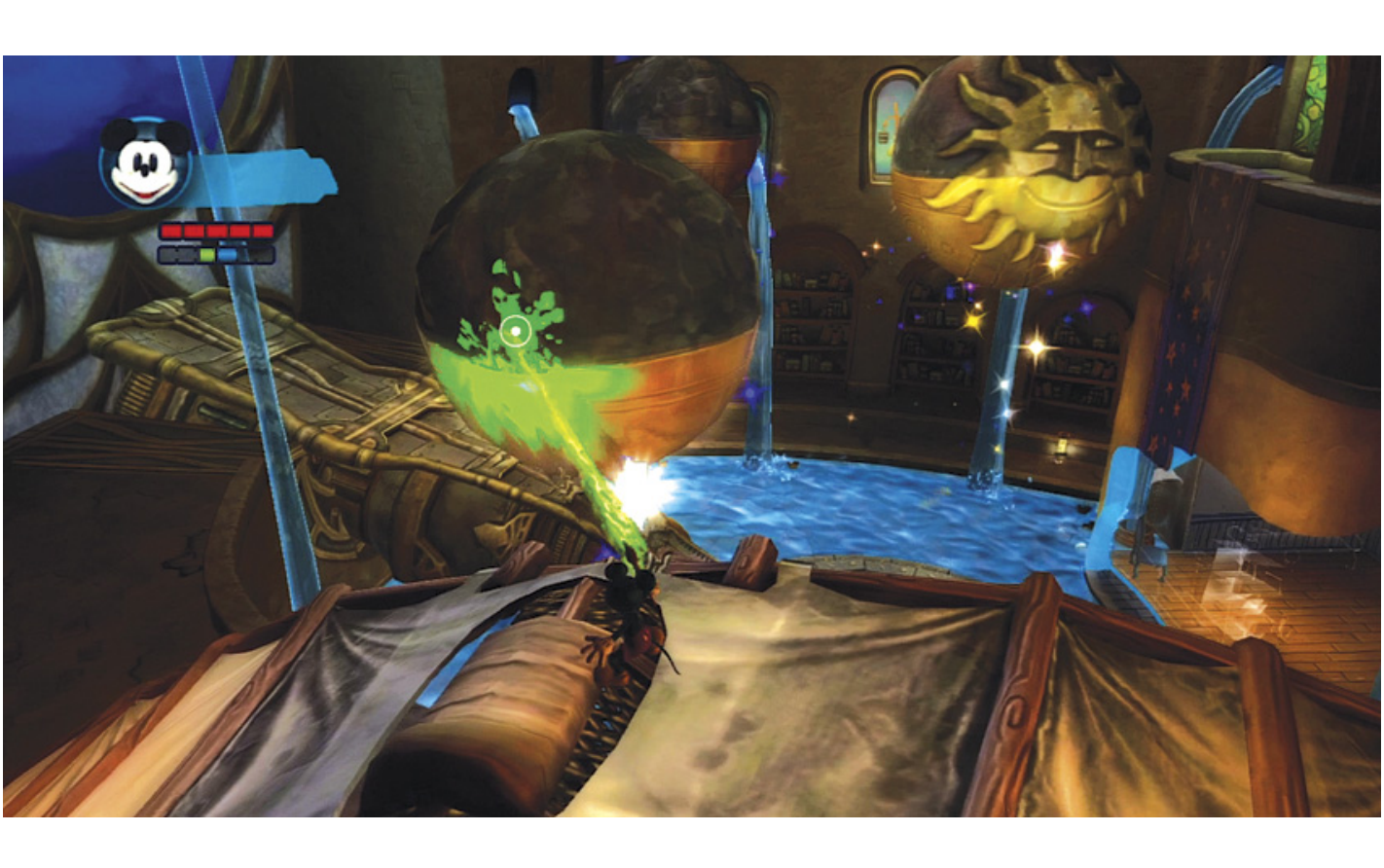


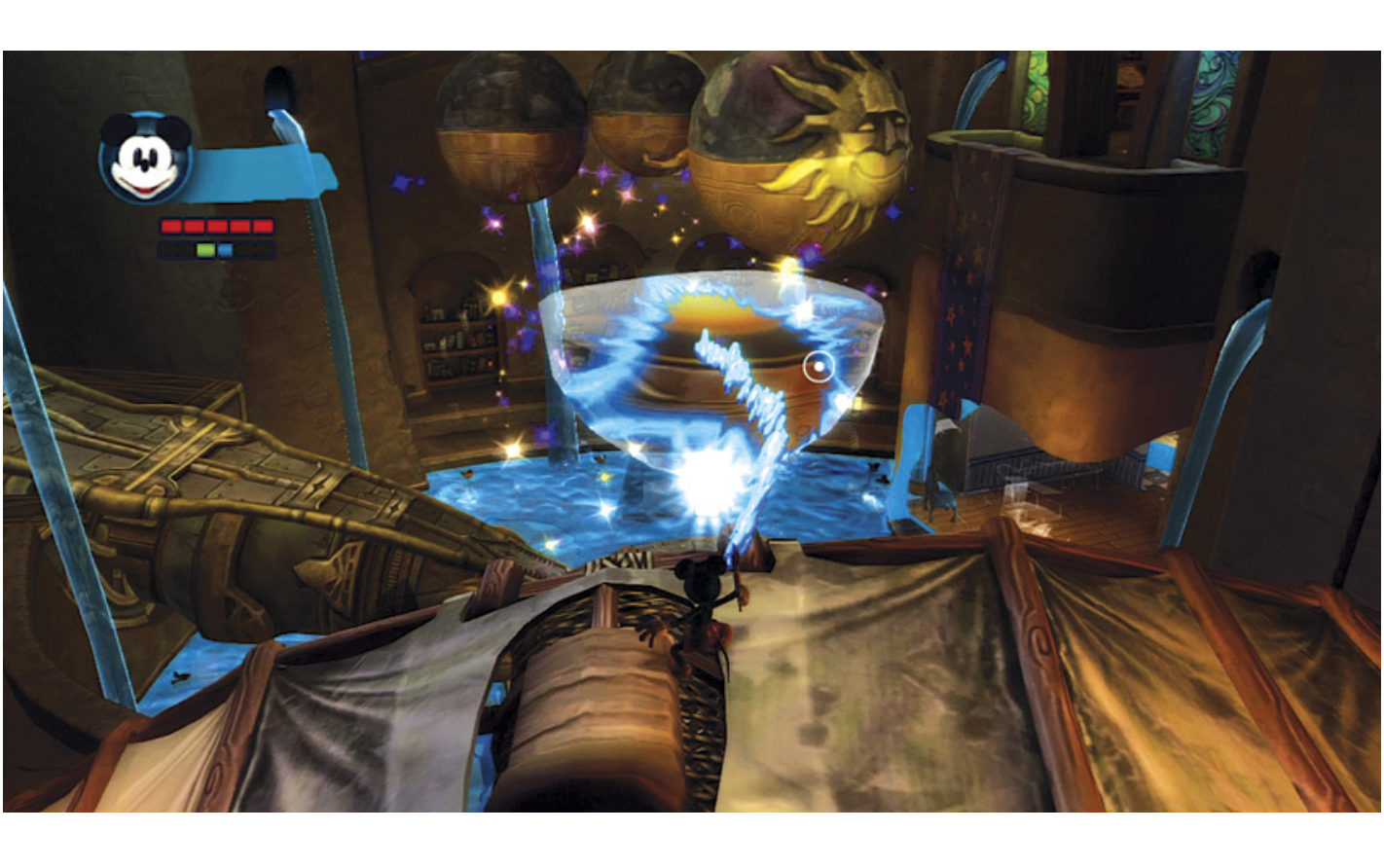


To see a nice hidden Mickey, thin out the stained-glass window near the telescope. You'll see Mickey's constellation shining brightly up in the night sky.

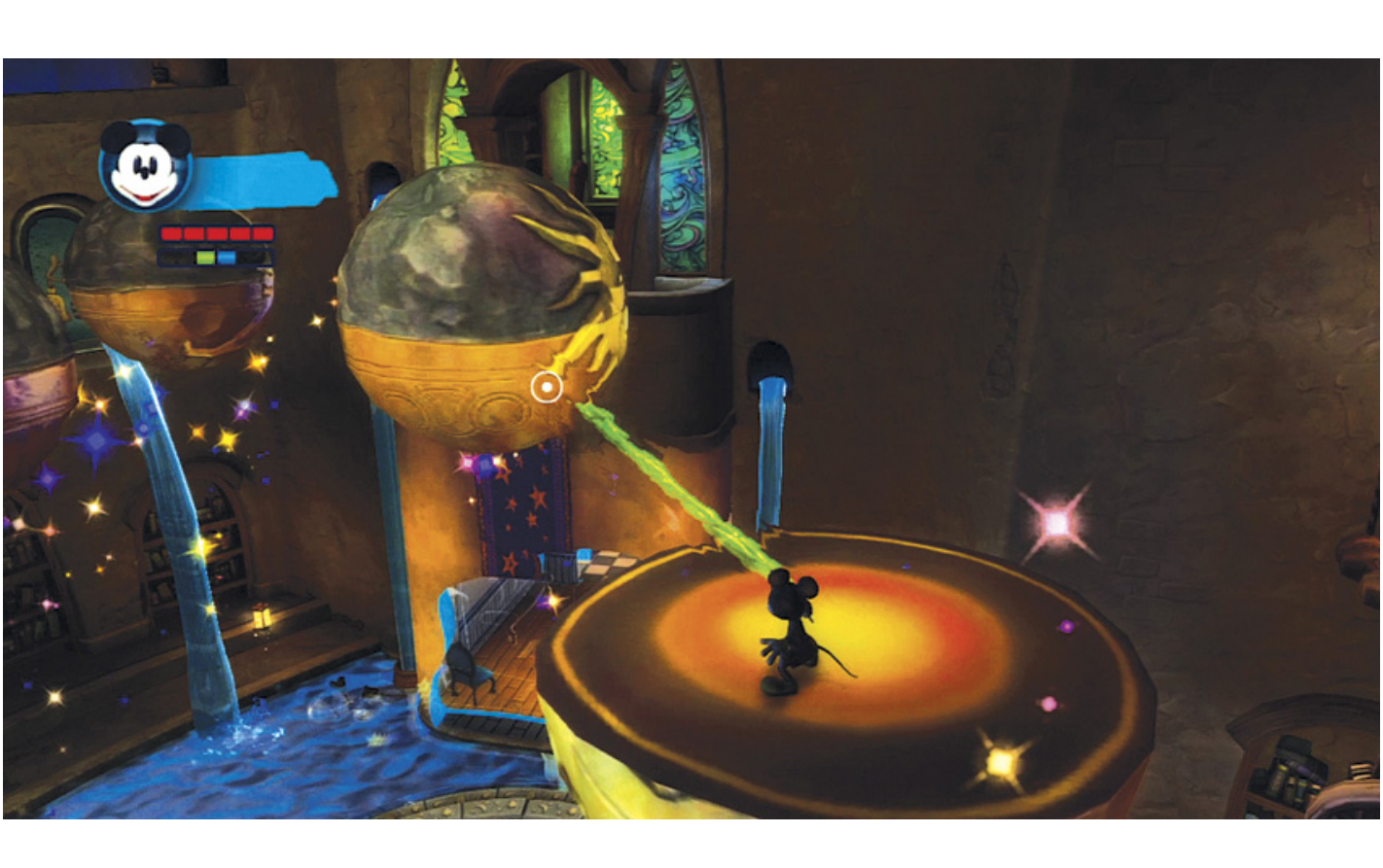


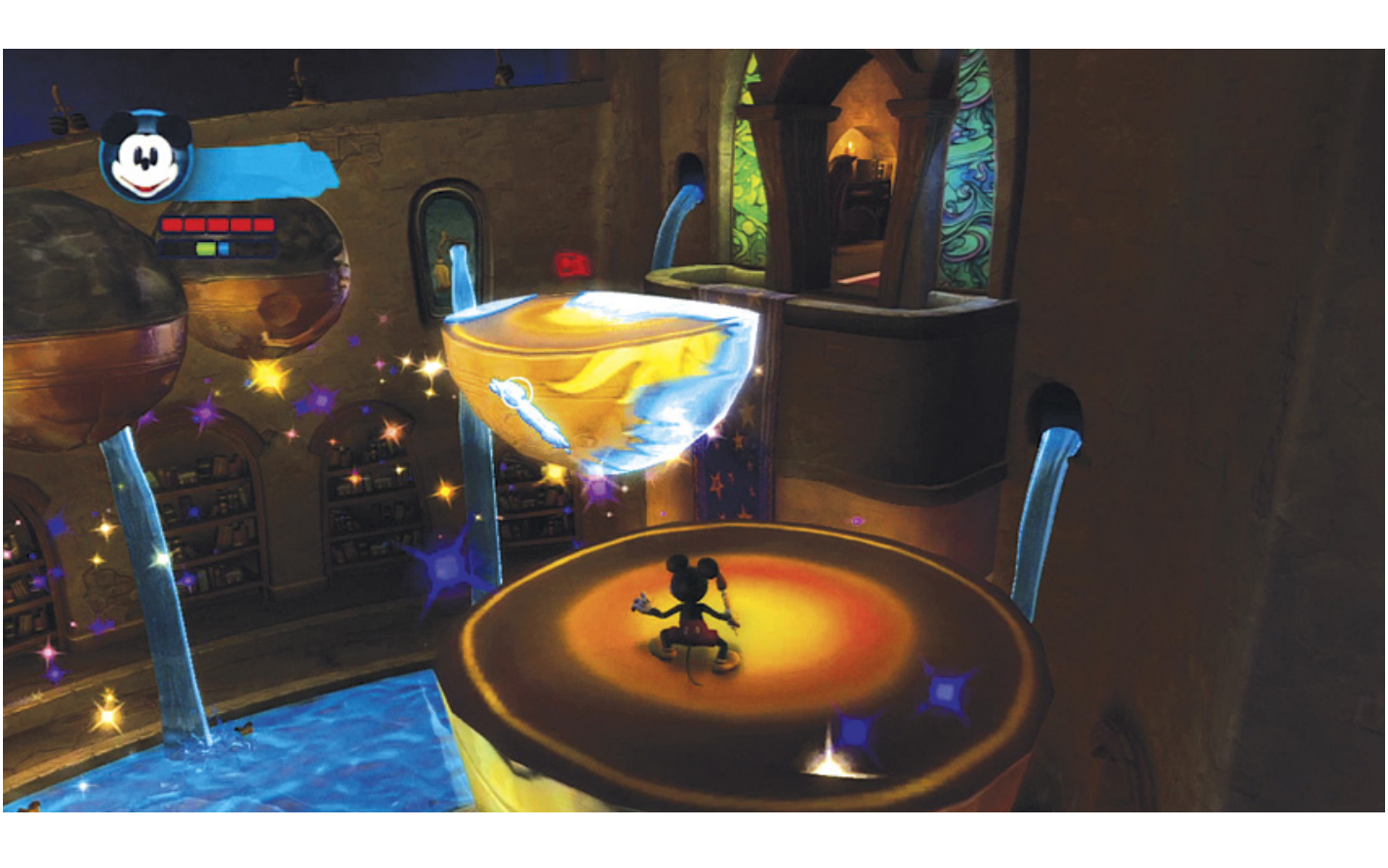
Continue along the upper level and paint in the wing of the flying contraption suspended from the ceiling. This creates a platform so you can hop up to reach the planets.



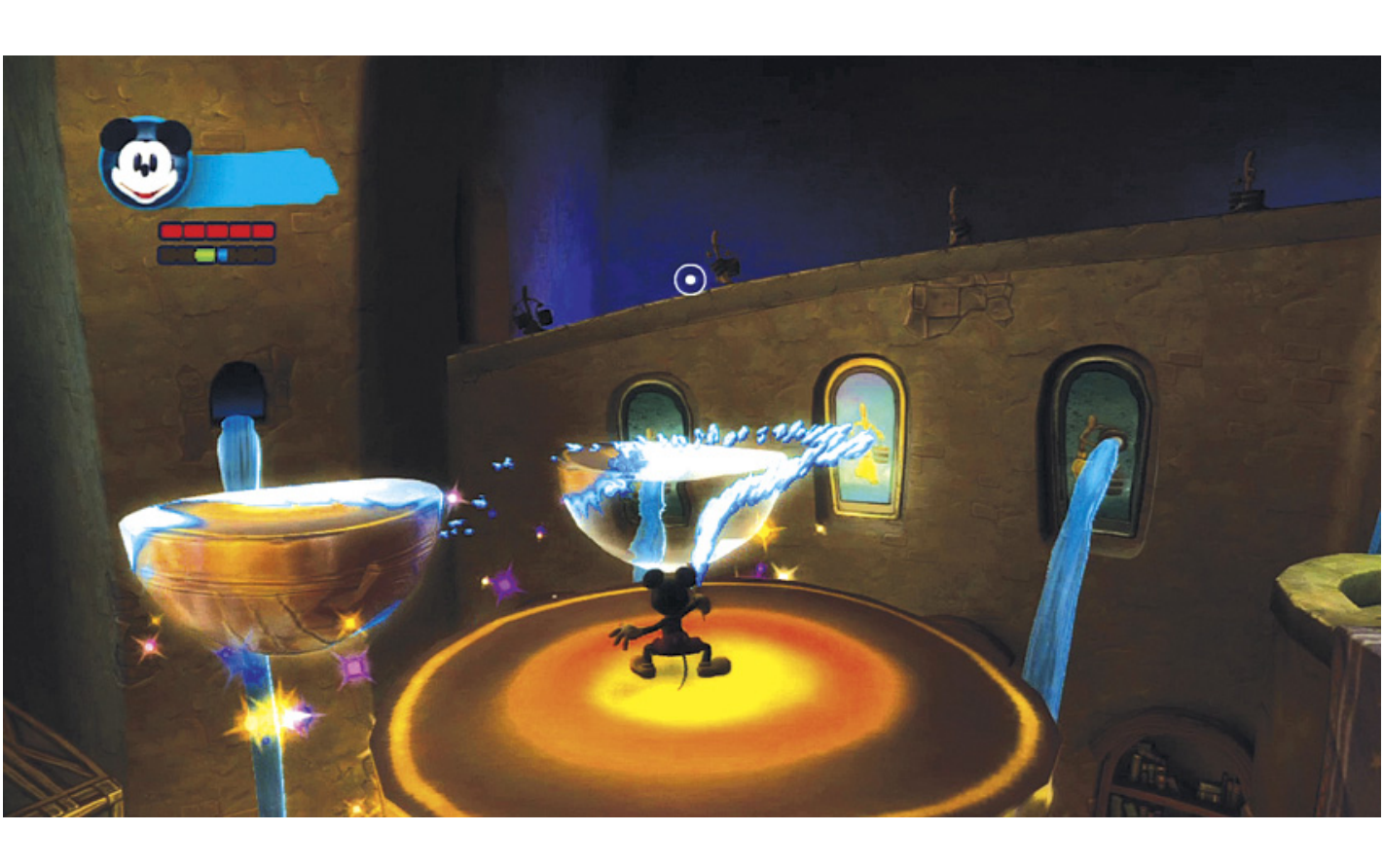


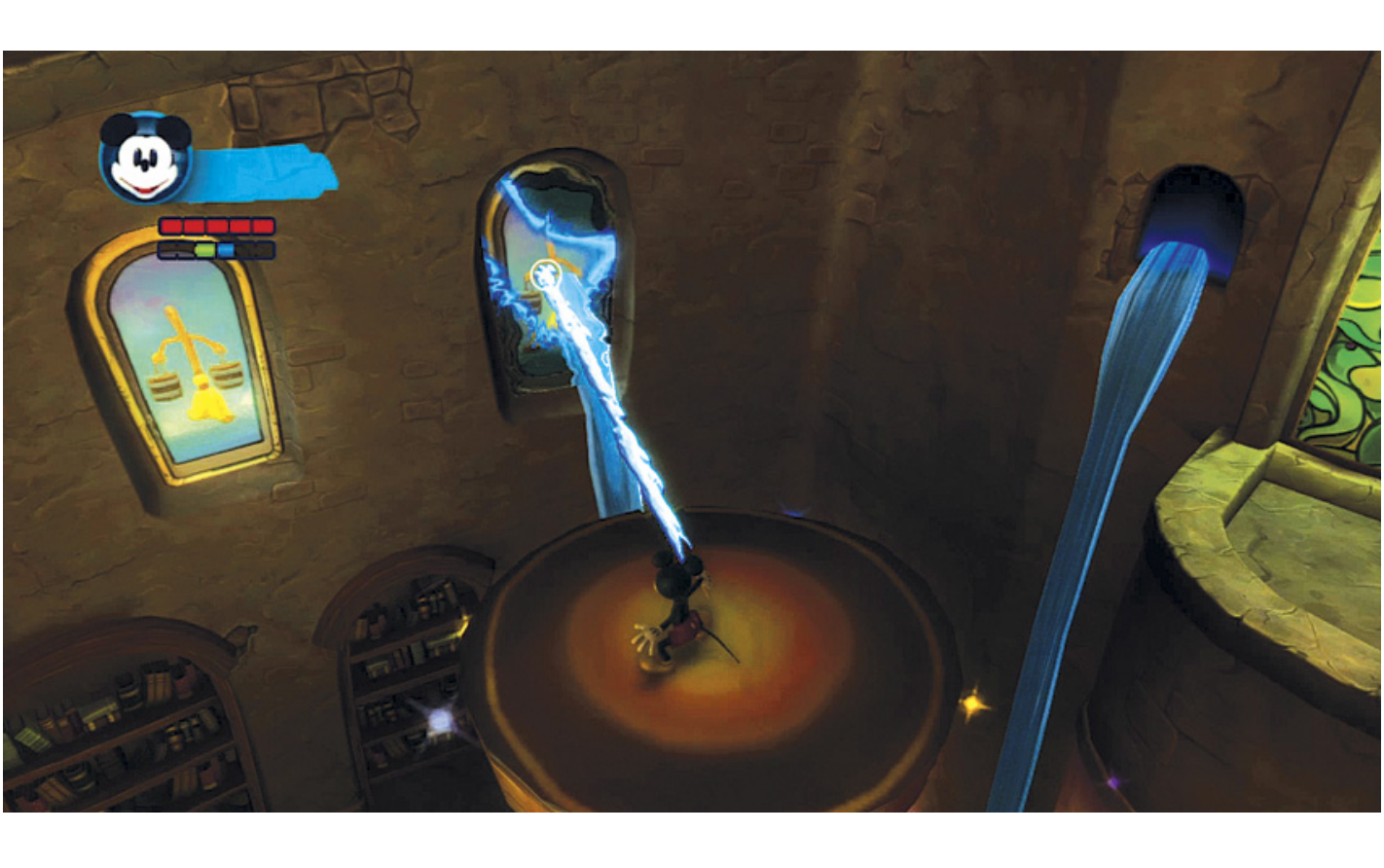
From atop the flying contraption, use Thinner on the closest planet. The top half will plummet to the ground below, while the bottom half will float there, thinned out. Now paint it back in to form a half-sphere platform. Leap onto your new platform and collect an E-ticket.



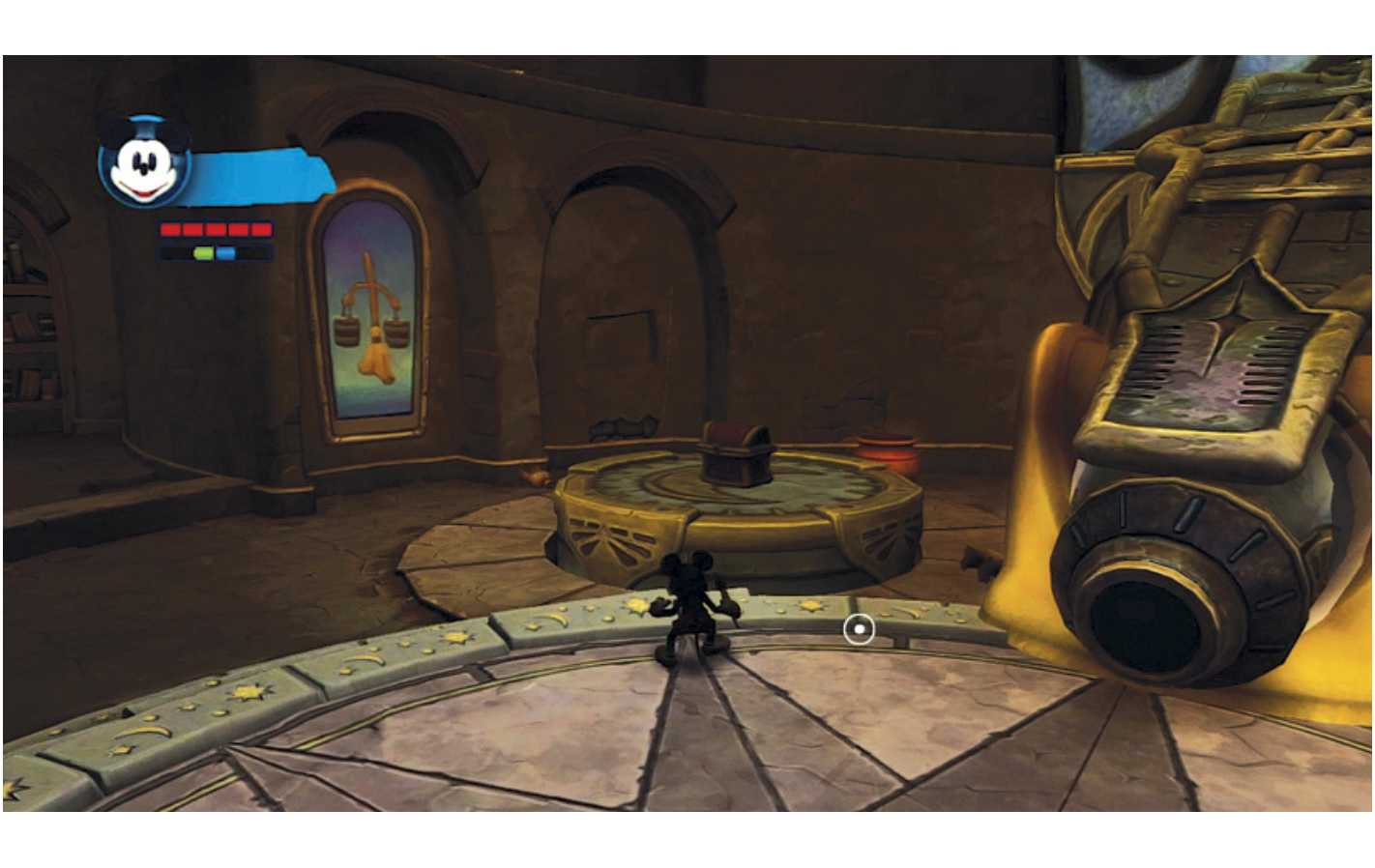


Repeat the process with the second planet. Double-jump from the first half-sphere to the second half-sphere.

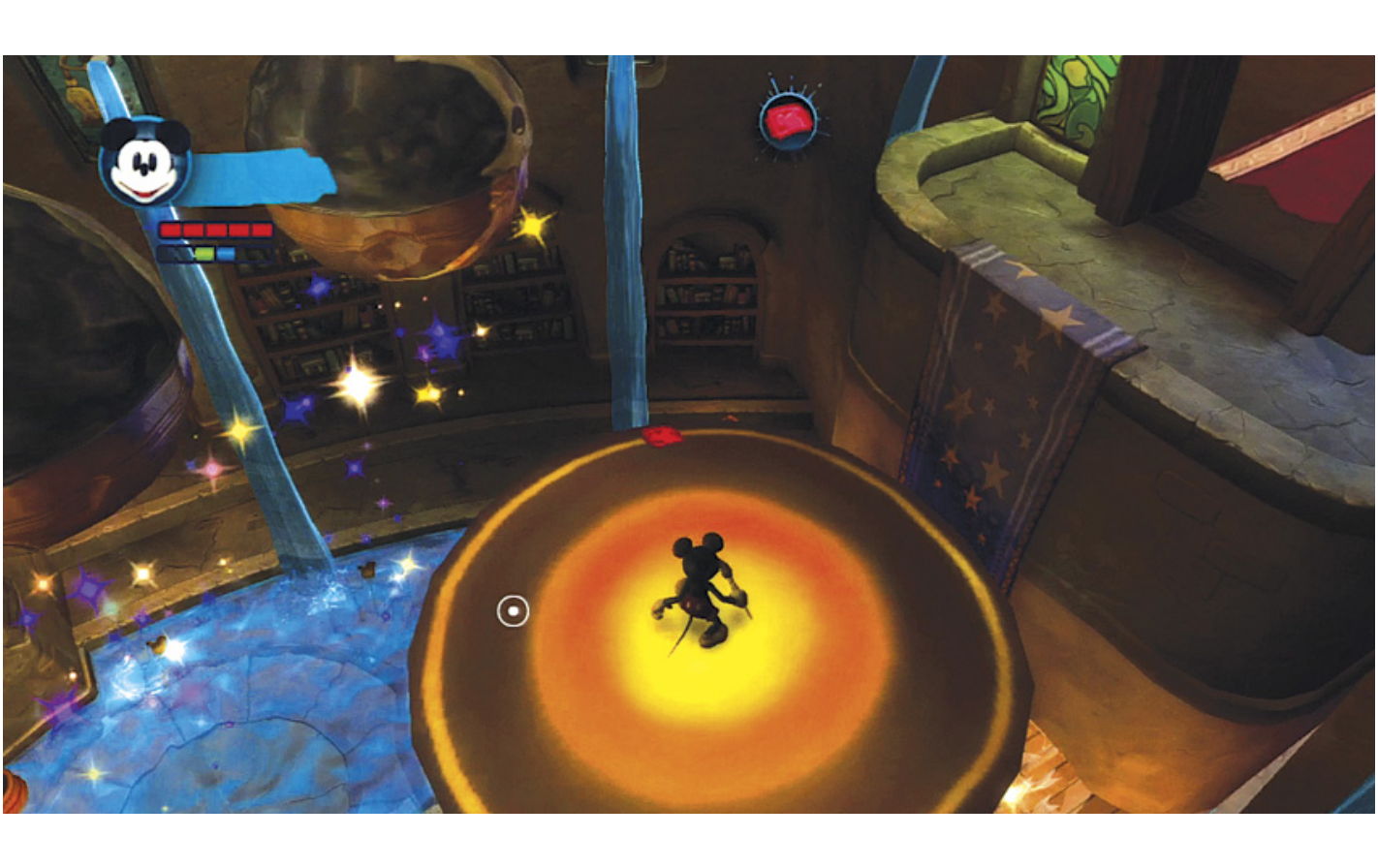




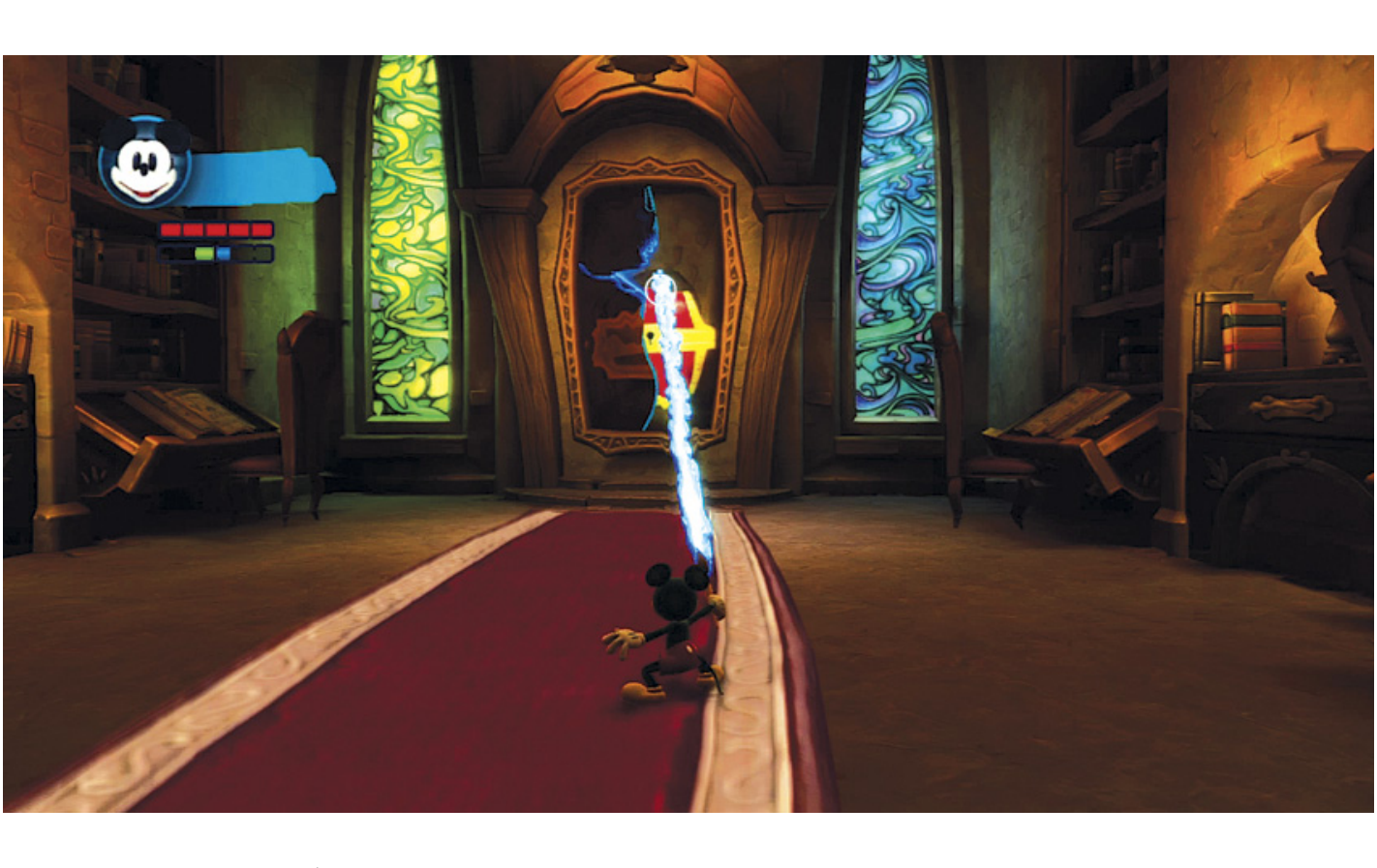
Before you leave the area, there are two underwater chests to discover. Make sure you thin all the brooms dumping water into the room and paint in all the paintings pouring water into the room. Once you've done all that, two chests will rise out of the dry floor.



Drop down to the floor below. To avoid damage, perform a Spin Attack halfway down to slow your descent. Open the chests on either side of the telescope for more green E-tickets.

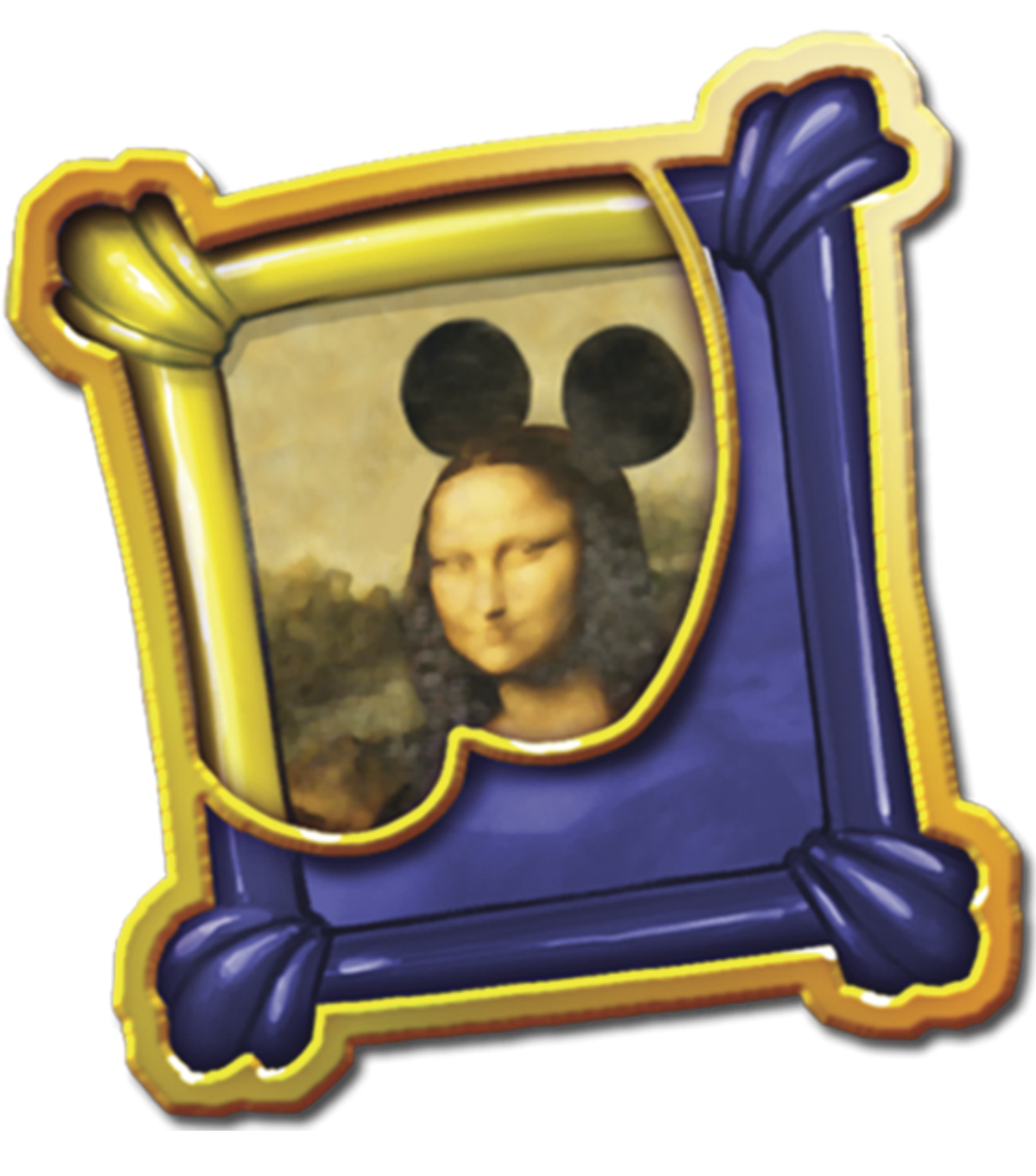


When you're ready to leave the Observatory, take a running start from the second half-sphere and double-jump over to the balcony.

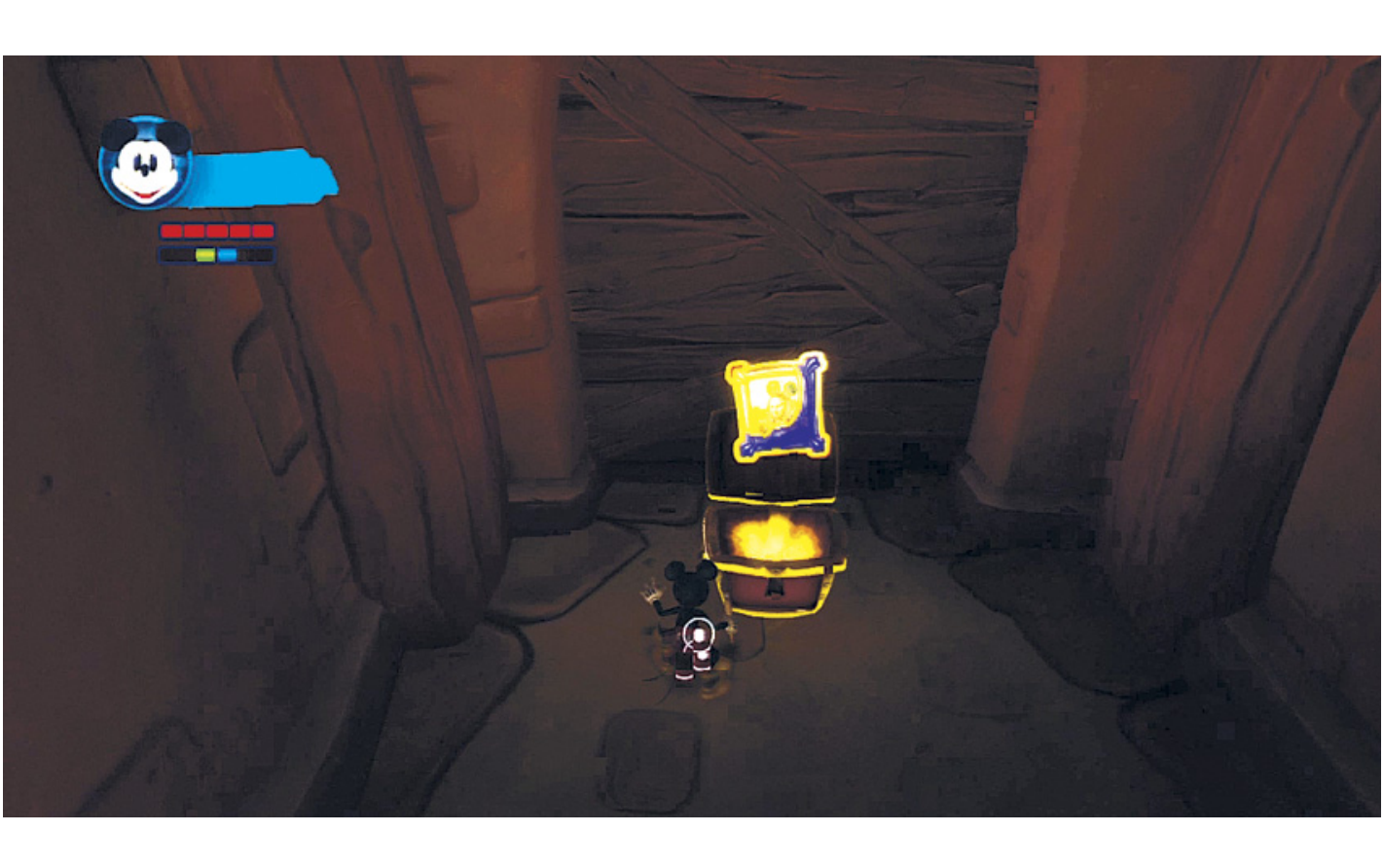


Once you step inside Yen Sid's study, you will be given a choice: paint in the picture, thus discovering a red chest, or thin out the painting, uncovering a golden E-ticket.

Mouseterpiece Pin



When you reach the balcony room in the Observatory, if you choose to paint the door back to the map room, you earn the Mouseterpiece Pin. You also complete the Apprentice Pin Collector challenge.



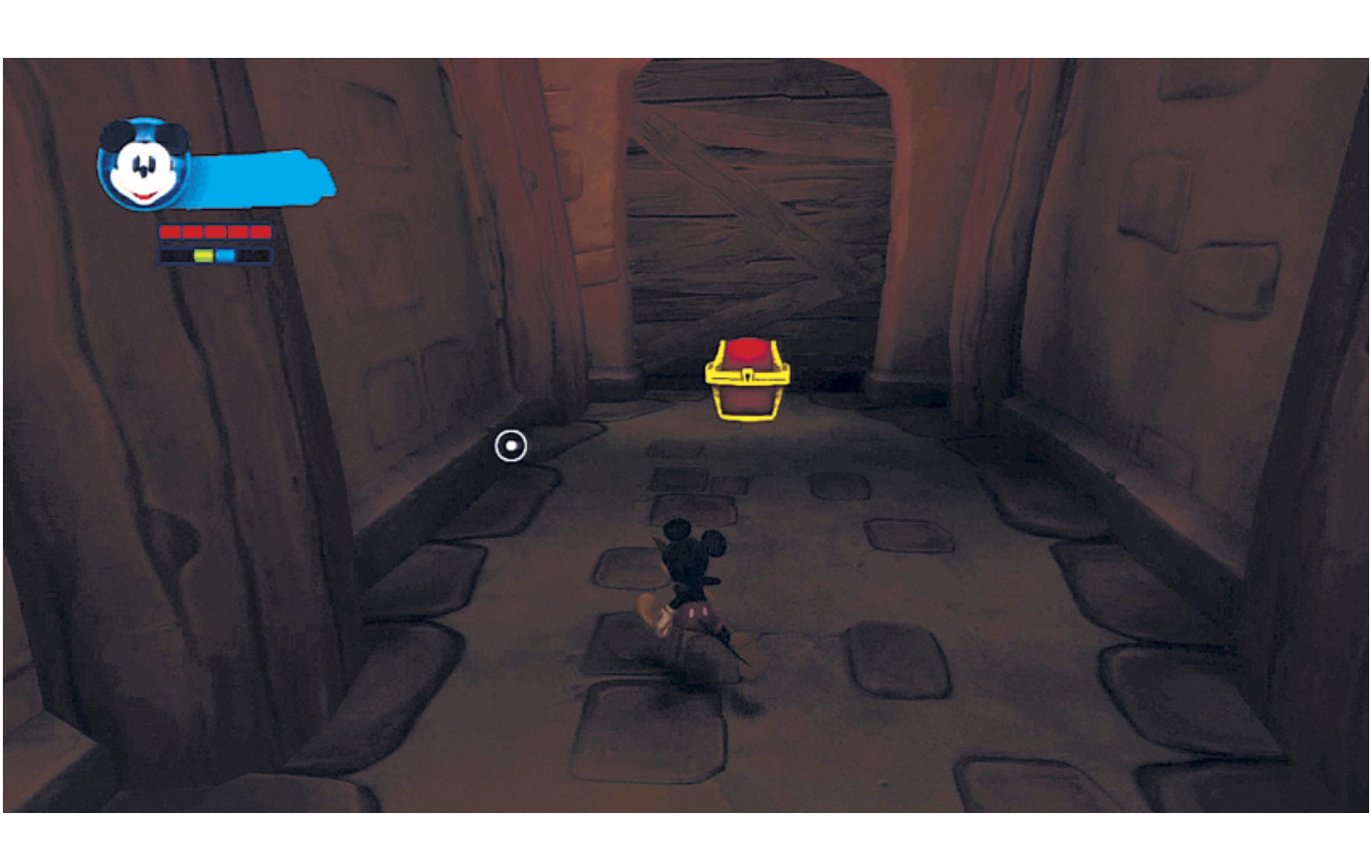
Apprentice Pin Collector

To enter the map room at the end of Yen Sid's Lab, you must choose to use Paint or Thinner on the door. If you choose to paint the door, you earn the Mouseterpiece Pin and complete the "Apprentice Pin Collector" challenge. The shiny new challenge icon you unlocked may only be made of bronze, but you can earn more valuable metals by shooting for the Devoted Pin Collector (88 pins) and the Master Pin Collector (176 pins).

JUNCTION POINT

WASTELAND MAP

Before you can meet up with Oswald, Ortensia, and Gus in Wasteland, you must make your first major Paint or Thinner choice. If you paint the door leading to the map room, you complete the Apprentice Pin Collector challenge and earn the Mouseterpiece Pin. If you thin the door, you don't earn the Mouseterpiece Pin, but you do gain a golden E-ticket worth 100 E-tickets.



Walk down the corridor that just expanded behind the magic painting to collect your reward at the end. If you used Paint, you will be given a unique Collectible Pin. If Thinner, you earned a golden E-ticket worth 100 E-tickets.

Back in the map room, Mickey jumps up onto the table and uses Paint to activate the magic map. One jump through and he lands in Dark Beauty Castle, where he is reunited with his friends Oswald, Ortensia, and Gus.

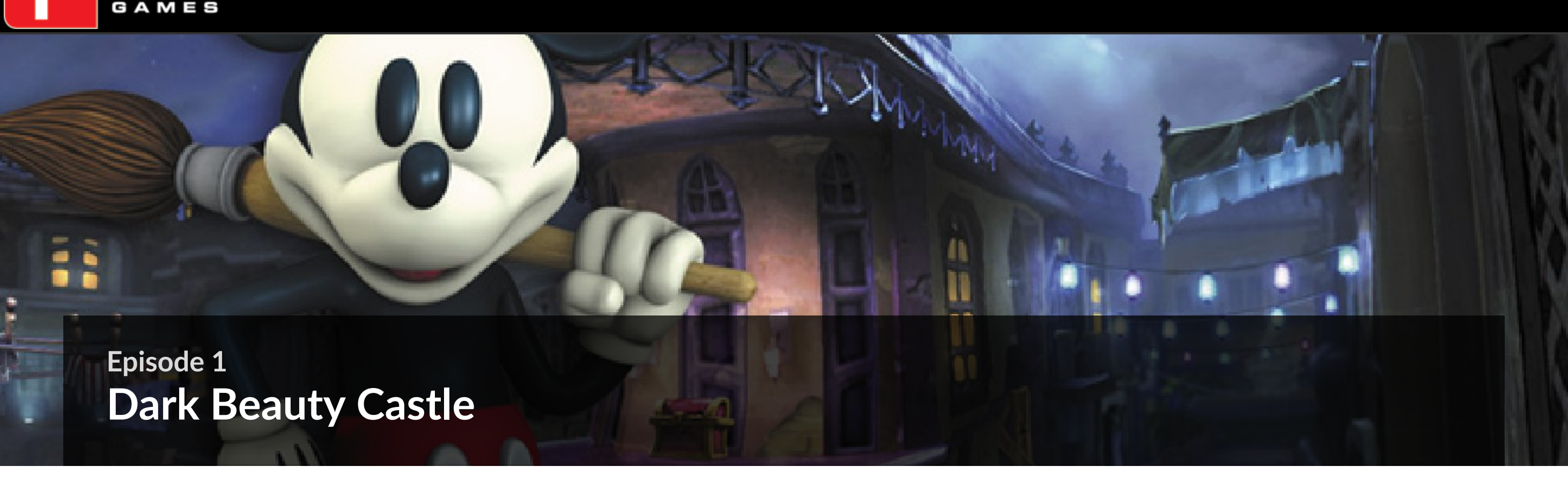
And now the real adventure begins!

Lab Tested

Playstation 3 Trophy: Bronze

Xbox 360 Gamer Points: 20

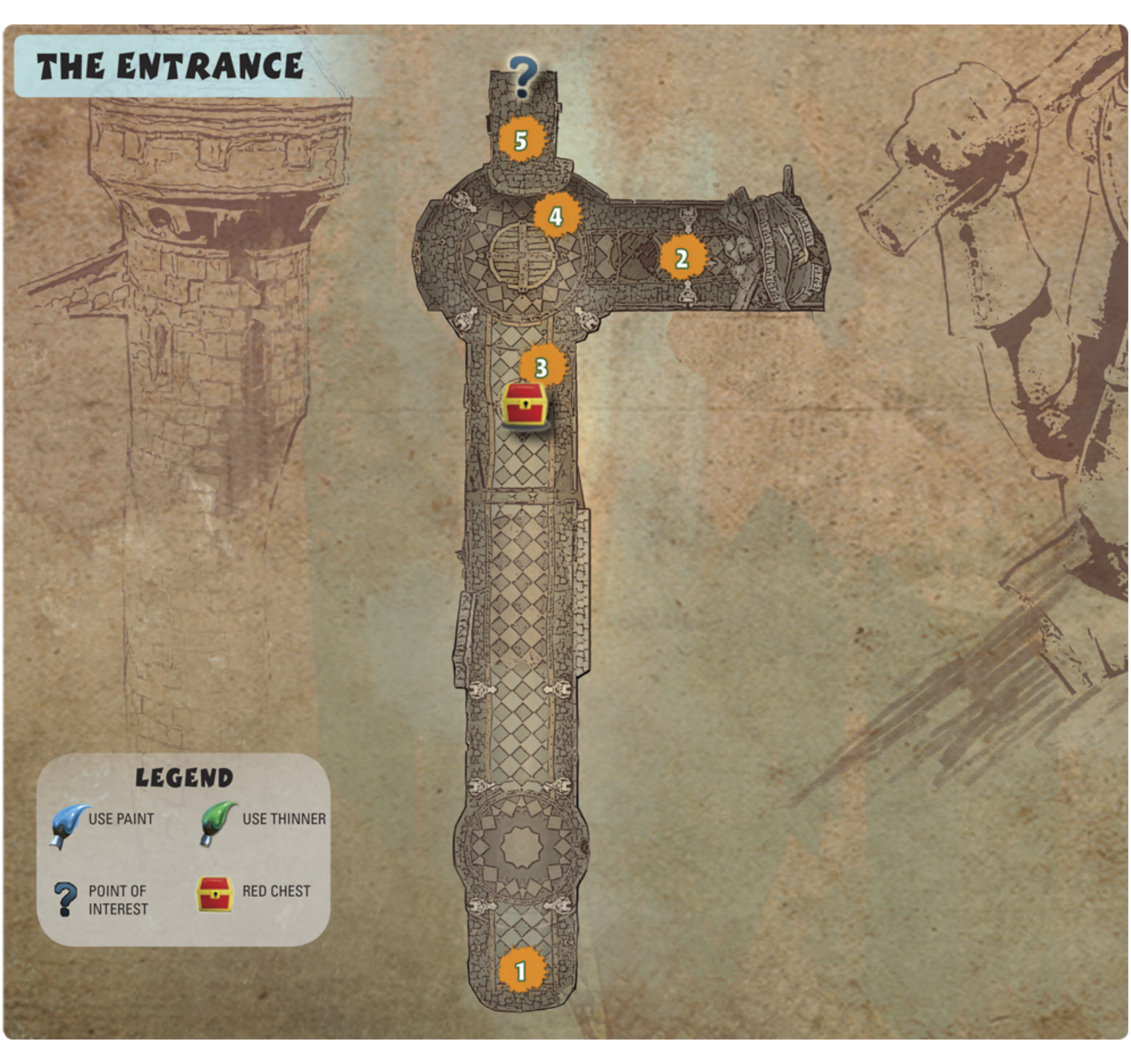
You have no choice but to complete this challenge. When you finish Mickey's tutorial, Yen Sid's Lab, you unlock the "Lab Tested" challenge. Enjoy your early achievement because they start to get harder from here on out.



Episode 1

Dark Beauty Castle

THE ENTRANCE



LEVEL OVERVIEW

You catch up with Oswald, Ortensia, and Gus in Dark Beauty Castle. After a brief hello, the problems assailing Wasteland speed up your discussion. The earthquakes plaguing the land are bringing down the very walls around you! Together, Mickey and Oswald must work their way through the castle to the train station and escape from the collapsing castle.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- Steamboat Willie Hat

Enemies

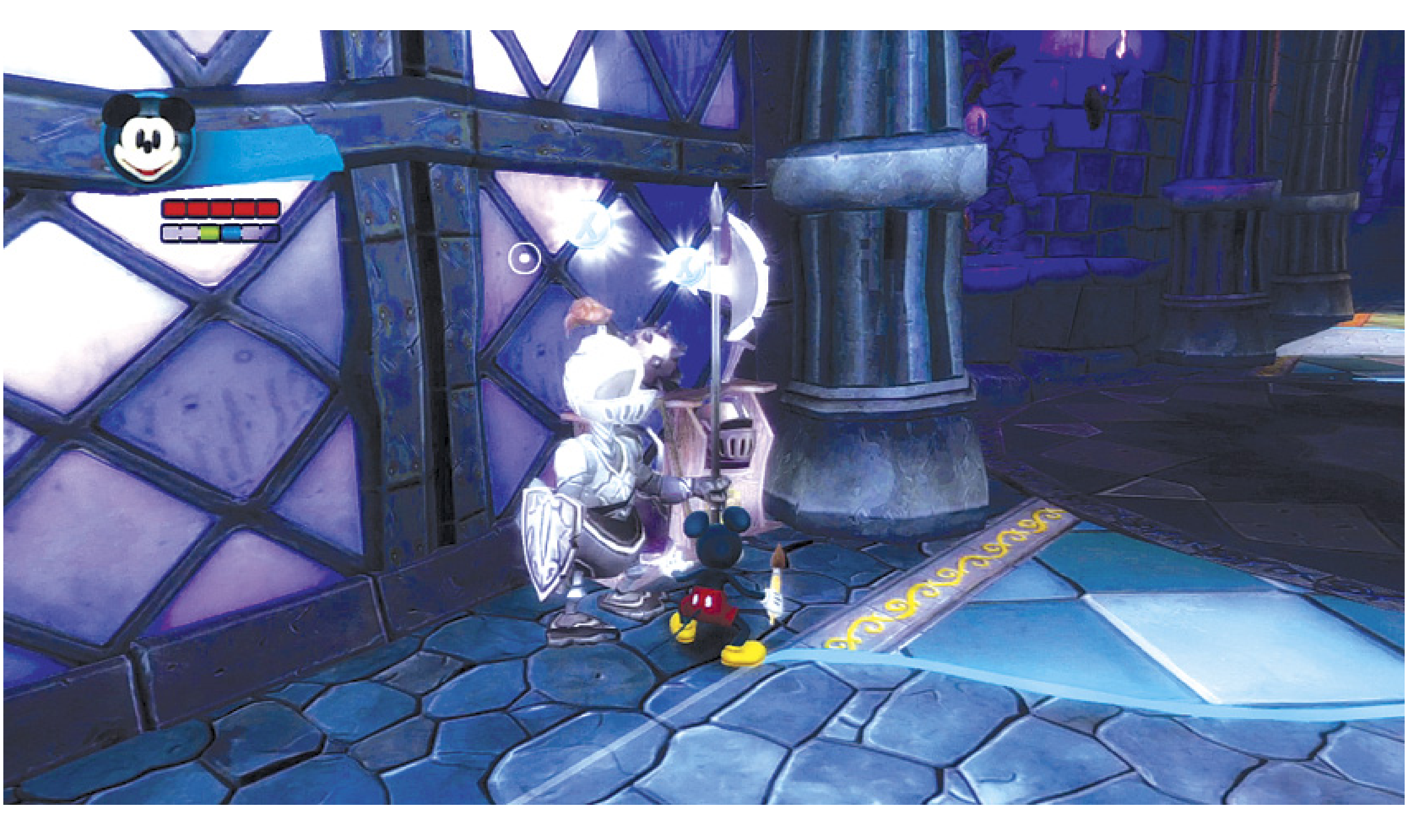
- None

Quests

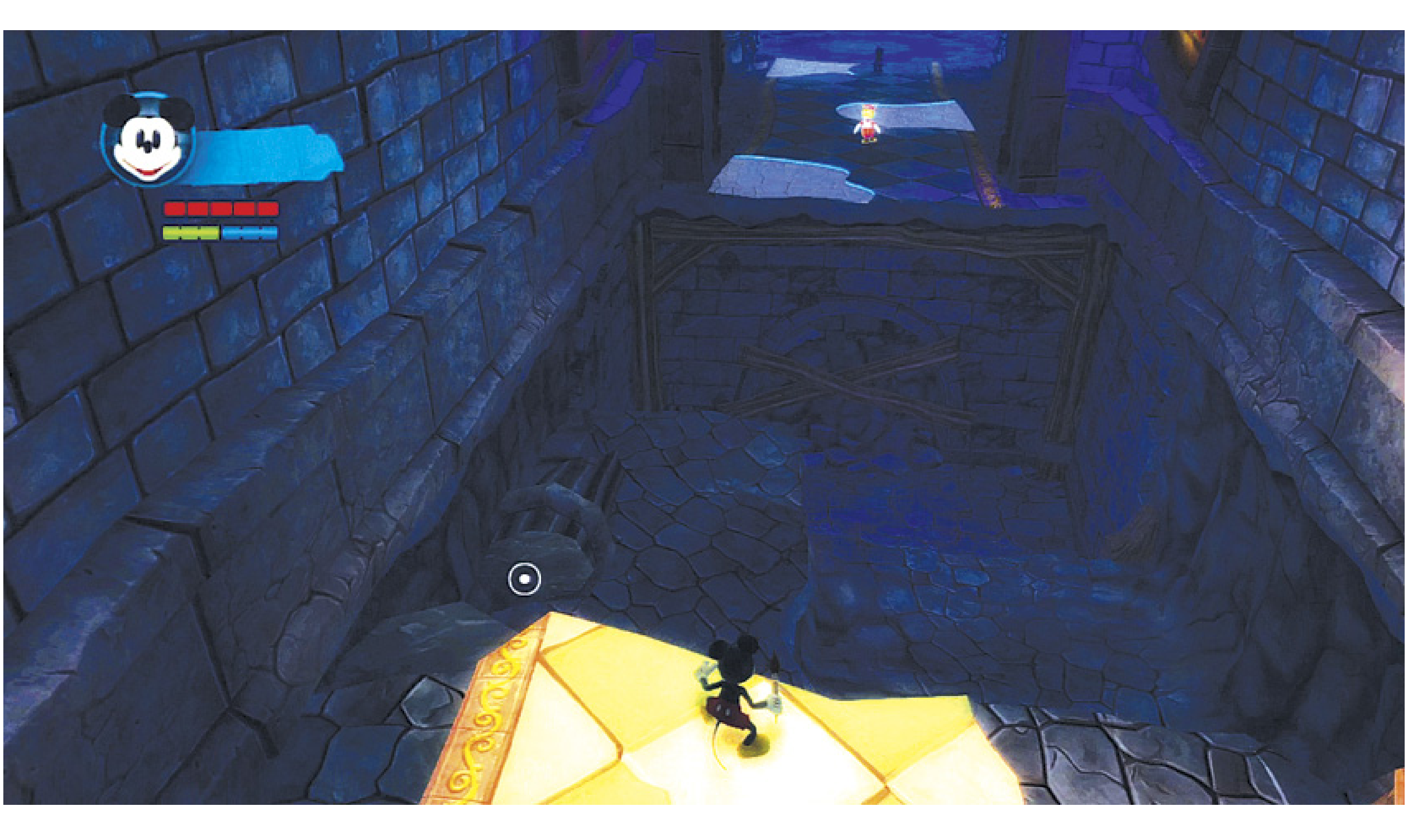
- None

Things to Do

- Team up with Oswald to try out both heroes' abilities
- Spin Attack the suits of armor for extra resources
- Jump across the collapsed floor to reach Gus and Ortensia
- Follow Ortensia until the wall crumbles and blocks the corridor
- Discover the secret chest
- Throw Oswald up to the balcony and double-jump up
- Spin the wheels together to open the door into the control room area

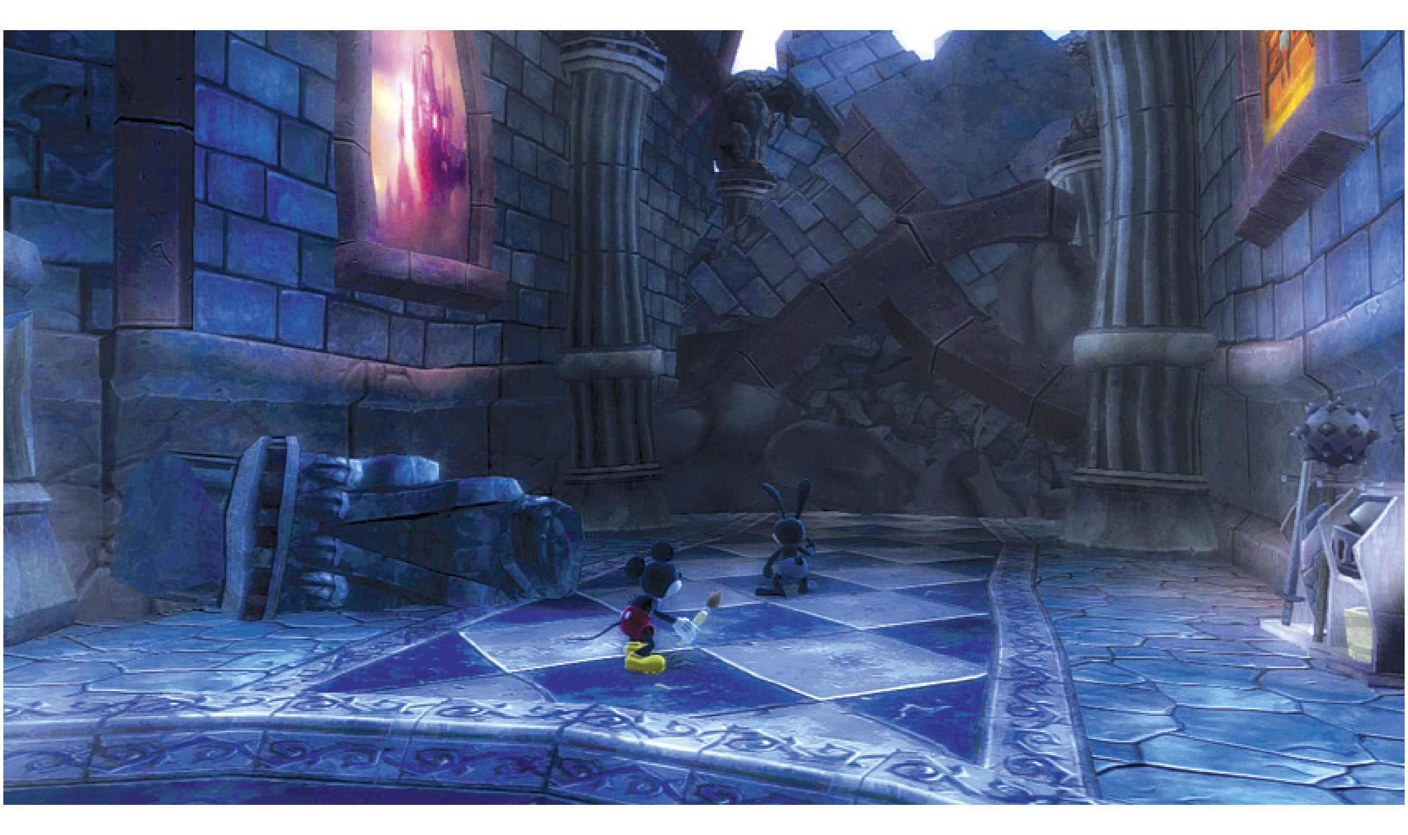


Oswald joins Mickey, and now both heroes can work together to save Wasteland. As you move down the entrance corridor, a big quake caves in the floor ahead. Use Mickey's jumping skills and Oswald's gliding skills to cross the divide. Before you do, though, Spin Attack the suits of armor lining the walls for extra resources.

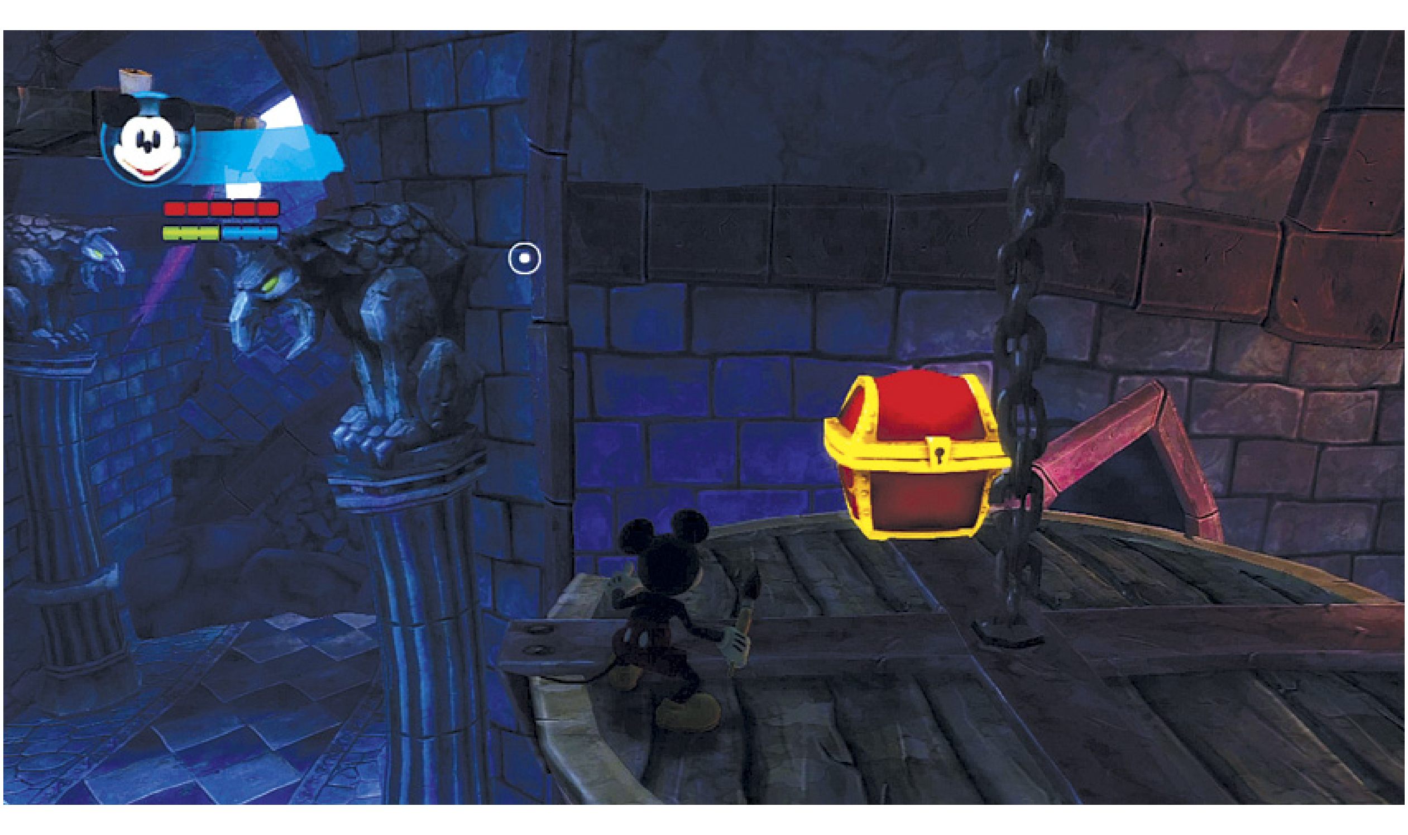


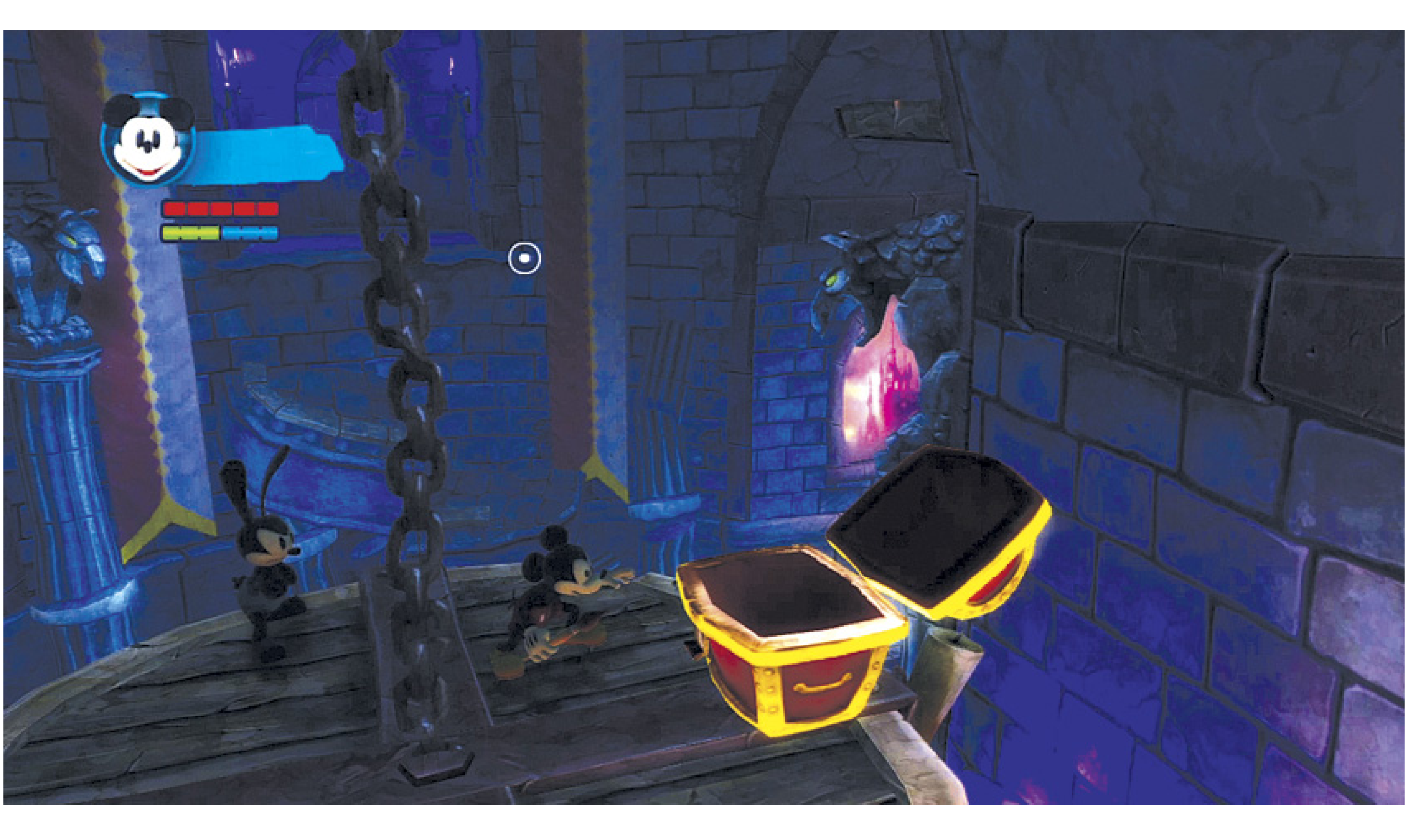
Jump down to the platform on the left side of the collapsed corridor. Get a running start and leap up to the ledge on the other side, either with a double-jump for Mickey or a jump and Helicopter Glide for Oswald.

Ortensia leads you through the next chamber and pleads with you to hurry. Once you're both across, follow her into the chamber and down the right corridor.



Alas, before you can reach Ortensia, the corridor falls apart and cuts you off. Ortensia will have to make her own way to the train station, while you both continue to follow Gus as he provides hints for each step of your journey.

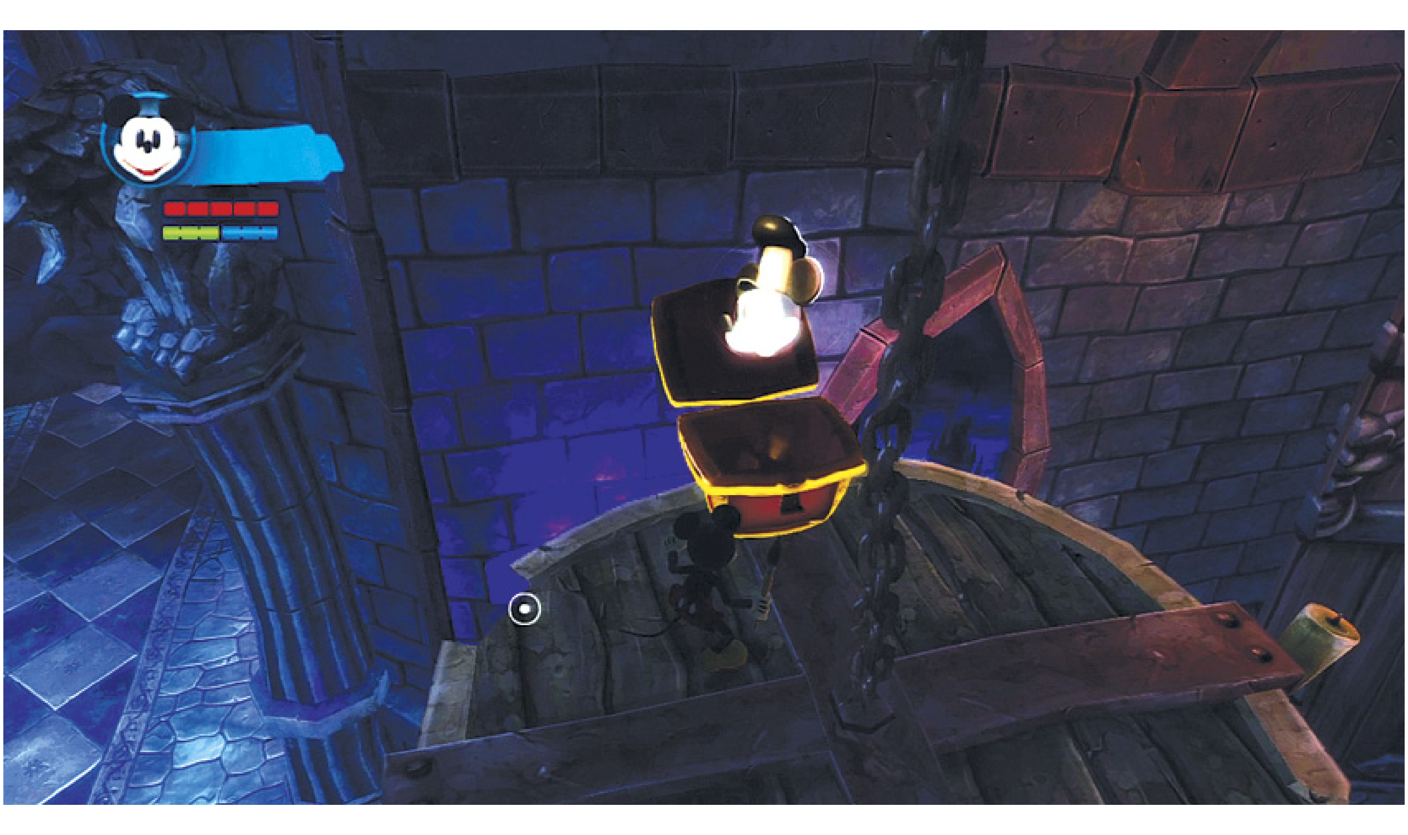




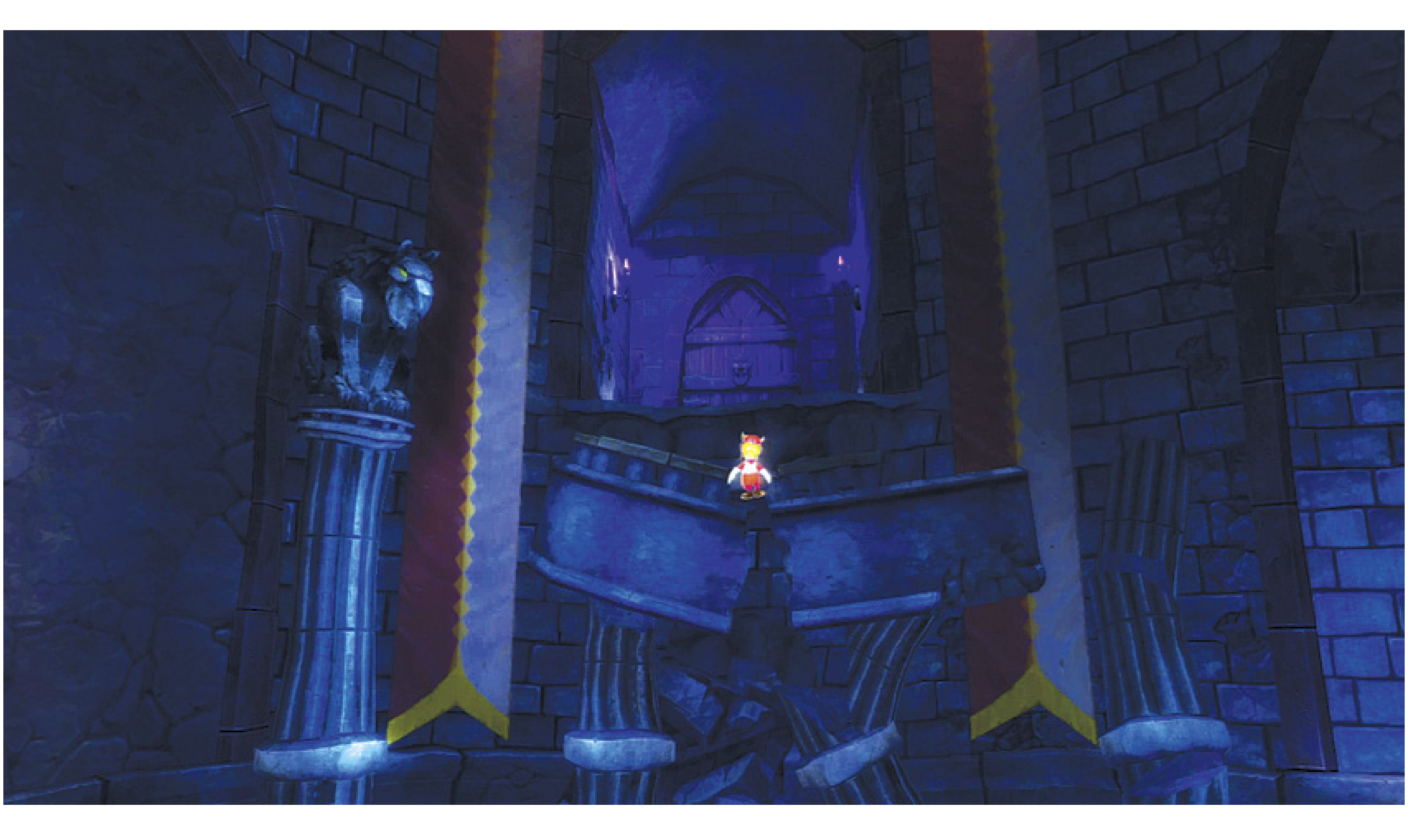
Return to the spot under the first hanging wooden platform (the one closest to where you started). There's a secret chest up on that platform that you want to raid before continuing. Have Oswald toss Mickey up in the air; Mickey needs to perform a double-jump to land on the wooden platform. Open the red chest for your reward: a costume piece, the Steamboat Willie Hat.

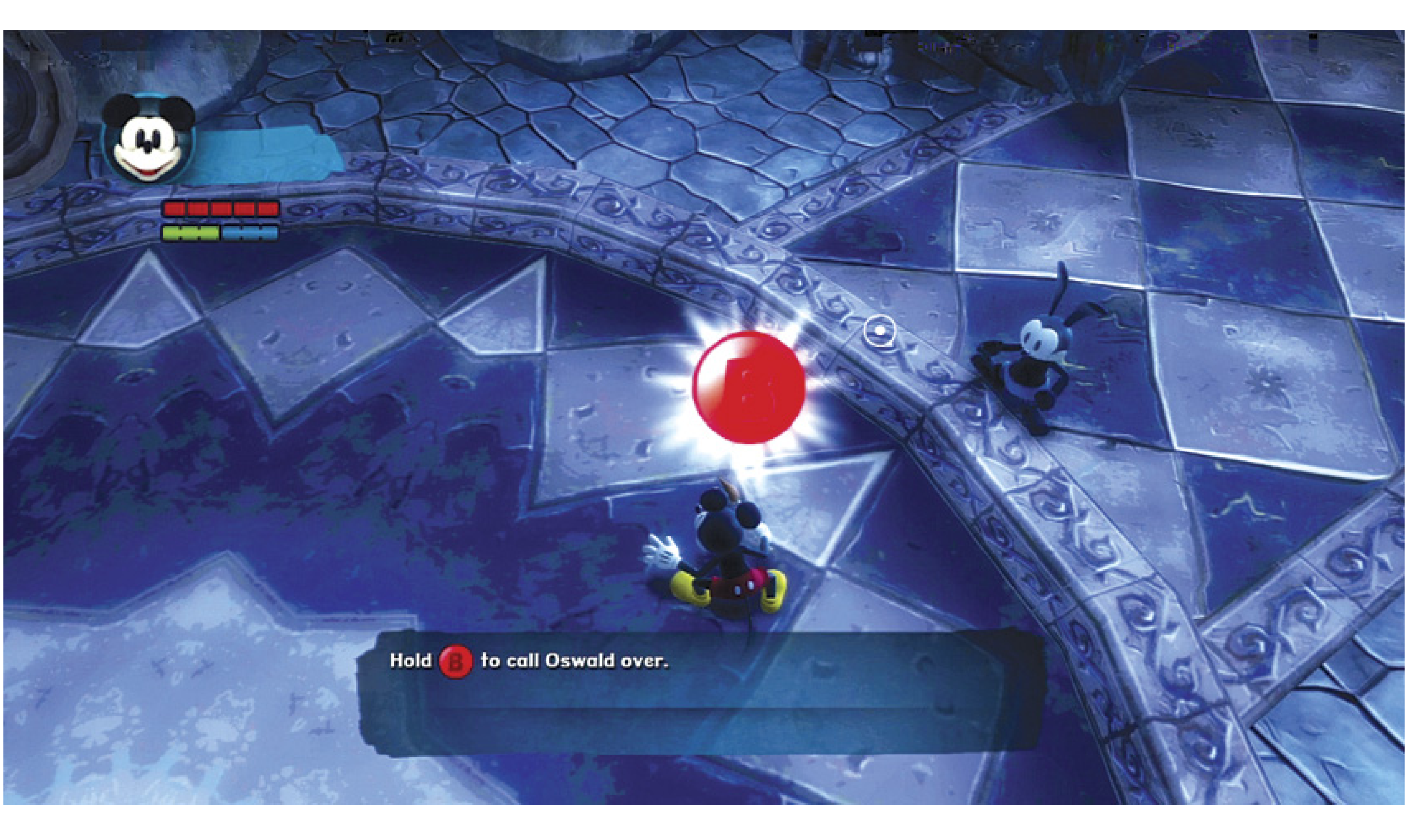
Costume Piece

STEAMBOAT WILLIE HAT



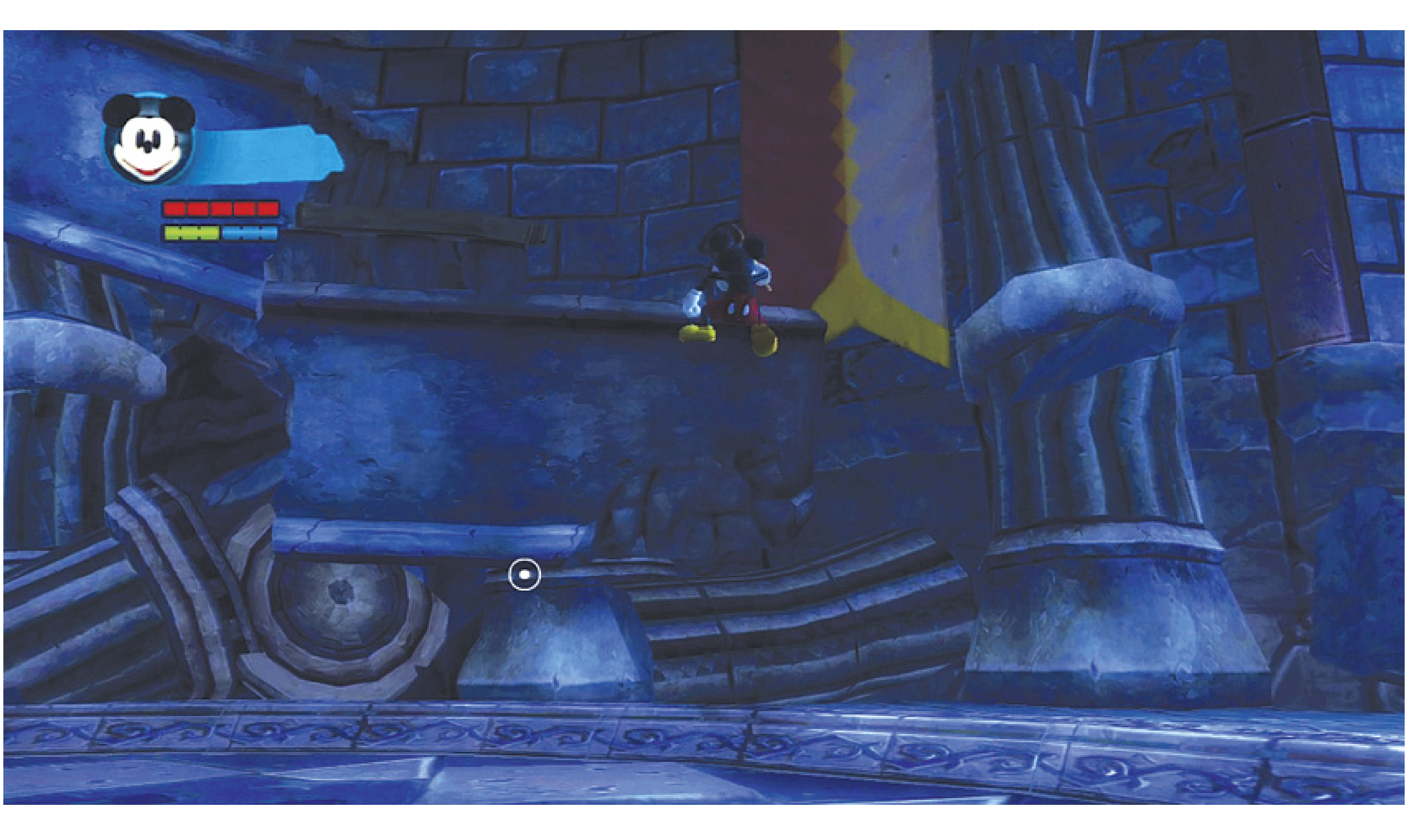
You can gain a second costume piece up on the wooden platform in the collapsing chamber where you're forced to part ways with Ortensia. Perform a co-op toss so that Mickey or Oswald land on the wooden platform chained high up near the ceiling. Open the red chest for the Steamboat Willie Hat.



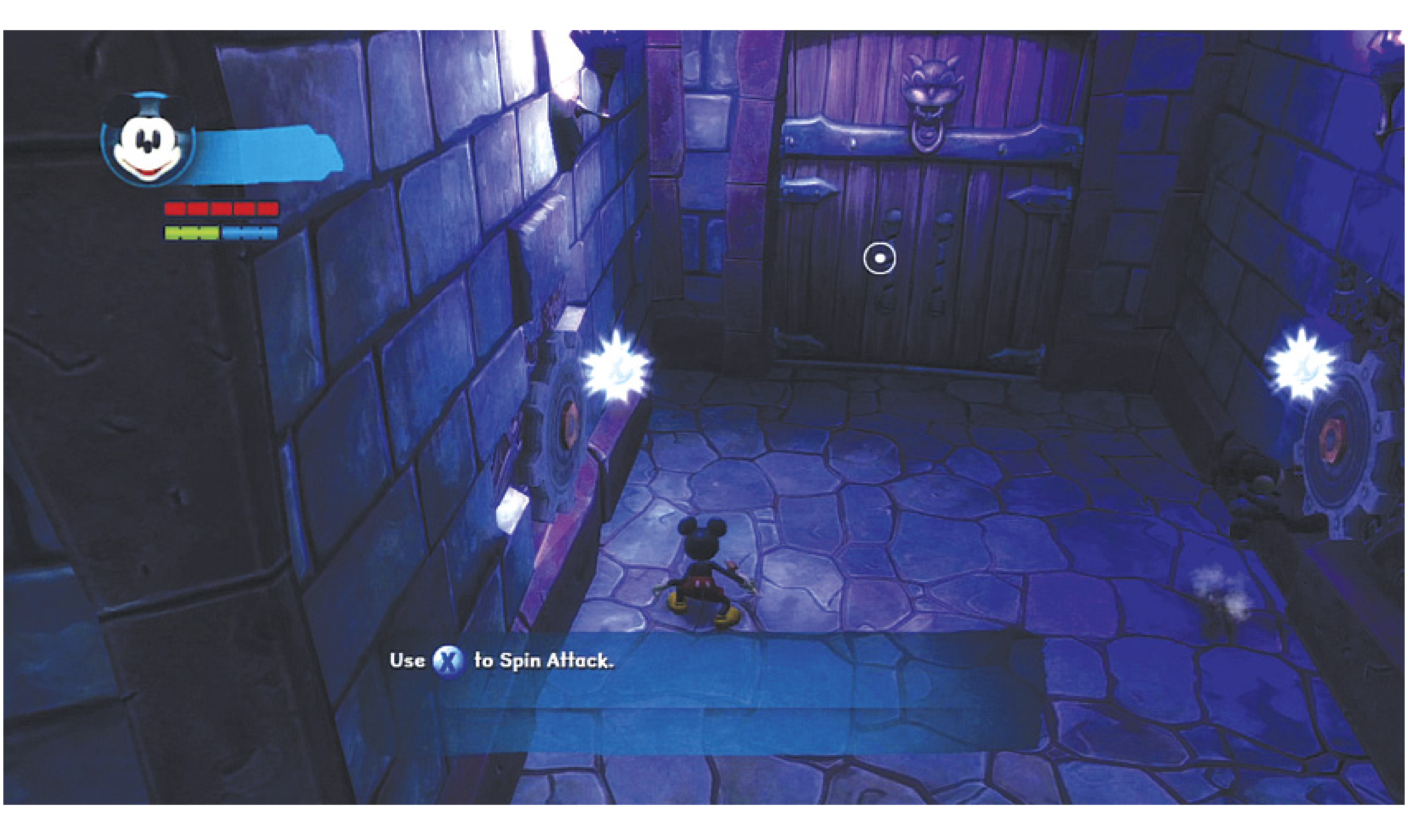


Hold B to call Oswald over.

Gus explains that you need to get up on the broken balcony so that you can reach the landing above it. Have Mickey toss Oswald into the air and he'll fly over and land on the balcony. As soon as he does, the whole thing falls apart and leaves a series of rubble steps behind.

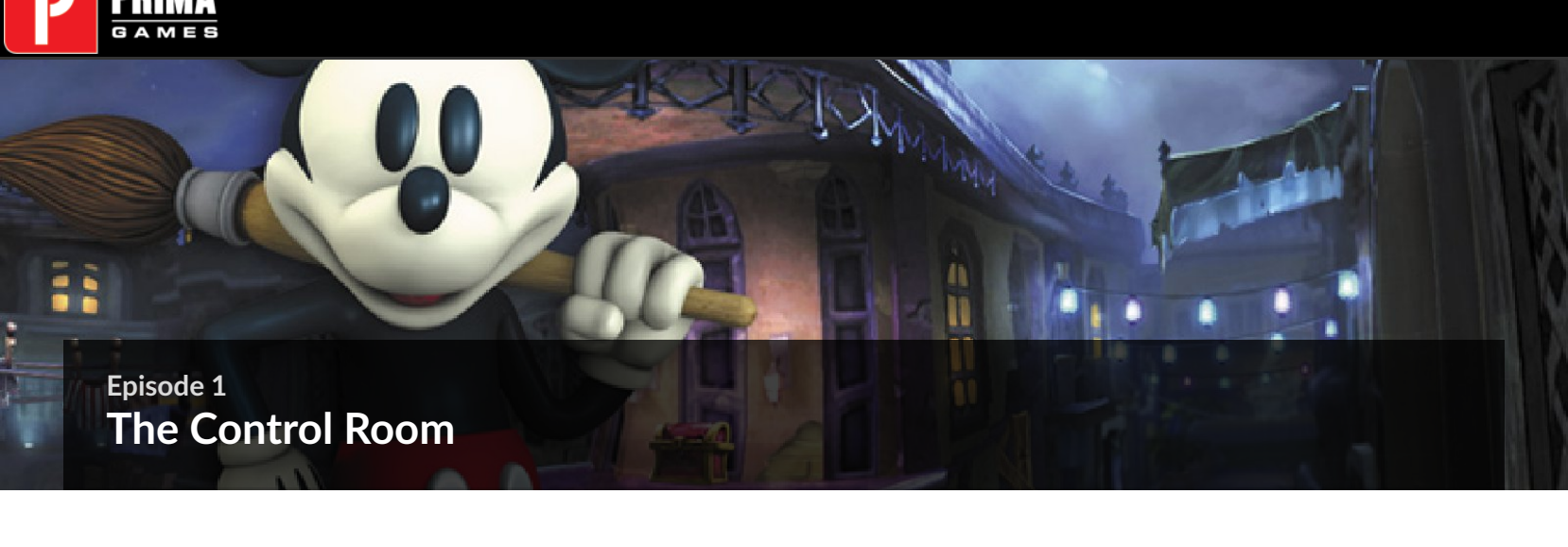


Double-jump up the rubble to reach the top level and the exit door.



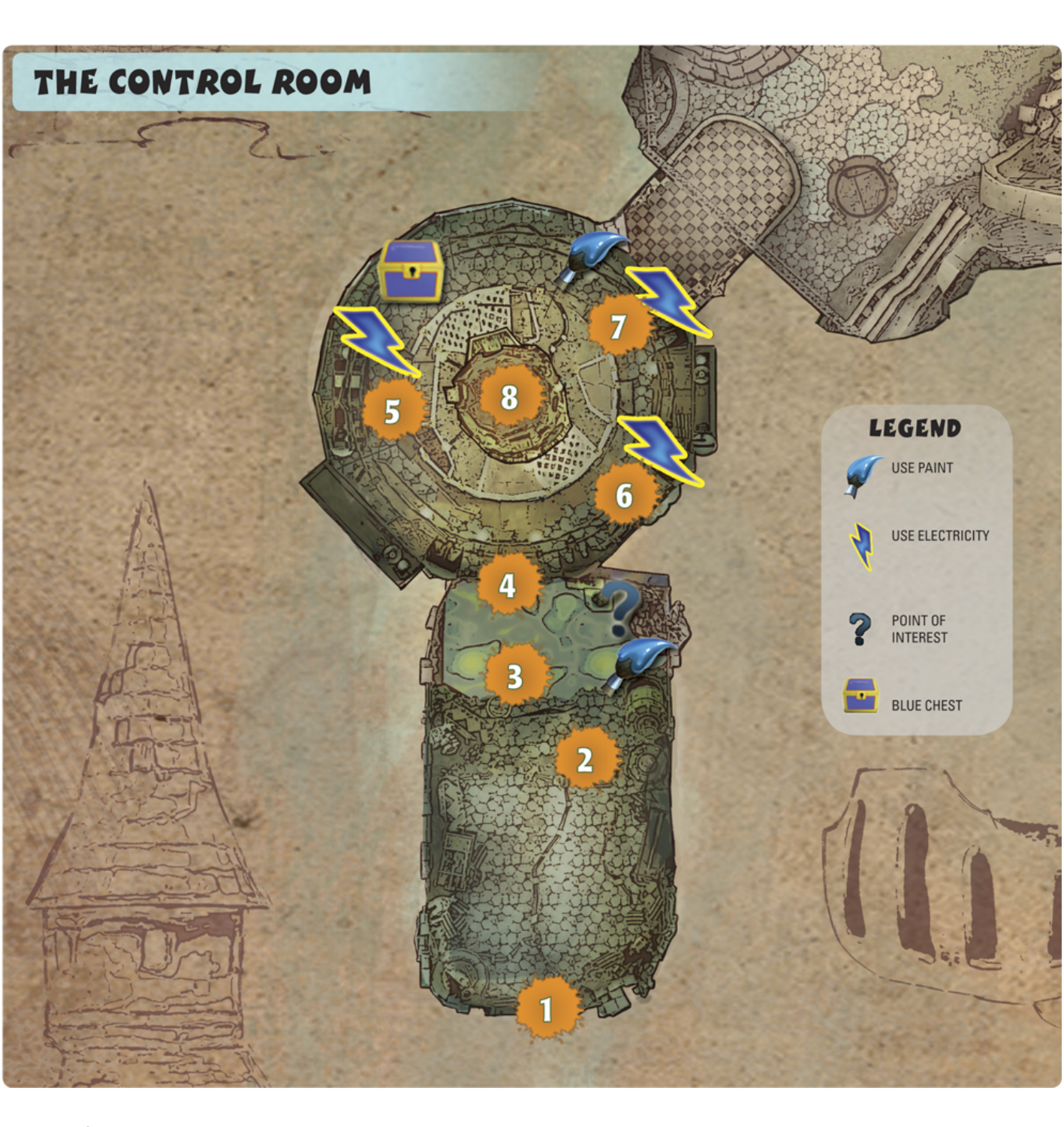
Use X to Spin Attack.

The door won't open unless both gears are spun at the same time. Position Mickey and Oswald on opposite sides and perform simultaneous Spin Attacks. The door opens and grants access to the control room area beyond.

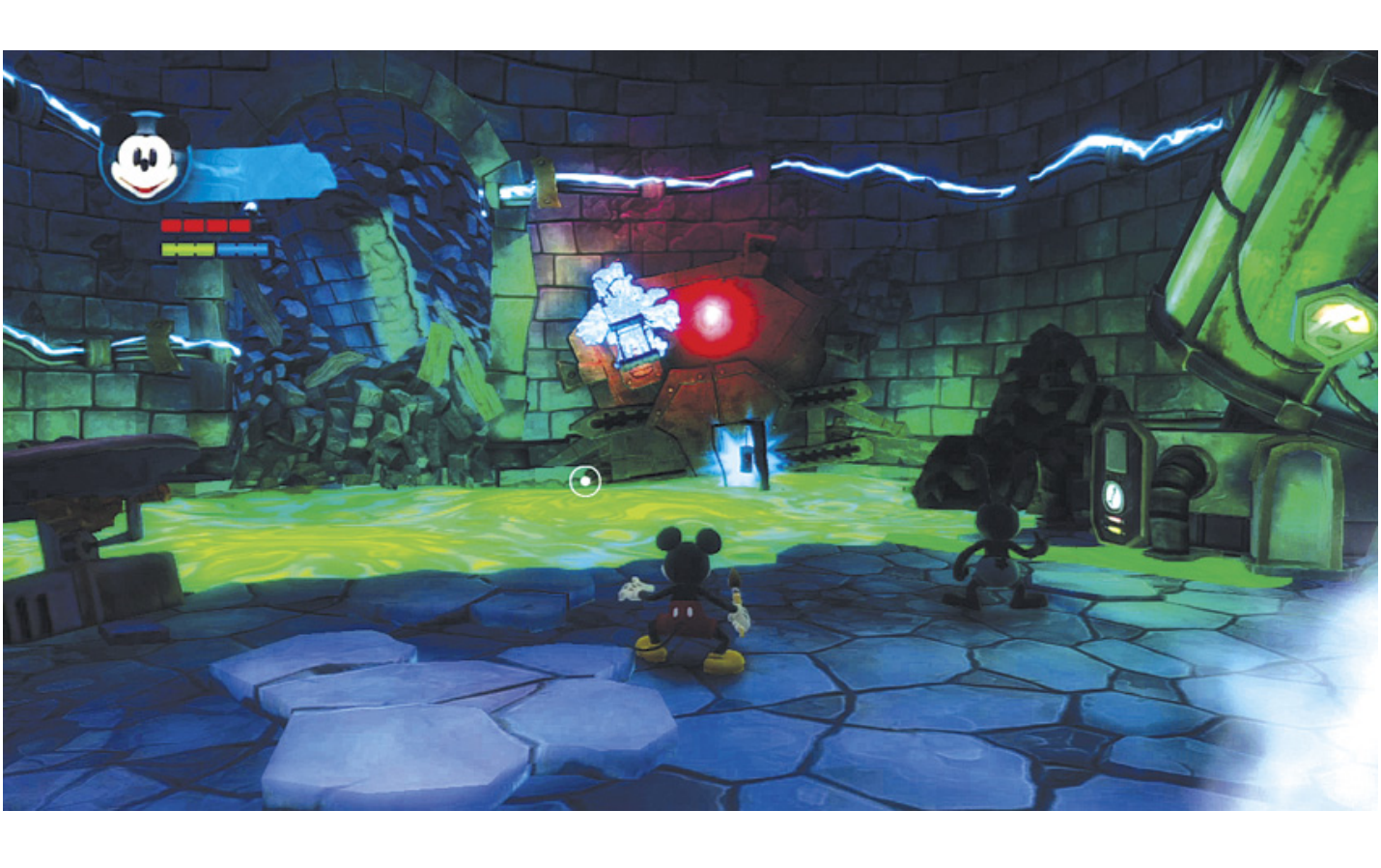


Episode 1

The Control Room



LEVEL OVERVIEW



Oswald needs his Remote Control! First, you must figure out how to regain the Remote Control trapped in the first set of machines so that Oswald can begin to use his Electricity powers. Next you must get to the main control room and figure out how to release a series of platforms to reach the escape ledge high up in the chamber, or blow a hole through the wall by disrupting the machinery. You might collect a few goodies along the way, too.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- Bronze Pin
- Track Runner Wristbands
- Thinner Only Thin-Deep Pin

Enemies

- None

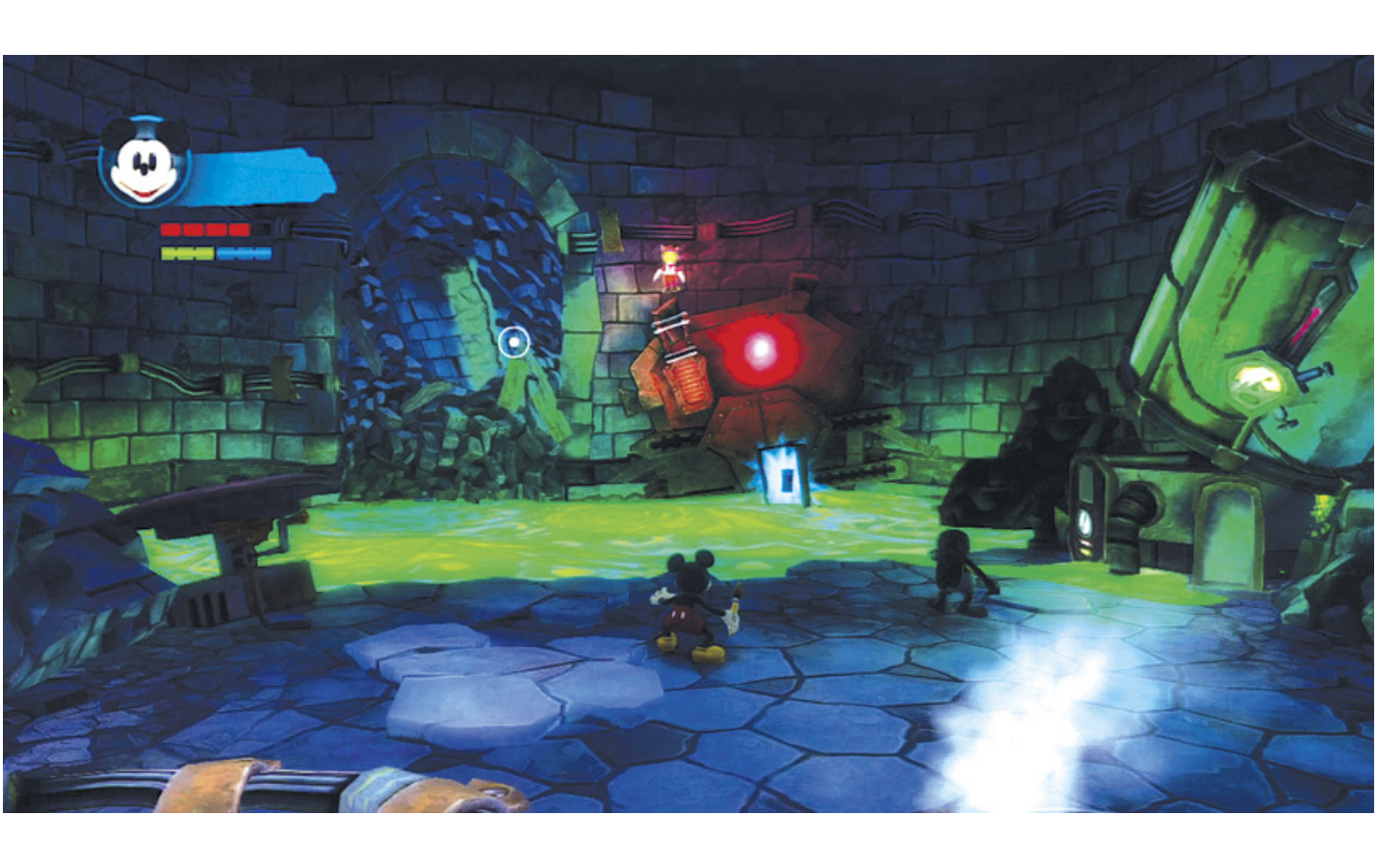
Quests

- None

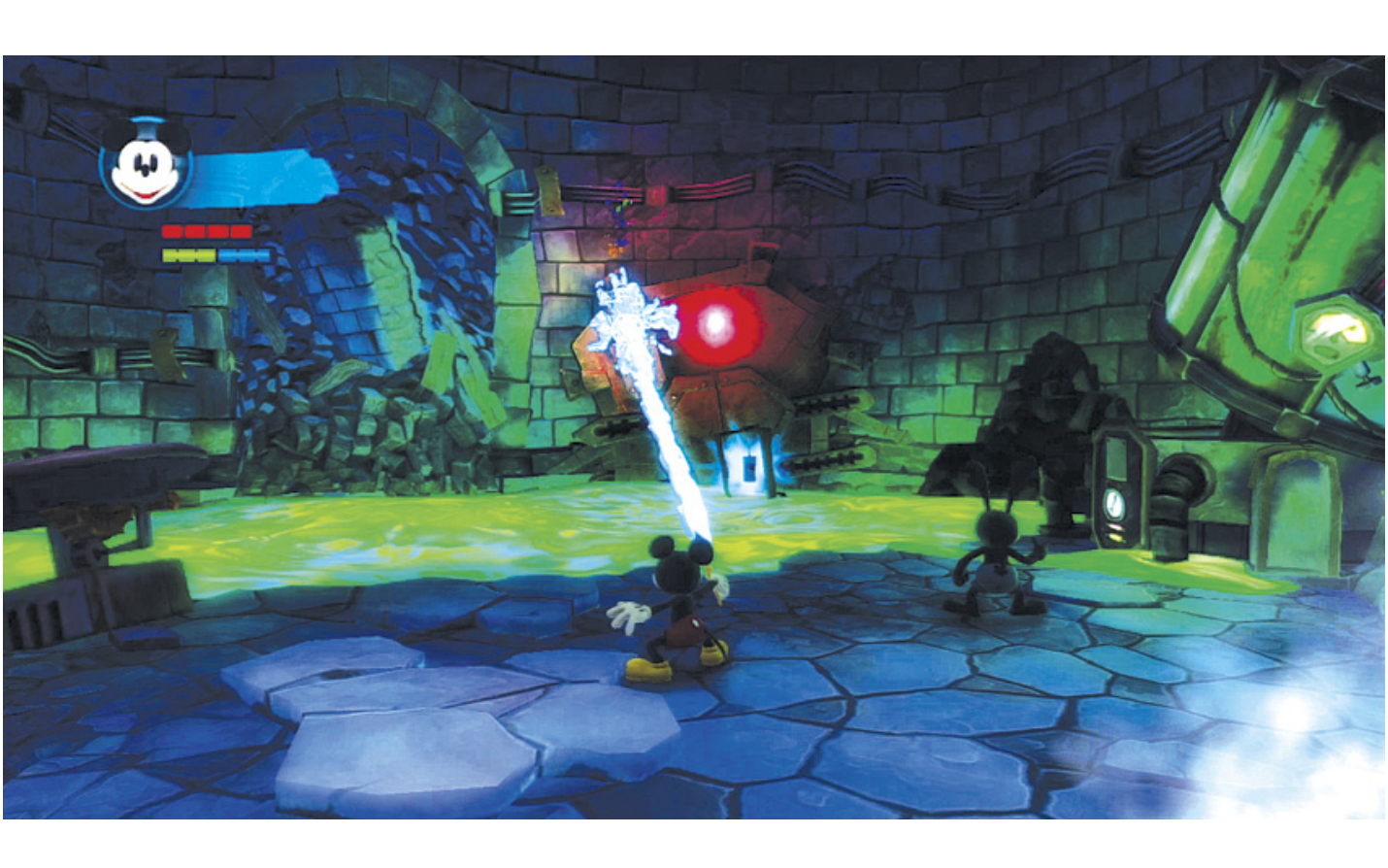
Things to Do

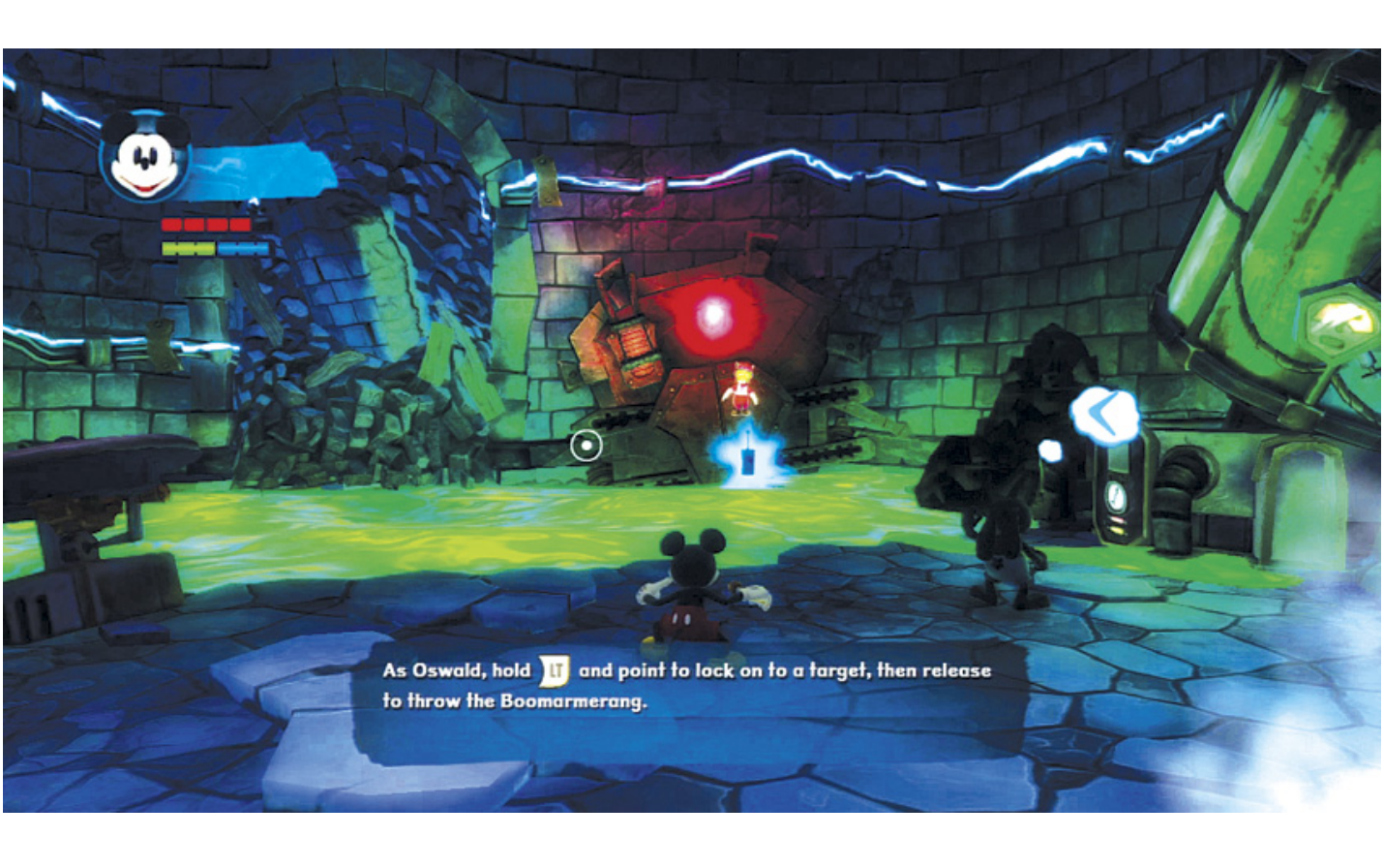
- Jump down to the first set of machines
- Recover Oswald's Remote Control
- Collect the pins in the area
- Use the manual lift to reach the main control room
- Activate the three machines to release the ascending platforms
- Climb the platforms to reach the escape ledge

Again, the earthquake strikes and the next corridor cracks and splinters in front of you. Smash the chests on either side of the corridor to collect some extra resources before jumping off the ledge and down into the Storage Room.



A pool of Thinner corrodes the far side of the room. Gus points out that Oswald's Remote Control is trapped and the players must work together to free it.

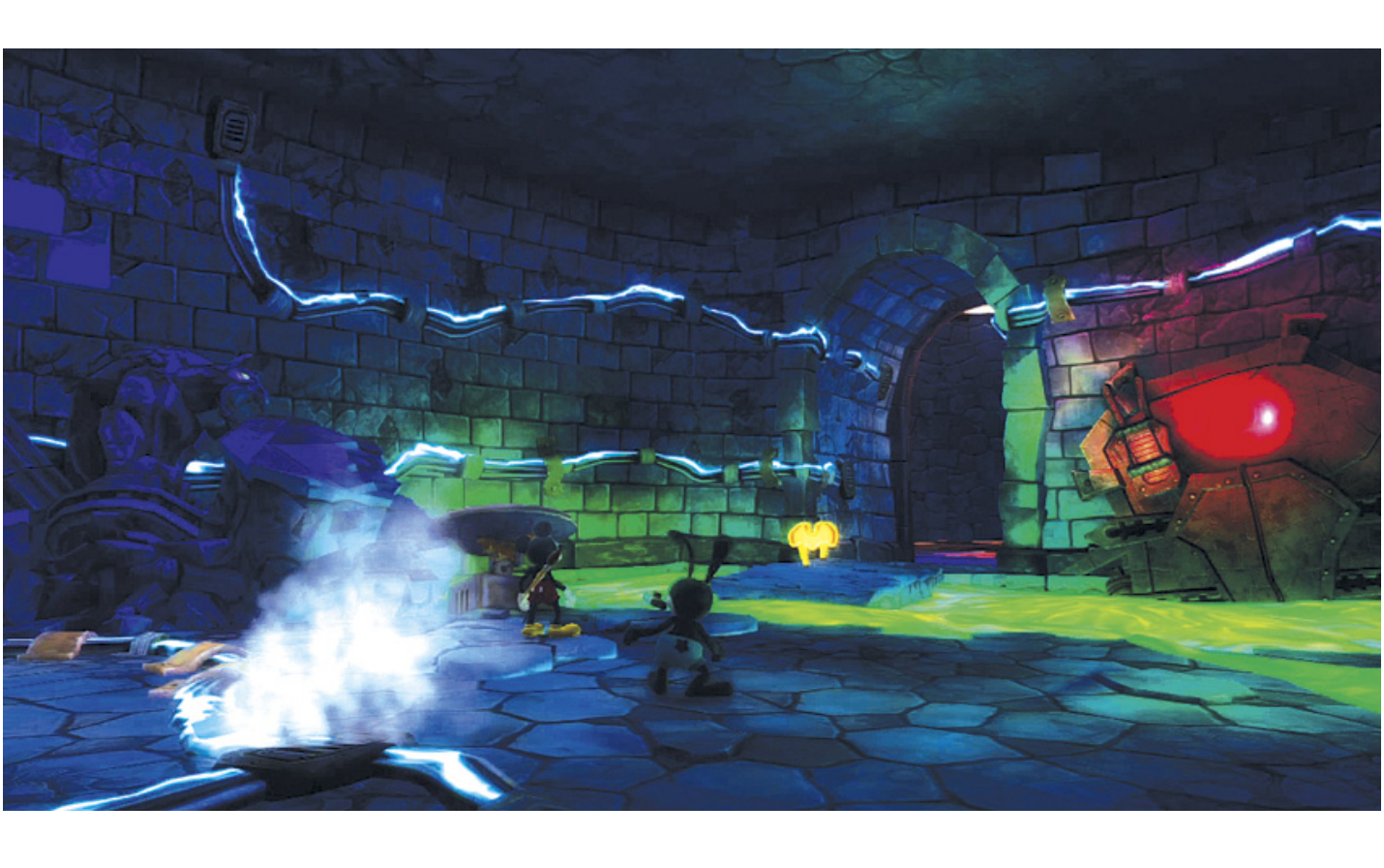



As Oswald, hold and point to lock on to a target, then release to throw the Boomarmerang.

Paint in the lever on the machine behind Oswald's Remote Control. This enables Oswald to throw his Boomarmerang and recover the Remote Control without ever touching the Thinner.

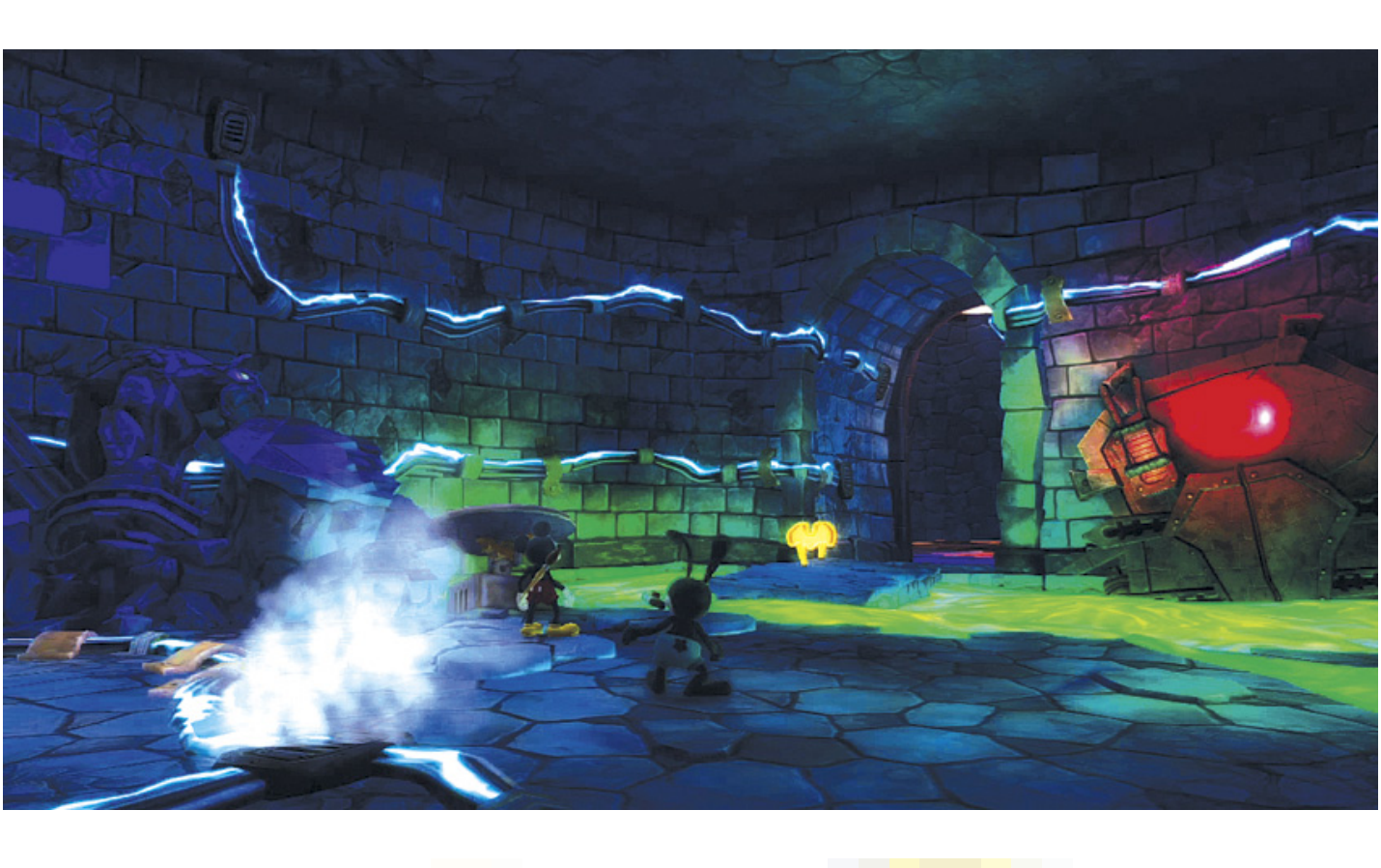
Caution

Don't try to cross the Thinner to reach the machine with Oswald's Remote Control. You'll only take damage, and you can't manually open the case.

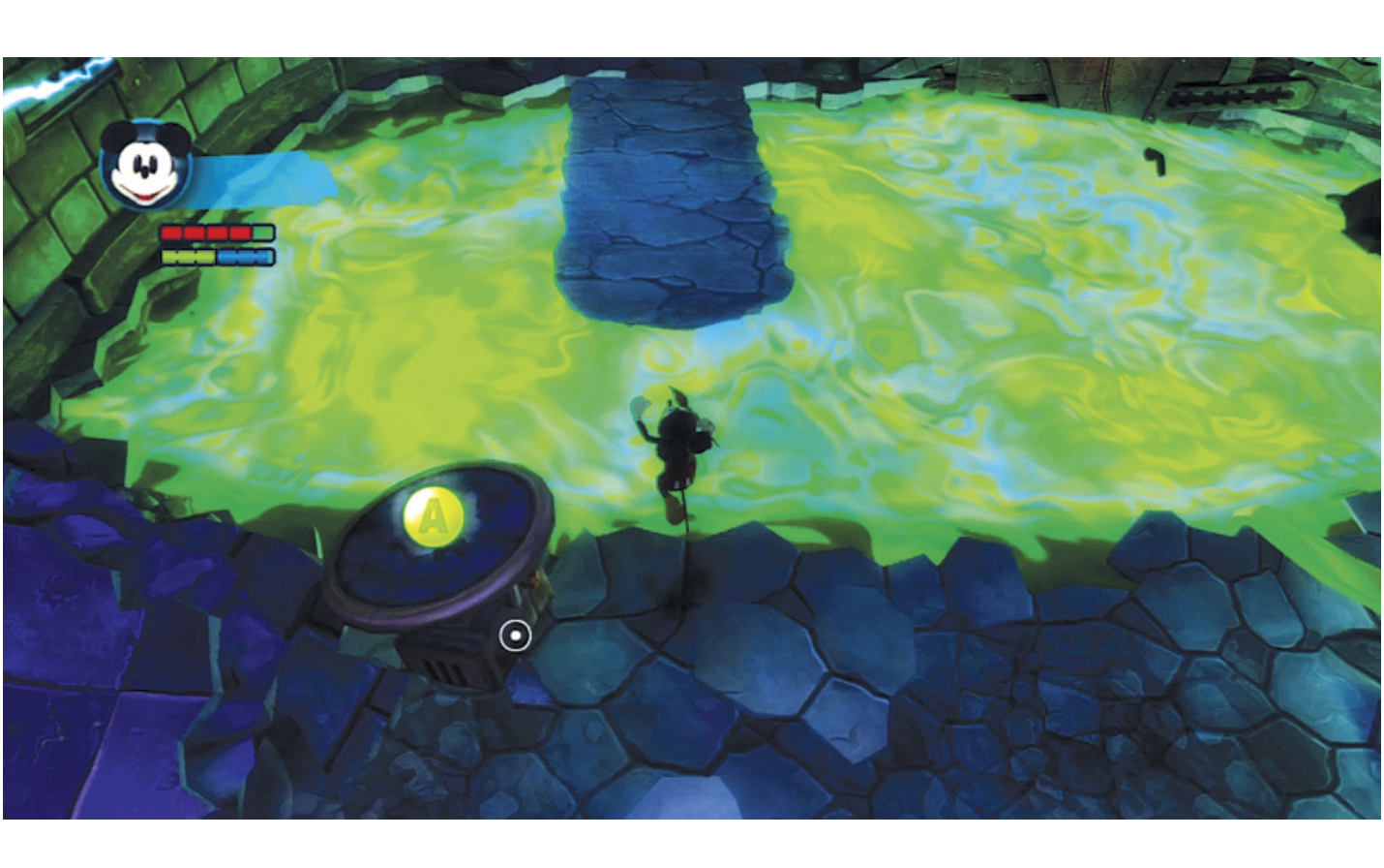


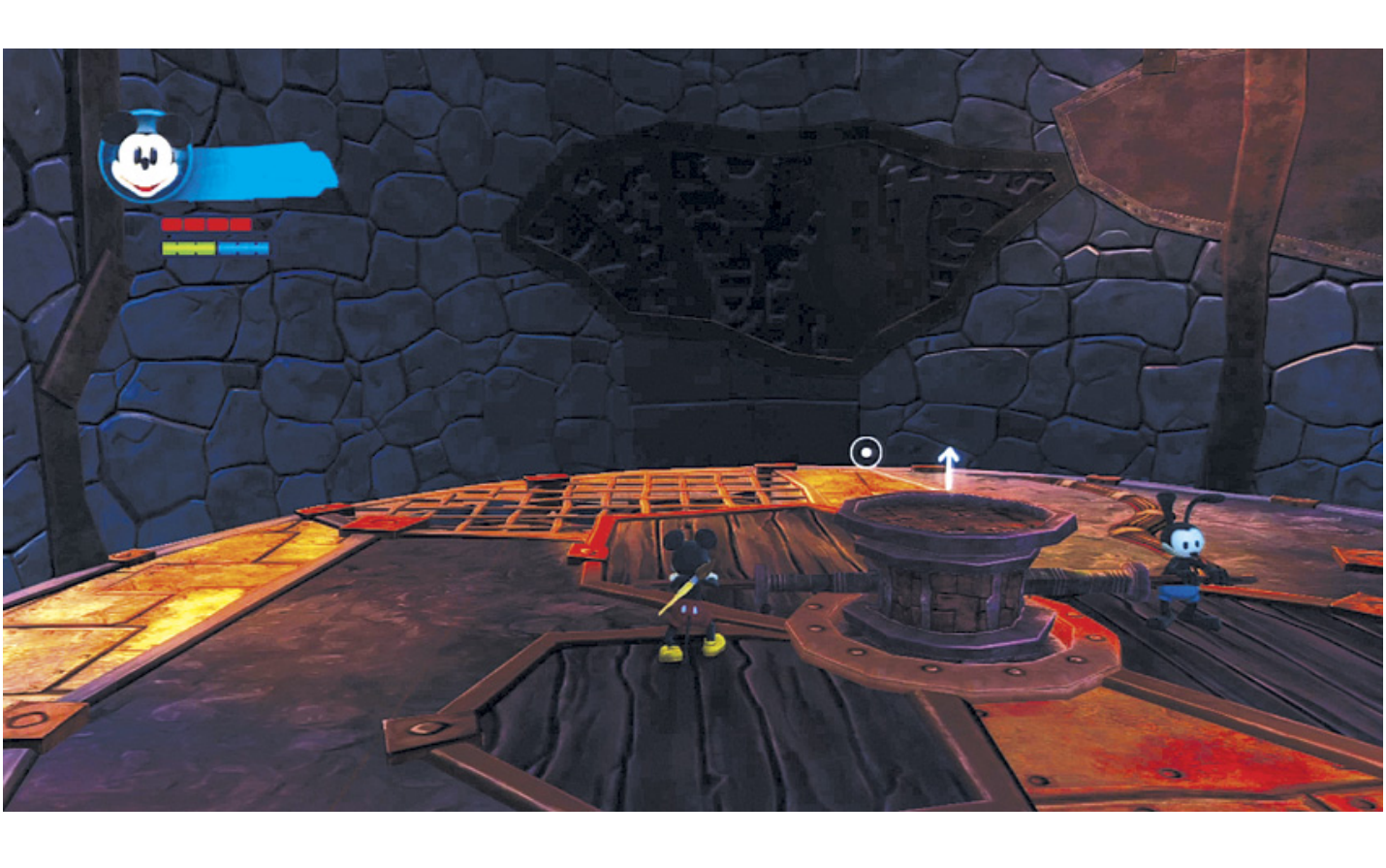
After you free Oswald's Remote Control, a section of the tunnel falls in and reveals an exit passage. Floating above the new rubble is a generic Bronze Pin, which can be traded with the Pin Trader in Mean Street North.

Bronze Pin

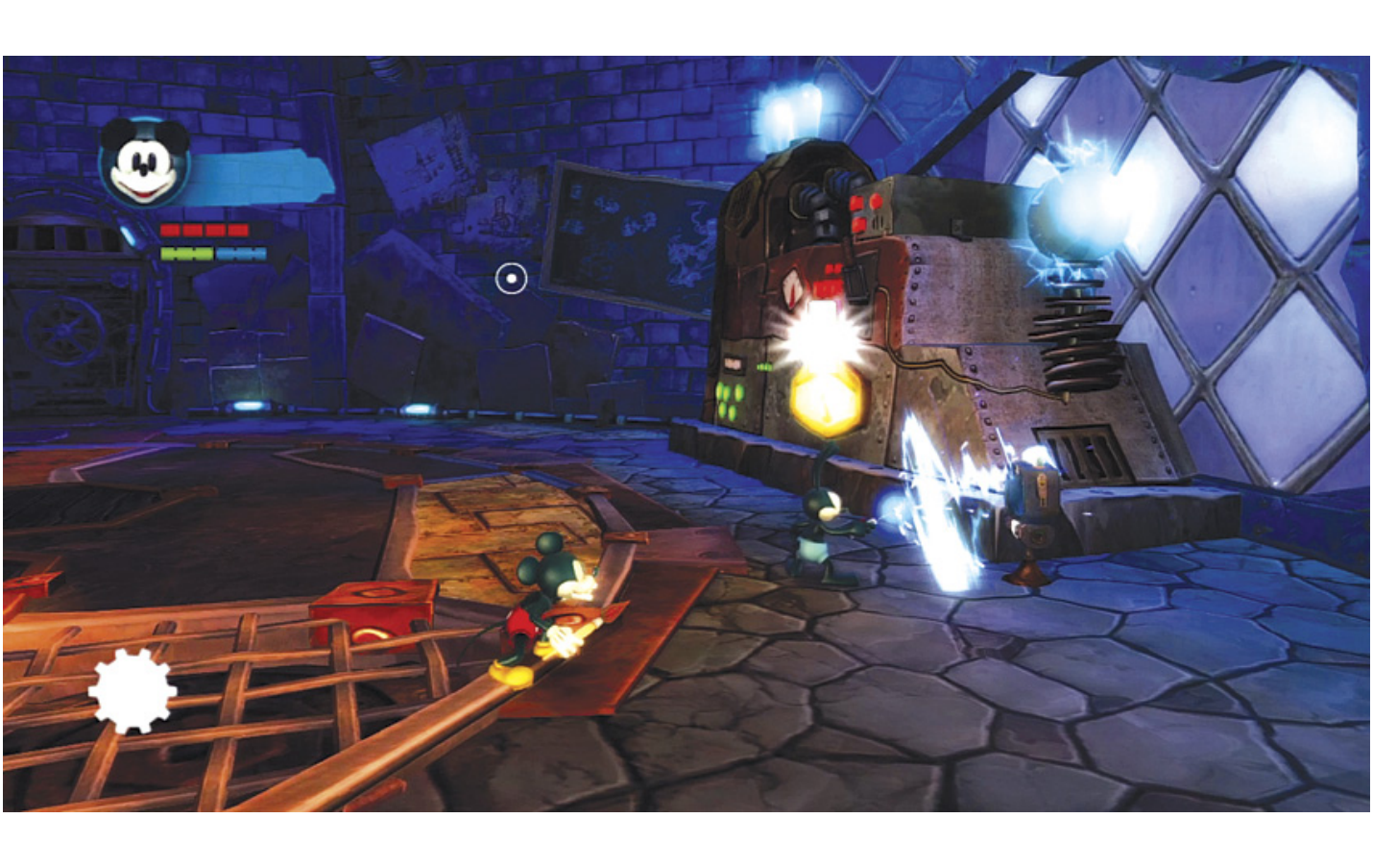


Bronze Pins are the least valuable pins you can earn. They are worth a single Generic Pin, while Silver Pins are worth three Generic Pins and Gold Pins are worth five Generic Pins. Save up your Generic Pins to use at the Pin Trader in Mean Street North. You can buy unique pins in the shop to complete quests or just spruce up your collection.



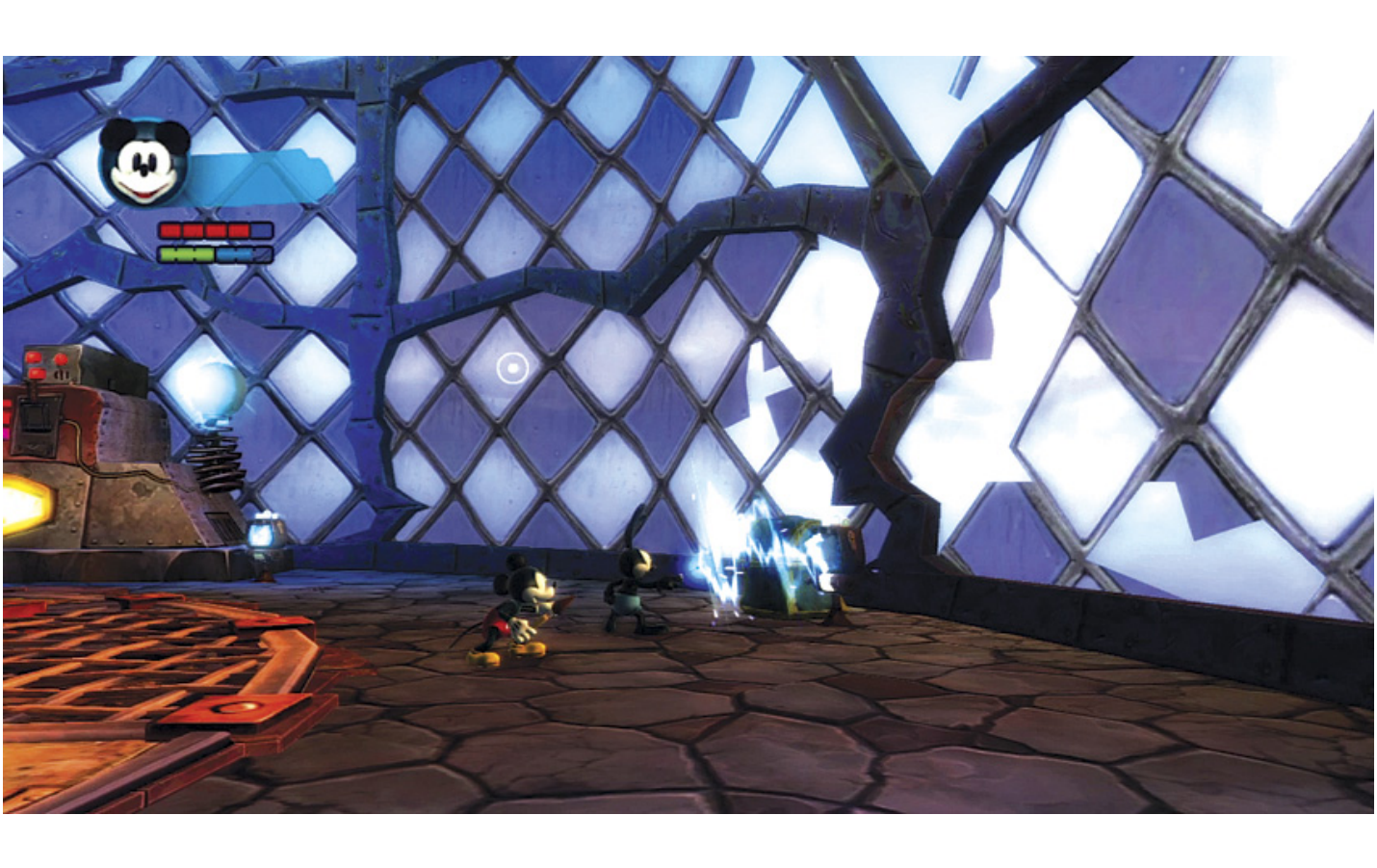


Now you can exit the room and enter the turnstile elevator. Mickey and Oswald need to take opposite sides, and players should push up on their movement controllers to raise the whole platform slowly.

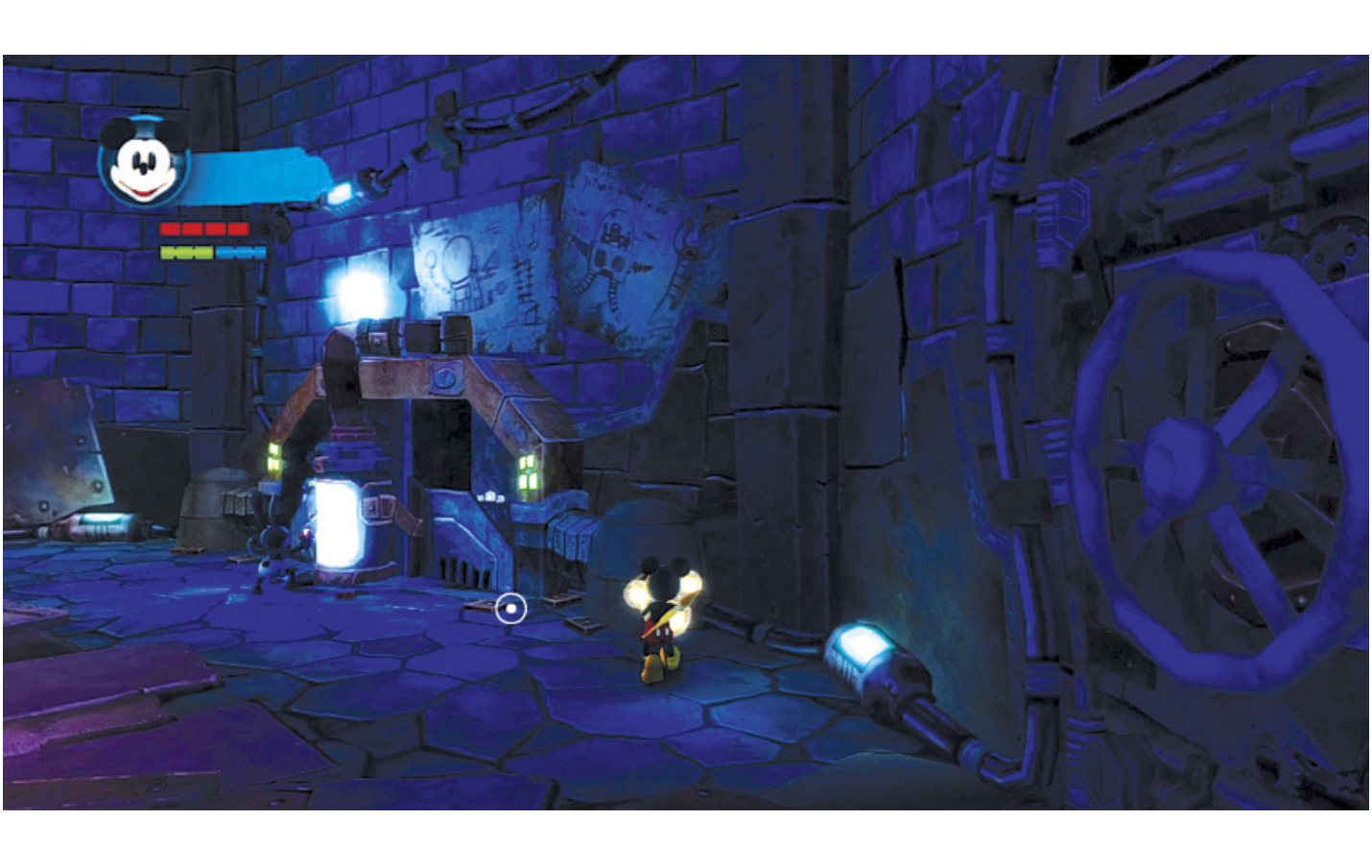


The lift leads up to the main control room. Approach the big machine with the dial on its front and the blue control panel to its right.

Oswald should use his Remote Control on the first machine. Point at the blue control panel and keep a steady Electricity Beam on the panel until all three lights atop light up, or use your Electricity Blast to charge the control panel quickly.



A blue chest sits next to the first machine. Unlike red chests, which can be spun open, blue chests need Oswald's Electricity to unlock. Just as you did with the first machine, point at the control panel, hit it with a steady stream or a quick burst of Electricity and unlock the chest. You'll gain a costume piece for Oswald: Track Runner Wristbands.

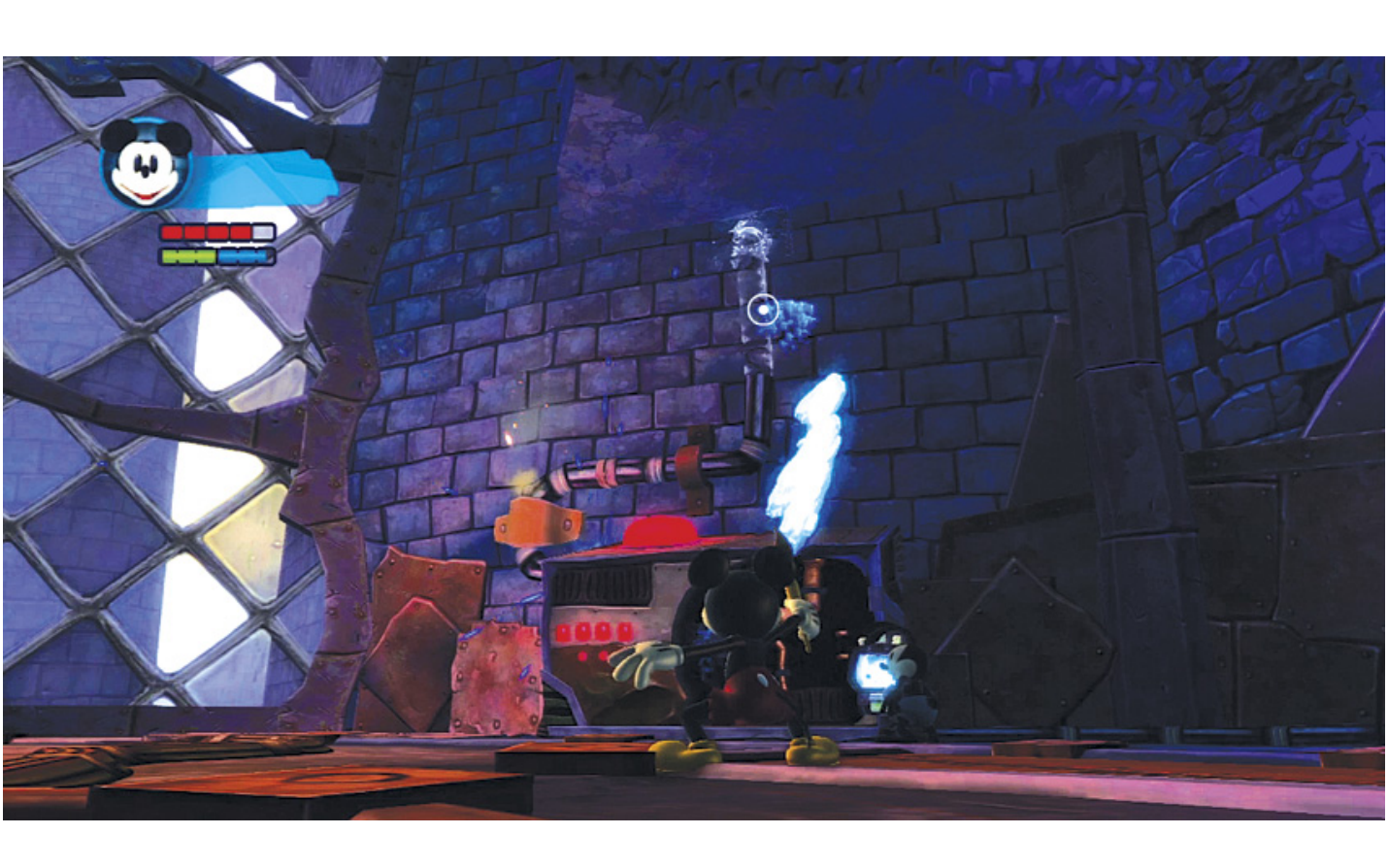


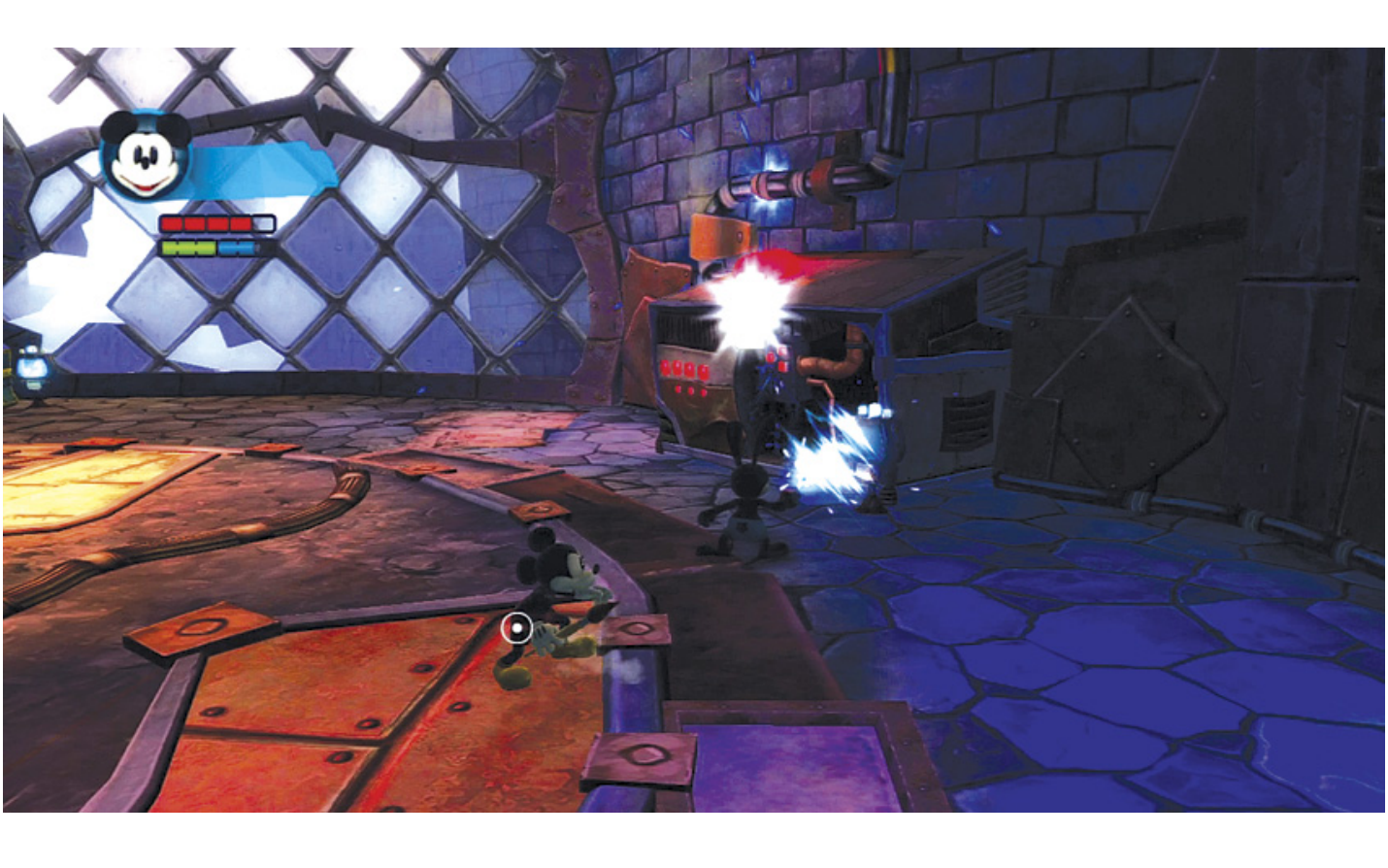
Move across the chamber to the second machine. Mickey and Oswald must work together to operate this one. As Mickey pulls the pulls the Mickey-shaped lever on the right, Oswald must trigger an Electricity Blast to charge two control panels at once.

COSTUME PIECE

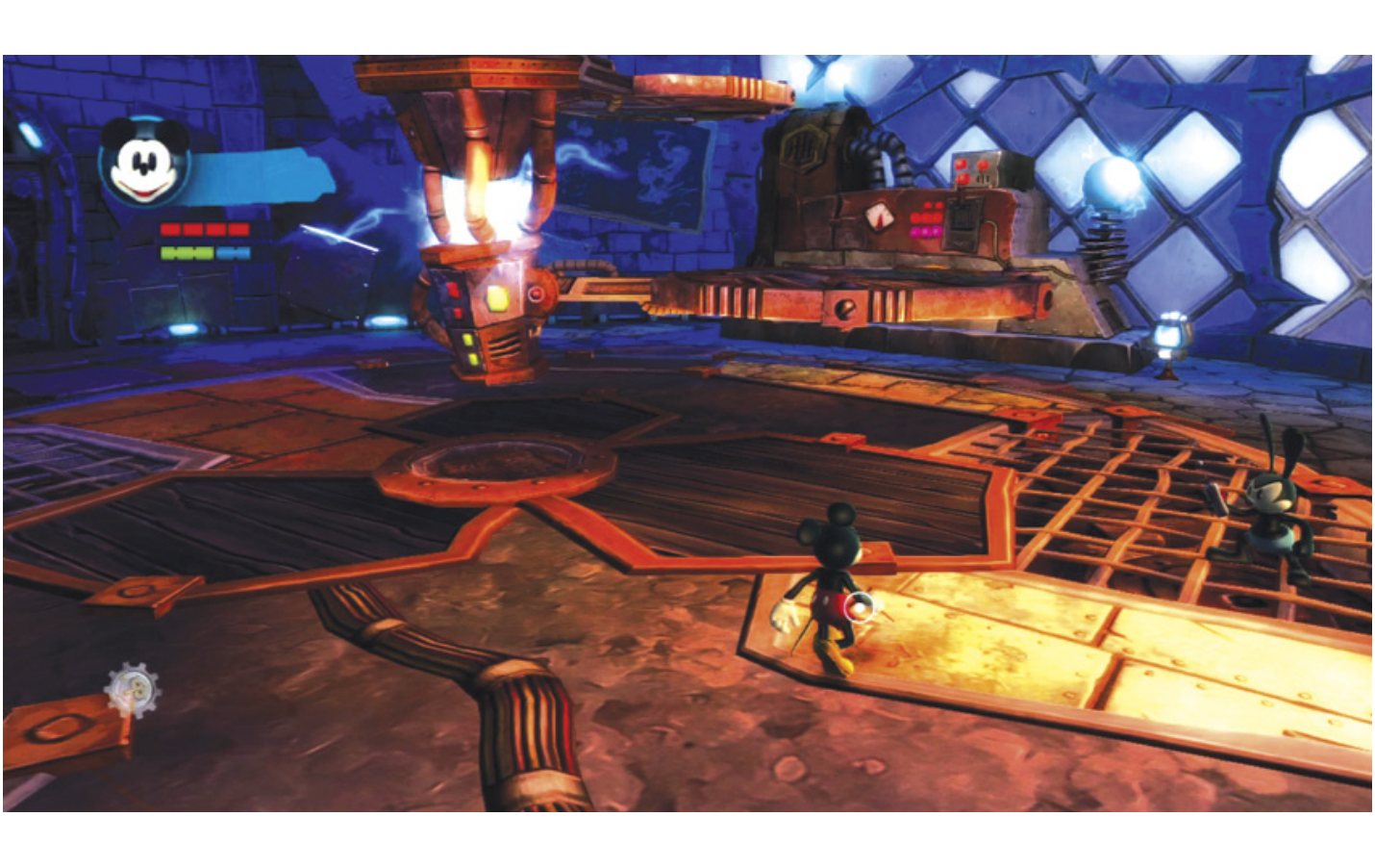
TRACK RUNNER WRISTBANDS

The blue chest in the control room holds the first costume piece you find for Oswald. As with Mickey's costume pieces, you need a set of three to be able to change into a full costume. See the Mad Hatter shop in Mean Street South for more costume pieces and a changing room to switch costumes.

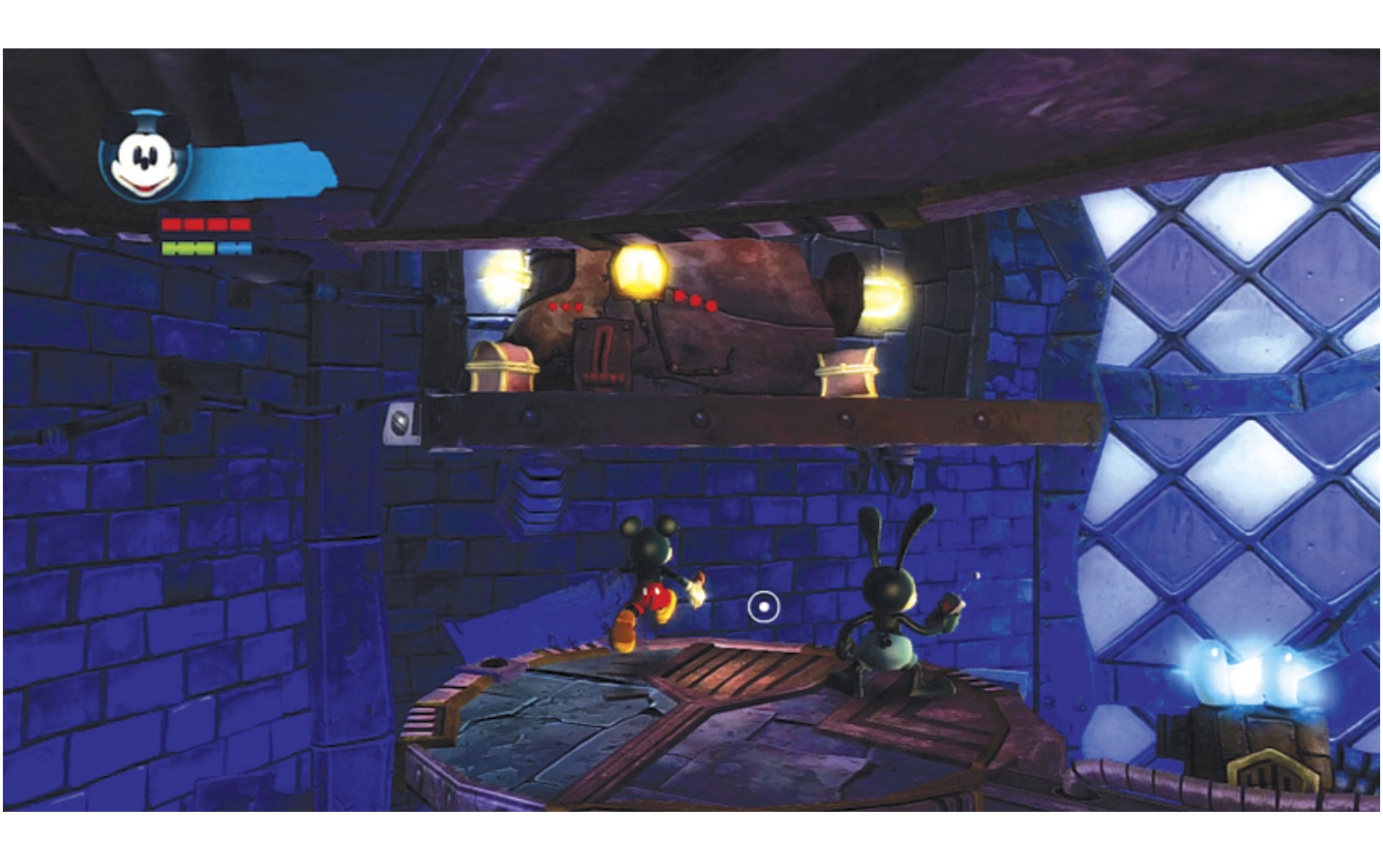




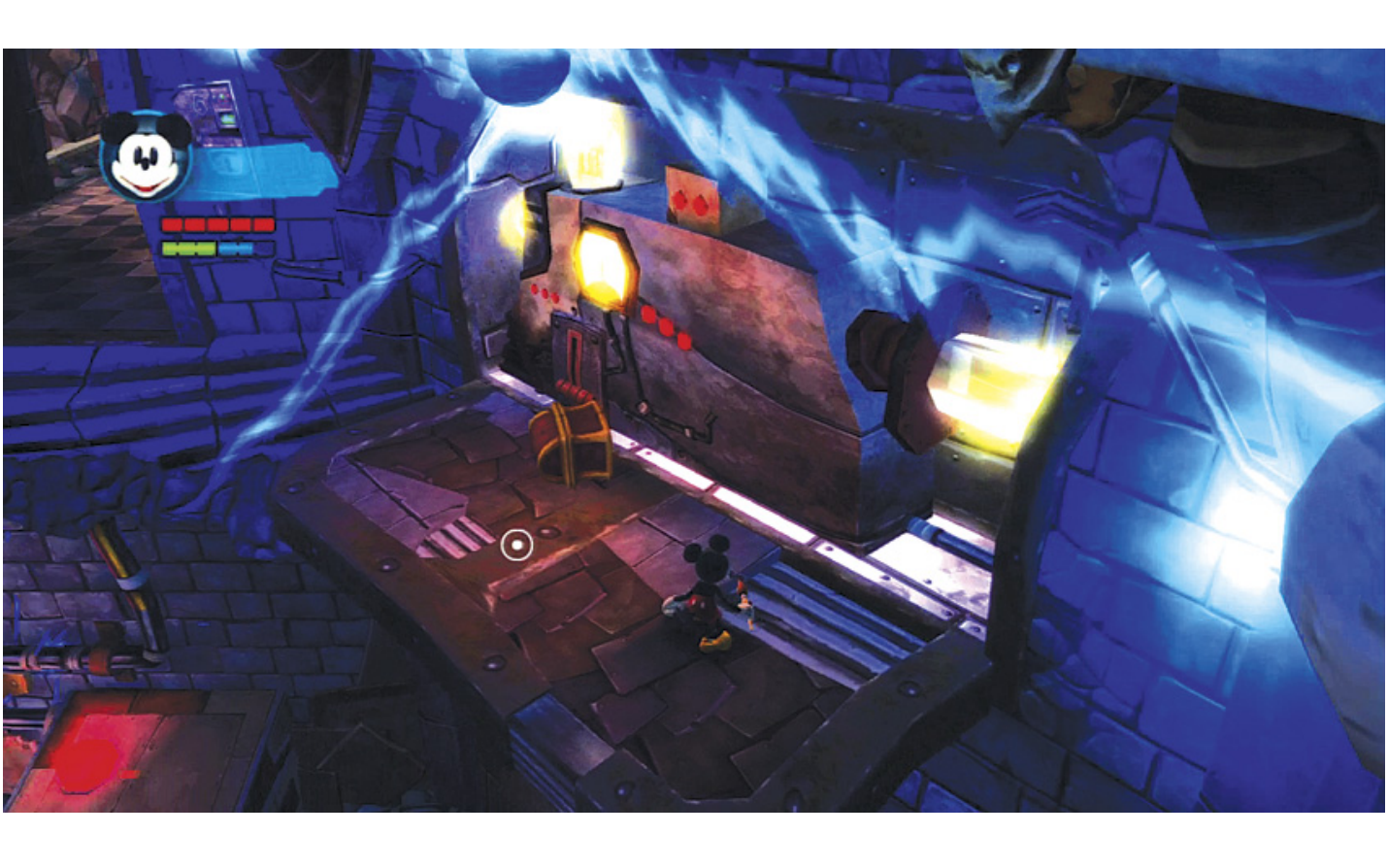
The third machine also requires cooperation. First, Mickey needs to paint the missing pipe above the machine. Next, Oswald must charge up the control panel to the right. With this machine active, the whole room comes to life. Alternatively, if you'd rather choose the Thinner path, thin out the bracket on the wall holding the cable. This causes the cable to fall down and feed back into the machine. If Oswald shocks the control panel, the machine overloads and blows a hole in the wall. You'll find the Beauty Only Thin-Deep Pin inside the new passage to the courtyard.



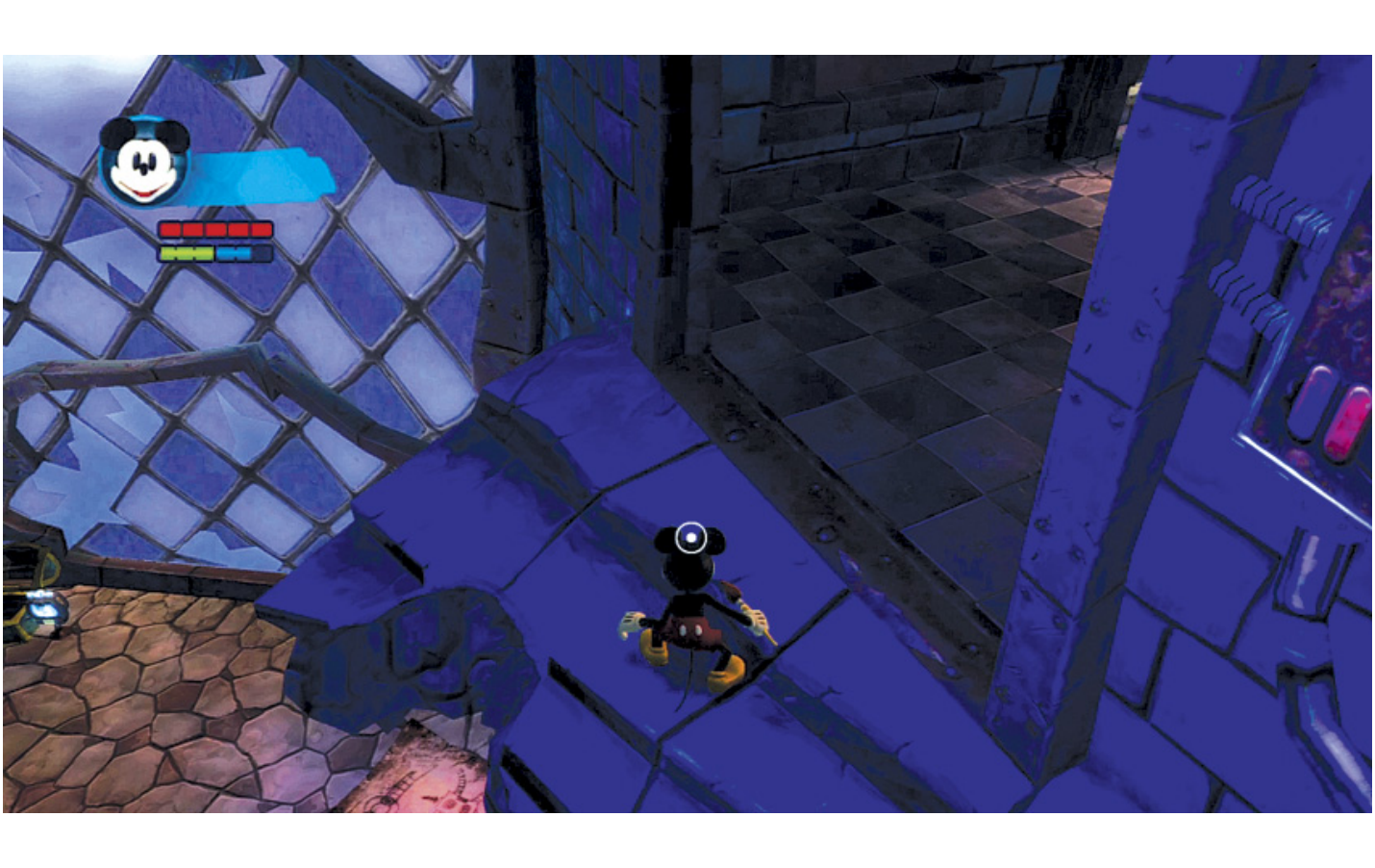
Several platforms fold out from the central mechanism, and you can jump up these platforms to reach the exit ledge high above.



Jump up to the third platform. Turn right to spot a ledge with some machinery and destructible chests. If you want some extra resources, including some Scrap Metal, make a quick detour to this side ledge.

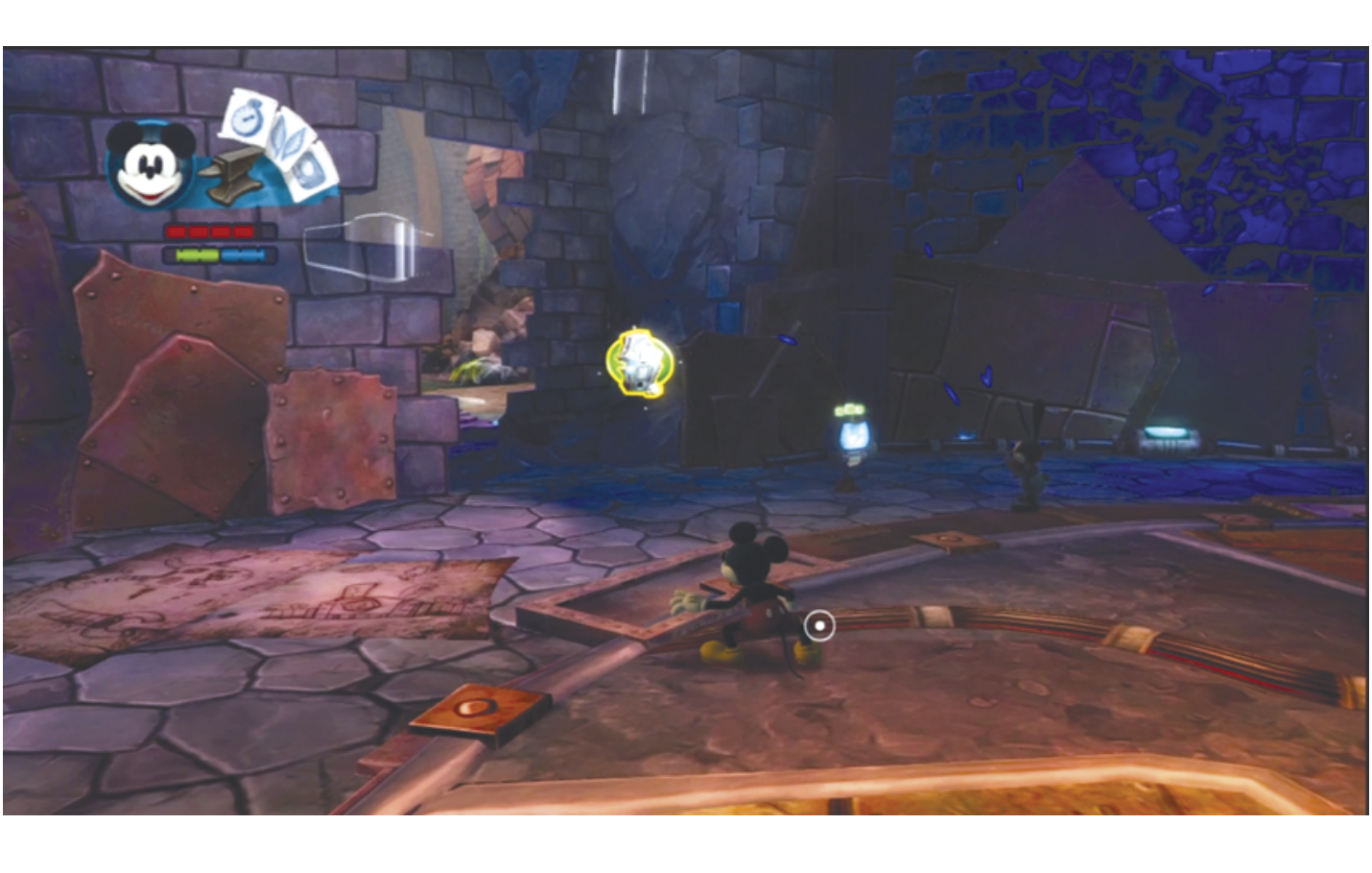


Continue jumping until you reach the final circular platform. With Mickey, take a running start and double-jump over to the last machinery ledge. With Oswald, jump up and glide over to the ledge. Smash the chest for more resources before continuing.

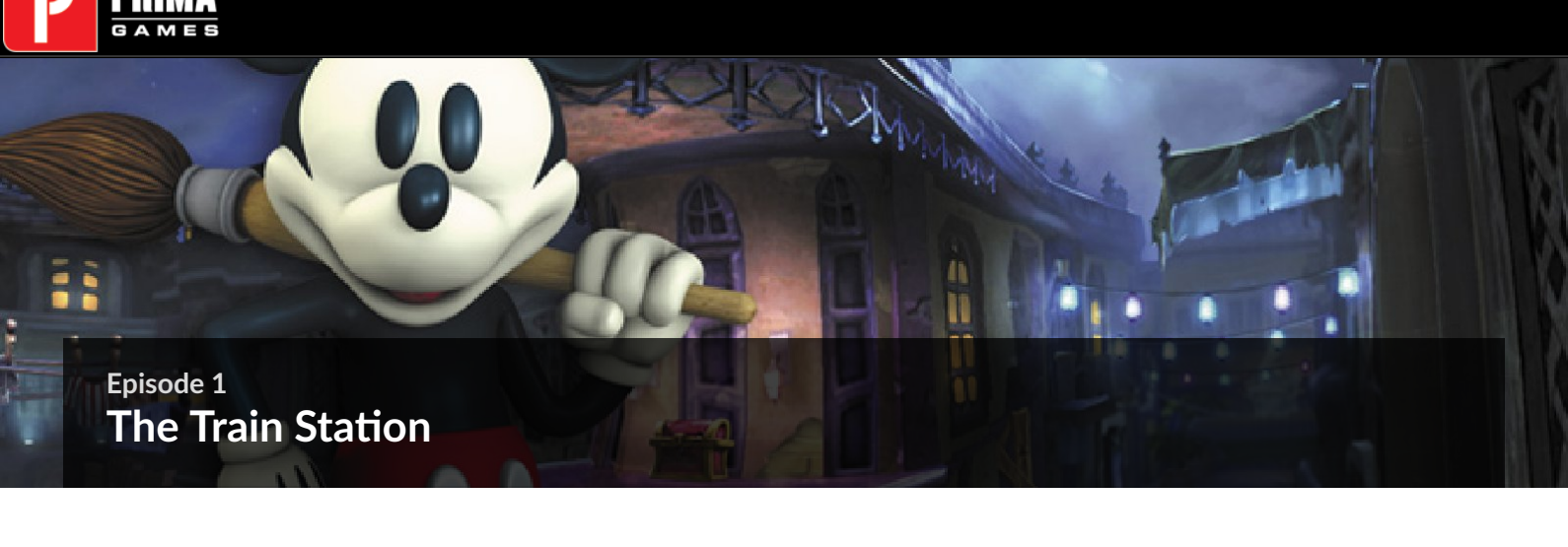


Make the final jump over to the ledge leading into the train station area.

Beauty Only Thin-Deep Pin

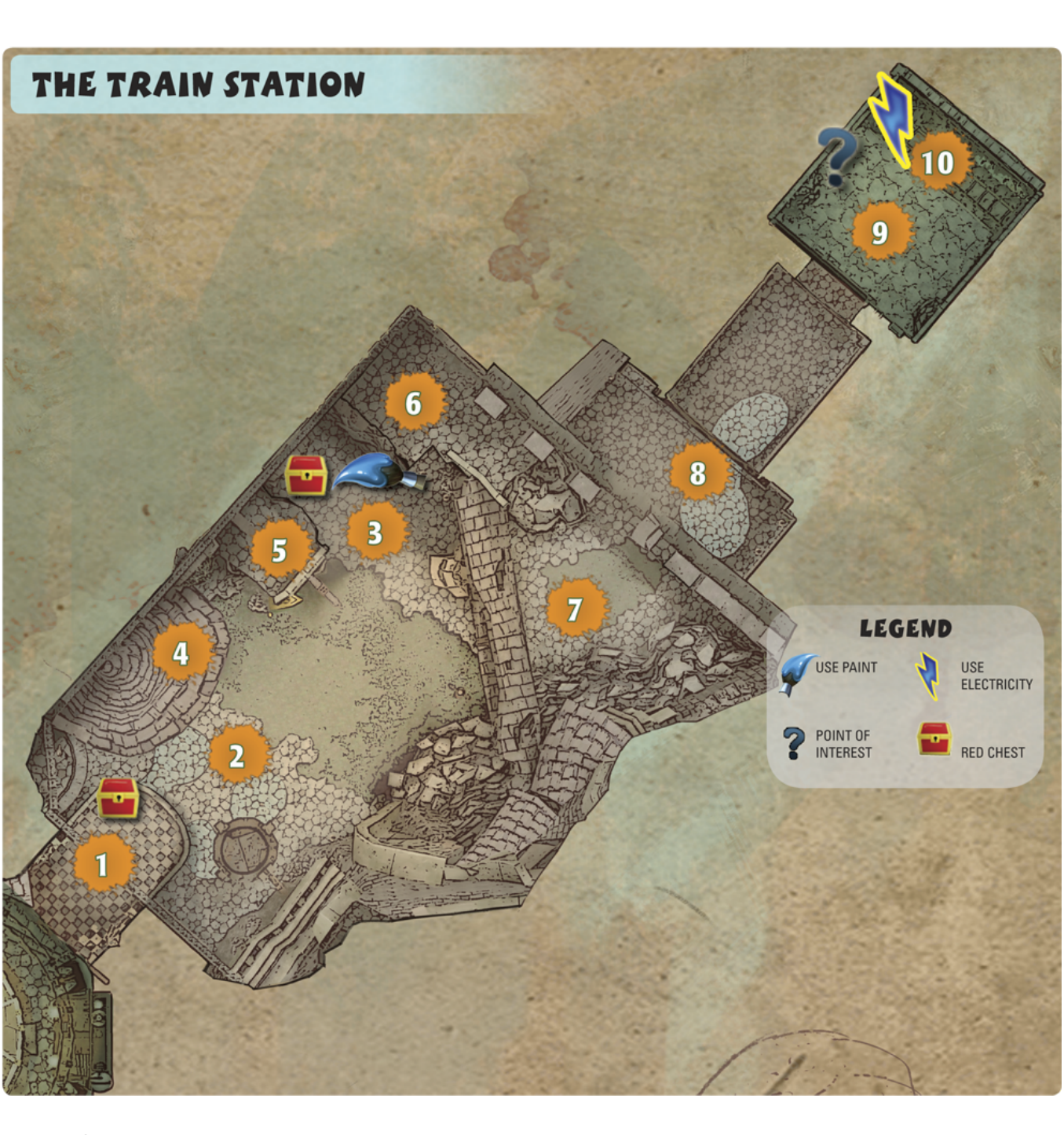


You gain the Beauty Only Thin-Deep Pin if you choose the Thinner path over the Paint path in the Control Room. Instead of navigating to the top ledge, thin out the cable holding the final machine in place and have Oswald shock the control panel to blow a hole in the wall. You gain the pin and a shortcut to the courtyard beyond.



Episode 1

The Train Station



LEVEL OVERVIEW

Enemies block the passage to the train station, and Mickey and Oswald will have to learn how to fight together to beat back the baddies. As the castle continues to fall into ruin, there's no such thing as an easy path to their final destination, and both heroes must use wit and agility to overcome obstacles and adversaries.

LEVEL BREAKDOWN

Challenges

- Oswald's New Groove

Collectibles

- Charge It Pin
- Silver Pin

Enemies

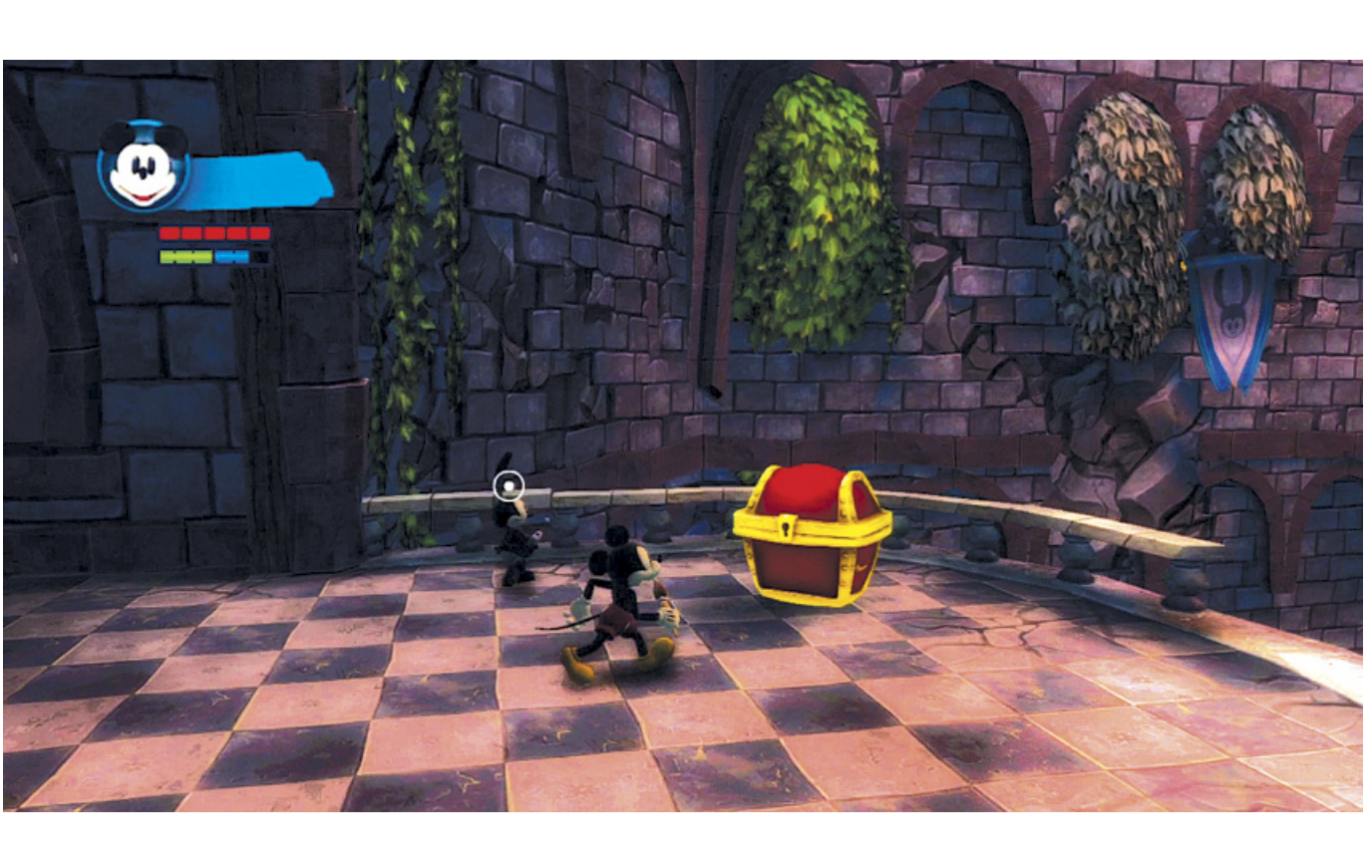
- Blotworx
- Spatters

Quests

- None

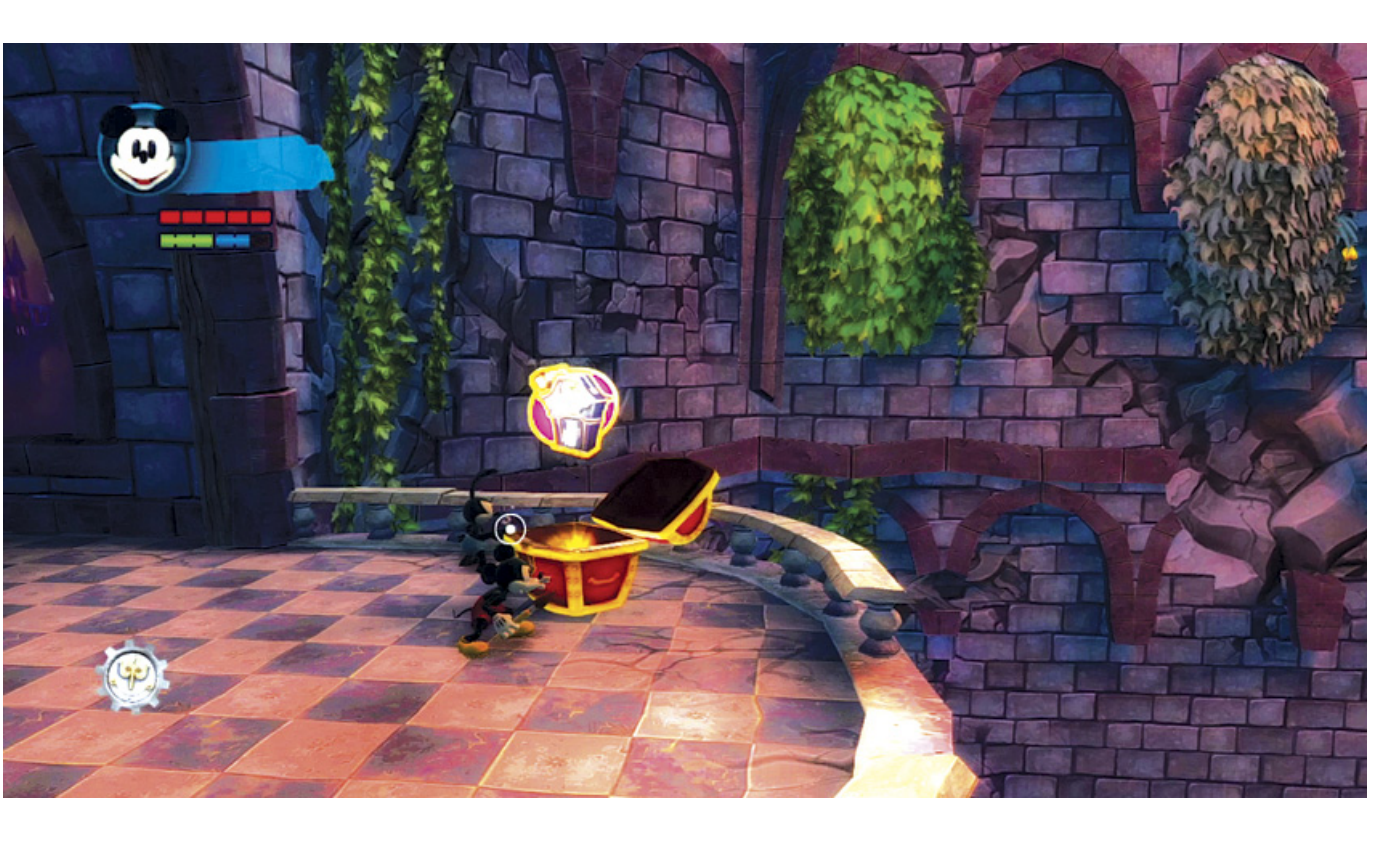
Things to Do

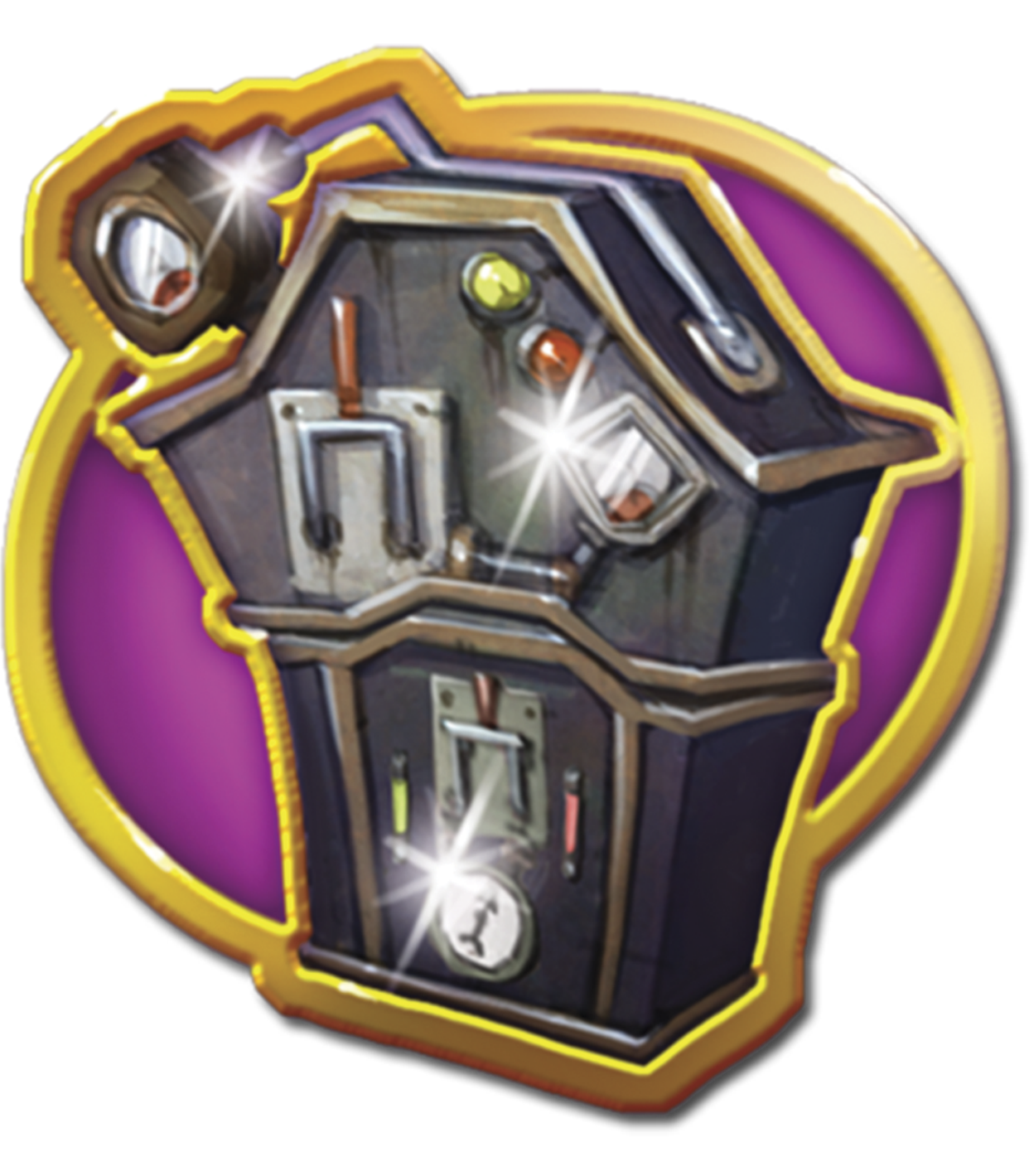
- Open the chest on the balcony
- Jump down into the courtyard and prepare for battle
- Discover the hidden chest in the alcove
- Combine forces to navigate the fallen debris and reach the far side of the courtyard
- Fight the second enemy
- Meet up in the train station
- Use the fireworks to blow a hole in the wall and open the track tracks



Once you're out on the balcony overlooking the courtyard leading to the train station, look for a red chest on the left side. Opening the chest grants you the Charge It Pin.

Charge It Pin





There is a red chest on the balcony above the control room, before you drop into the courtyard with the Spatters. Open the red chest to gain the Charge It Pin.

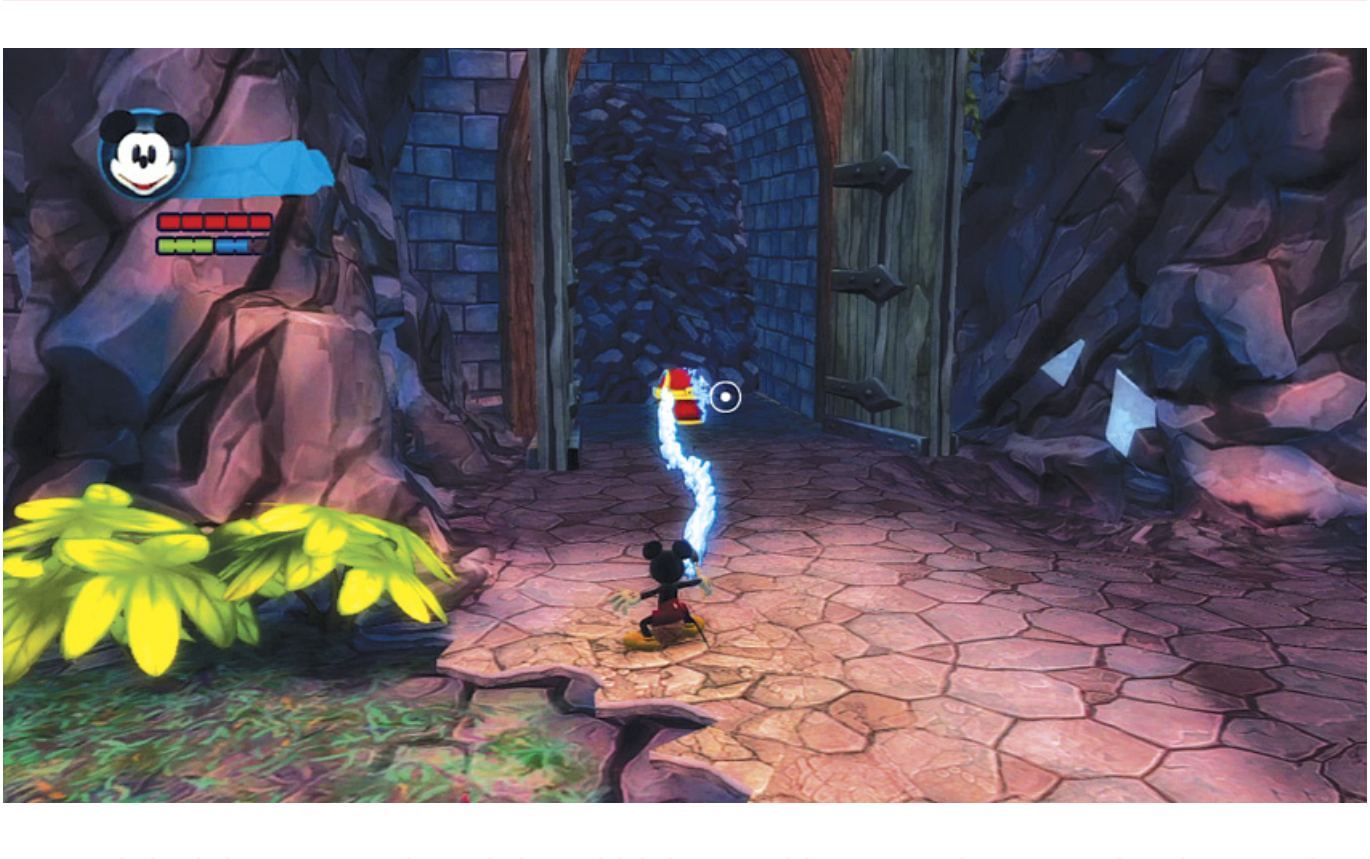
Jump down to the courtyard and prepare for your first battle. Two Spatters charge as soon as they spot you. Oswald can stun them with his Electricity or Boomarmerang throw. Mickey can either use Thinner to dissolve the Blotlings or use Paint to befriend them. Work together to beat the two enemies, and avoid getting too close to them so you don't lose any health.

Spatter

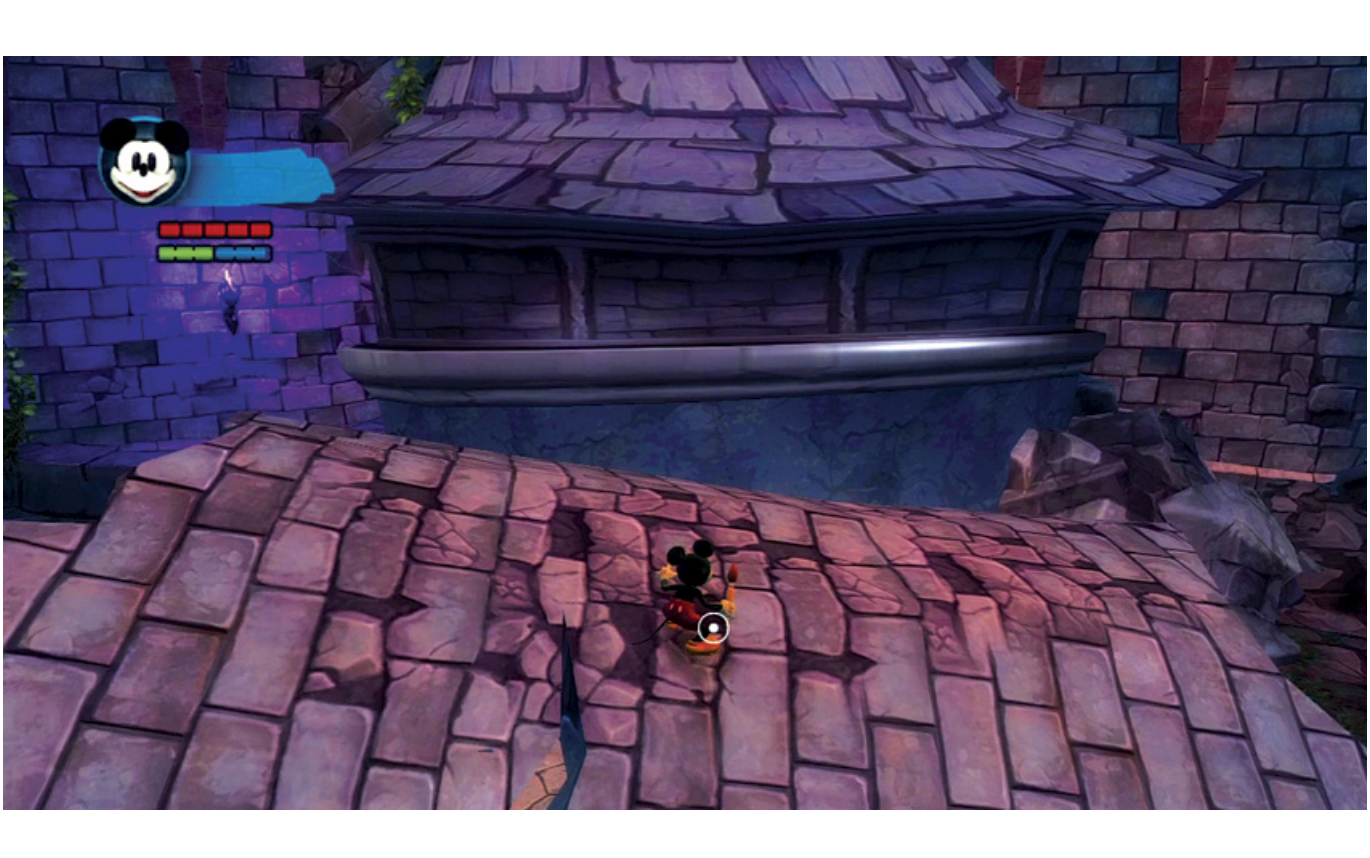
Spatters tend to charge as soon as they spot you. They will headbutt you with their oversized noggins if they get in range, so stay out of range. If they get close, Mickey can swat them aside with a Spin Attack and Oswald can use either his Boomarmerang or Electricity to stun them. Better yet, keep your distance and spray them with Paint or Thinner to remove the threat.

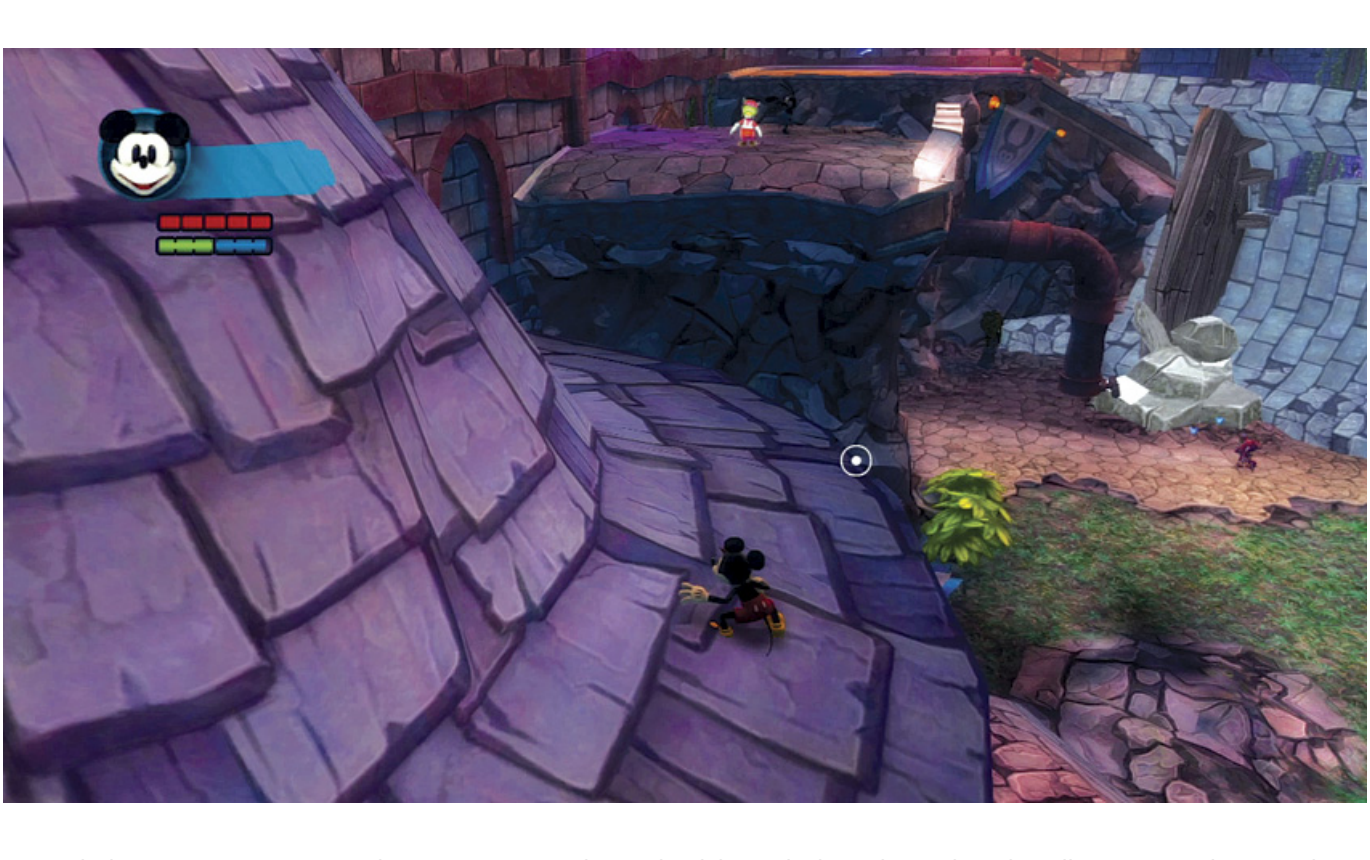
Caution

Dissolving Spatters with Thinner means you will face more enemies. A second Spatter wave drops out of the large drainage pipe after you defeat the first wave.



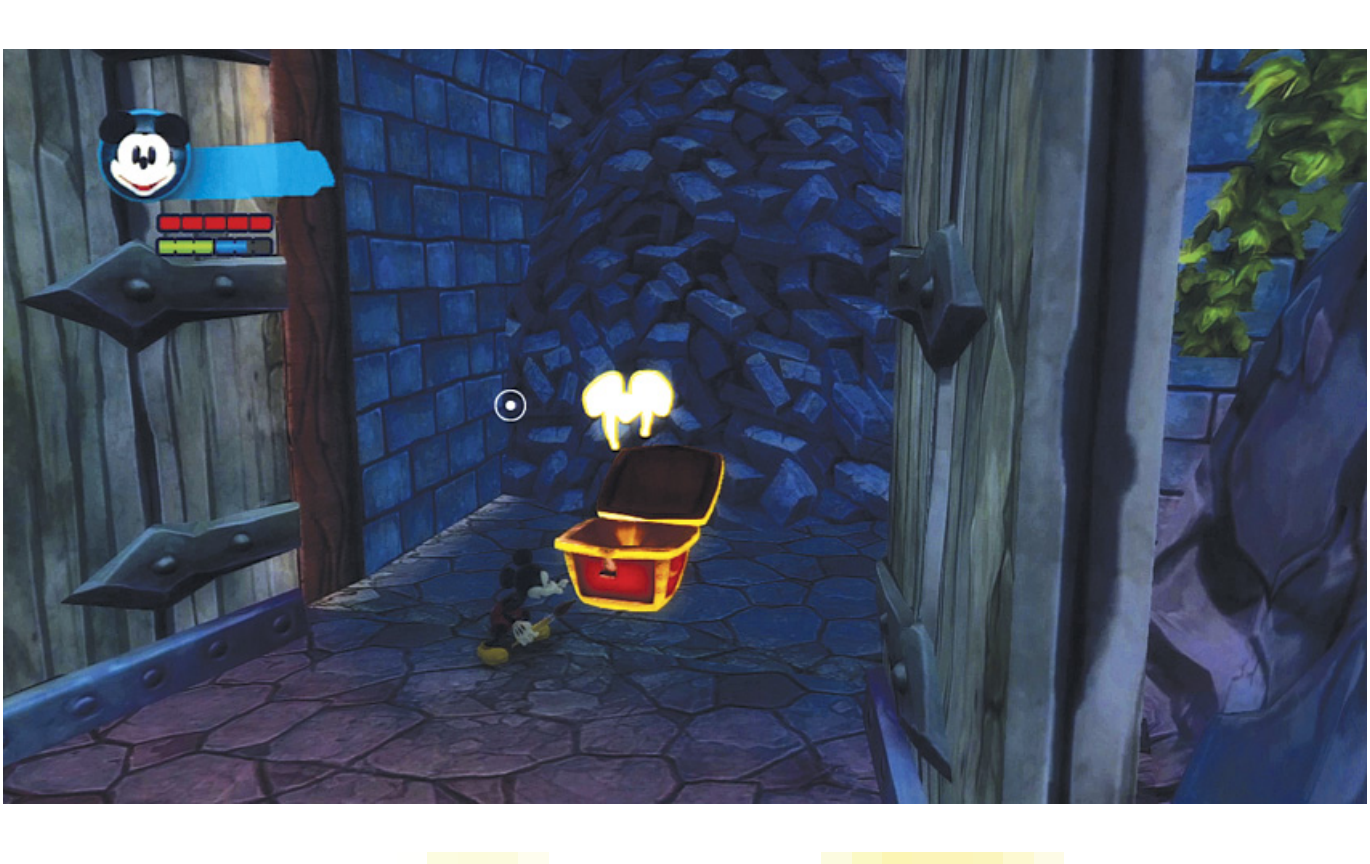
After you deal with the Spatters, another quake hits and dislodges more debris. Cross to the opposite side of the courtyard where a huge column fell. Spray Paint into the alcove with the two doors to uncover a Red Chest with a Silver Pin inside (worth three Generic Pins).



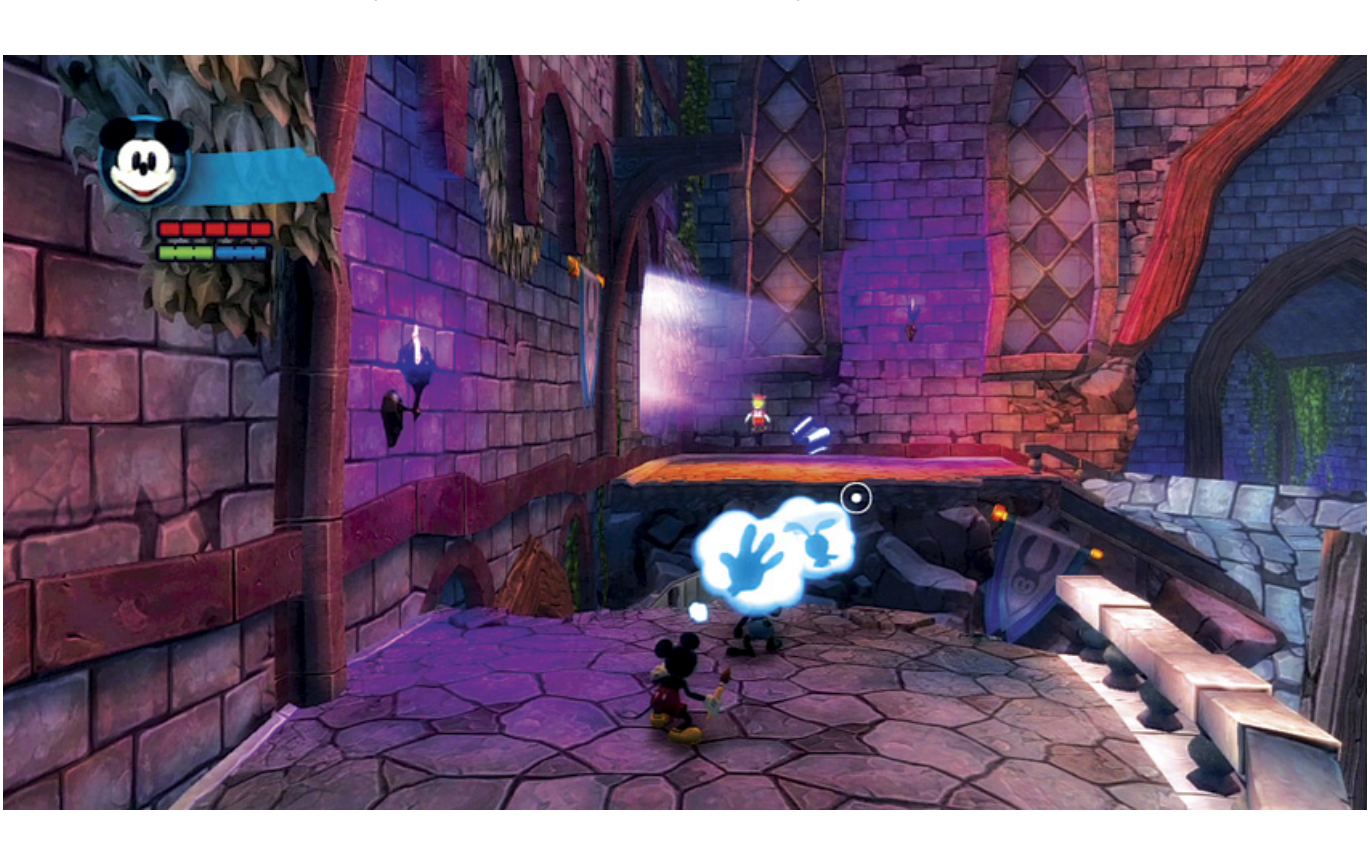


To reach the train station, you need to navigate up and over the debris. Climb up the peak of the fallen tower and turn to the right until you see Gus beckoning you to the next landing.

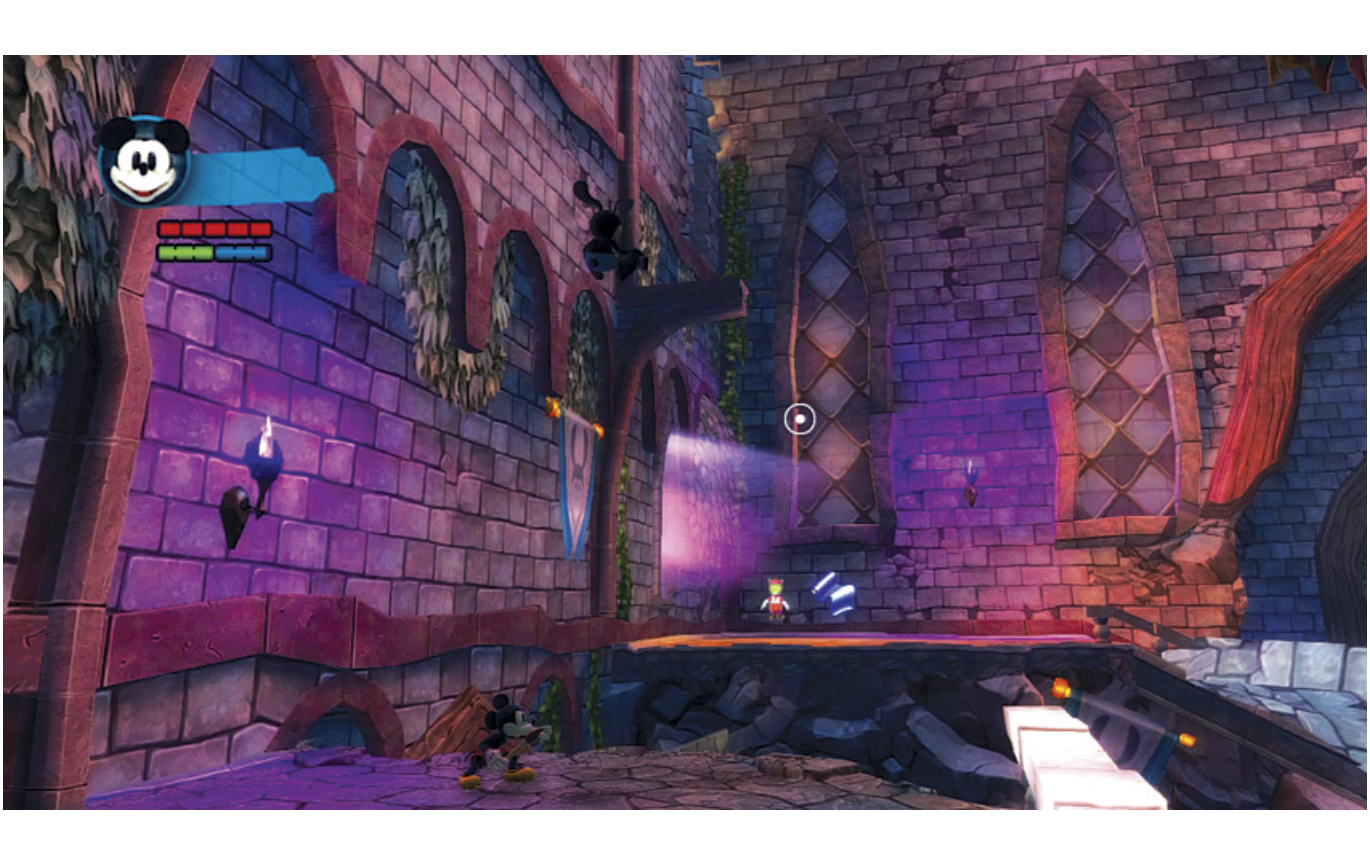
Silver Pin

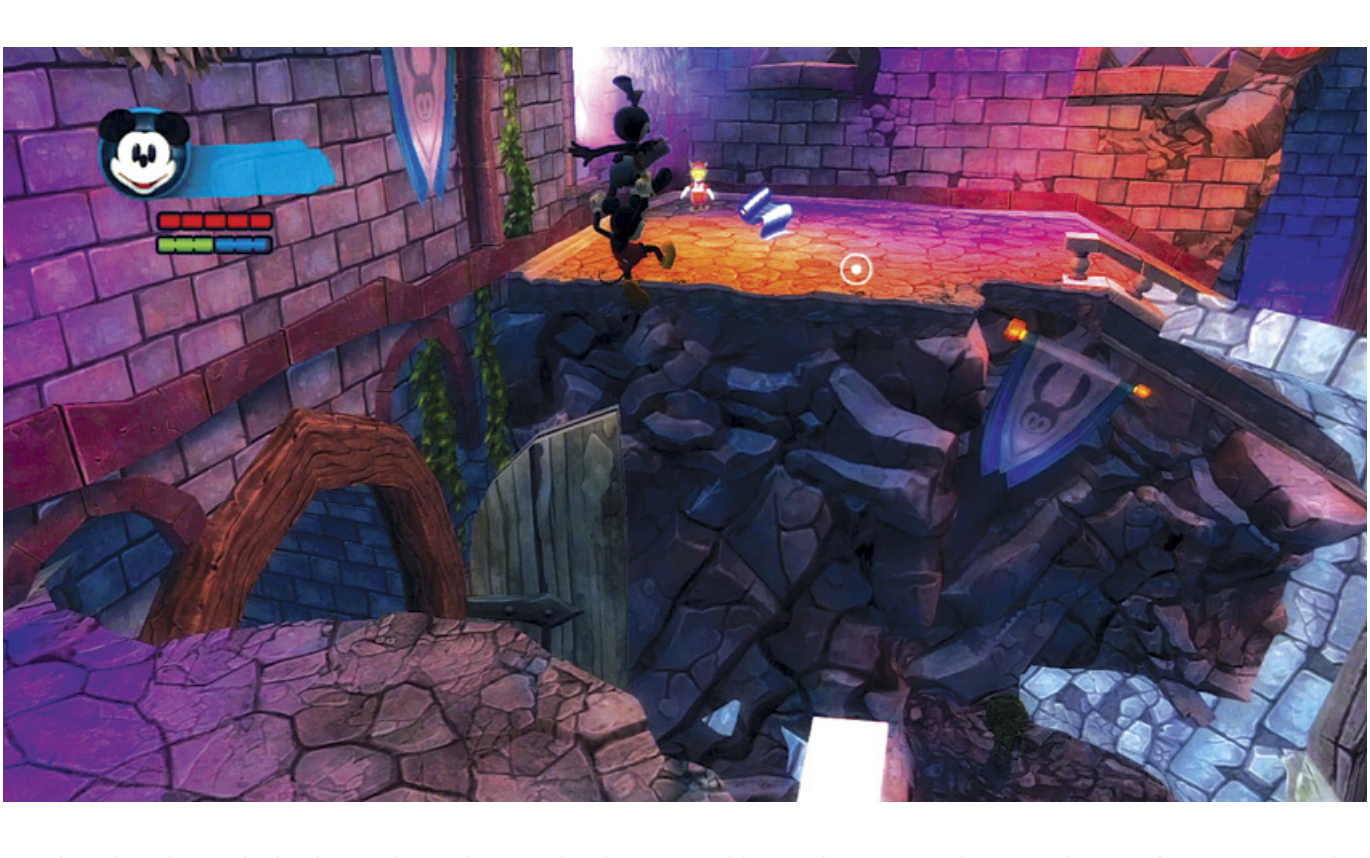


A hidden chest gives you the next Silver Pin. In the courtyard with the Spatter, look for the thinned-out chest in front of the rubble inside the alcove with the open doors. Paint in the chest and claim your reward.



Double jump over to the next landing. The next jump, though, is much too big to cross solo. You'll have to work together to bridge it.





Stand on the edge of the landing and face the far side. Throw Oswald up in the air using the Co-op button, then jump up and grab Oswald's feet. Once Mickey is holding on, you will control Oswald and Mickey to glide over to the far side and land both atop the last landing.

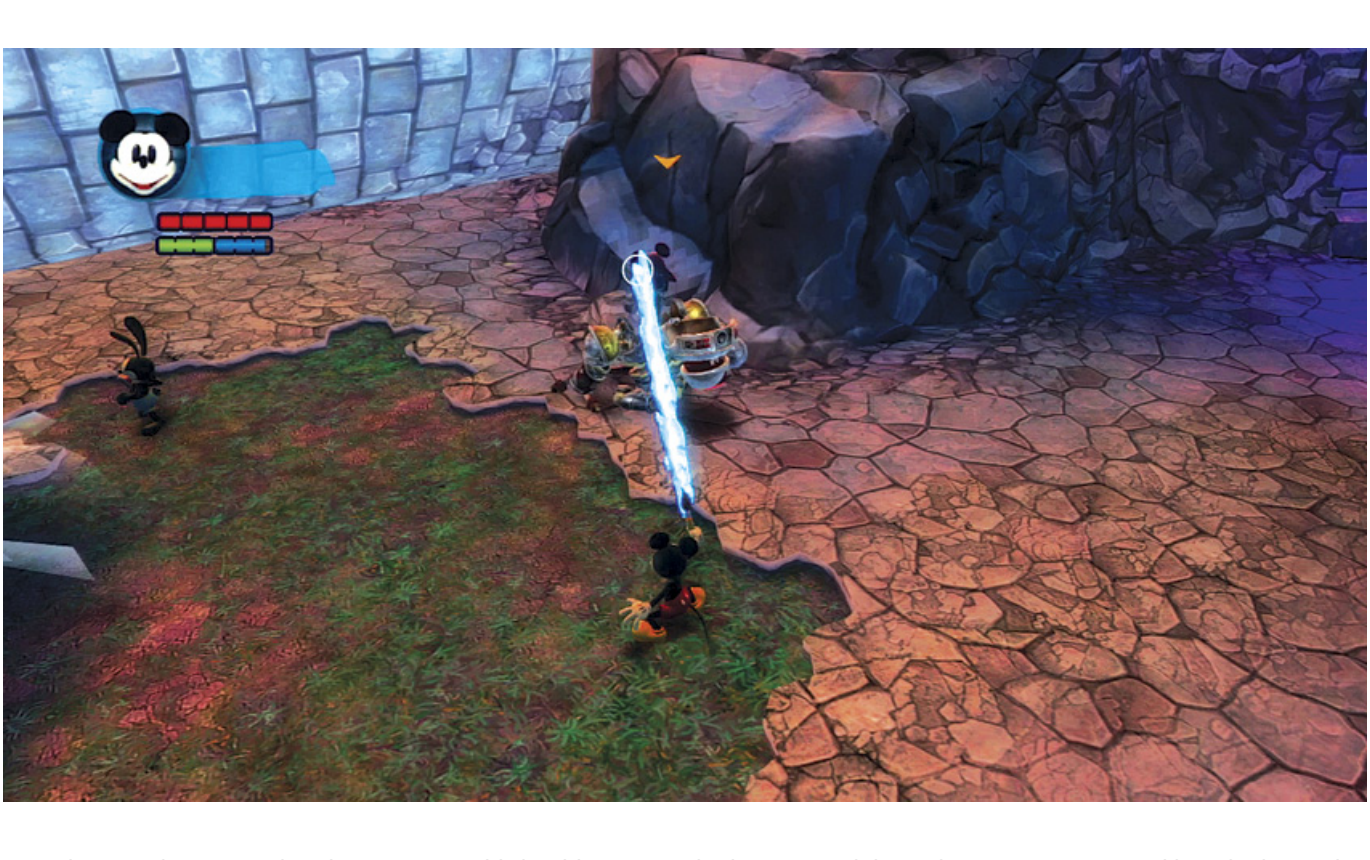
Tip

As a bonus, when you get to the last landing, you pick up a bit of cloth, which can be used with the Haberdasher in Mean Street to purchase costume pieces.

Take a breather on the final landing and look down. The second half of the courtyard holds another enemy—a fearsome Blotworx, part Blotling and part animatronics.

Blotworx

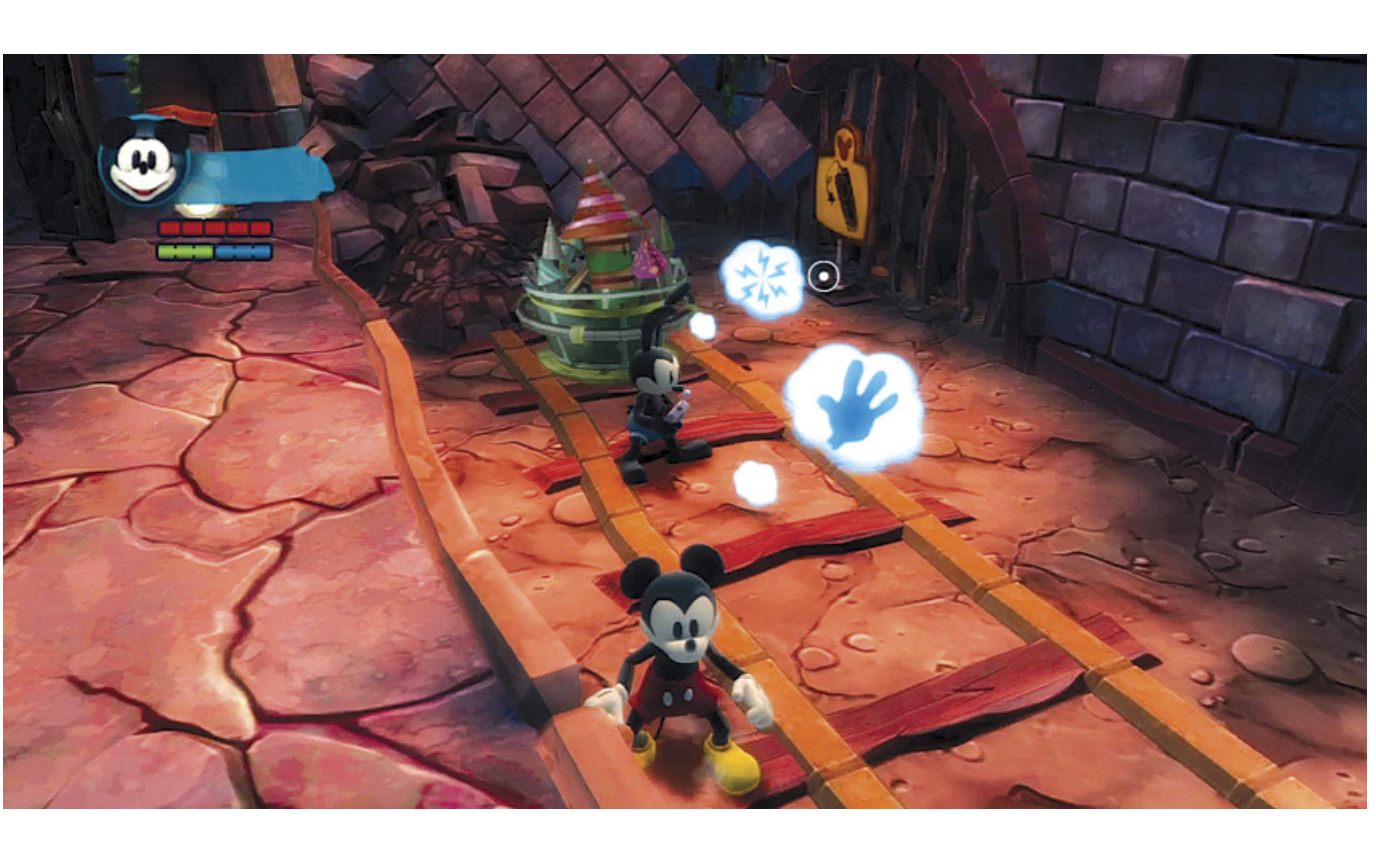
This is the Blocker, a Blotworx that can pack quite a wallop. Luckily, the Blotworx has a built-in weakness: the big red button on top of its head. Have Oswald stun the creature with his Electricity, so that Mickey can jump up and land on the button. Then paint in or thin the Blotling inside to deal with the monster.

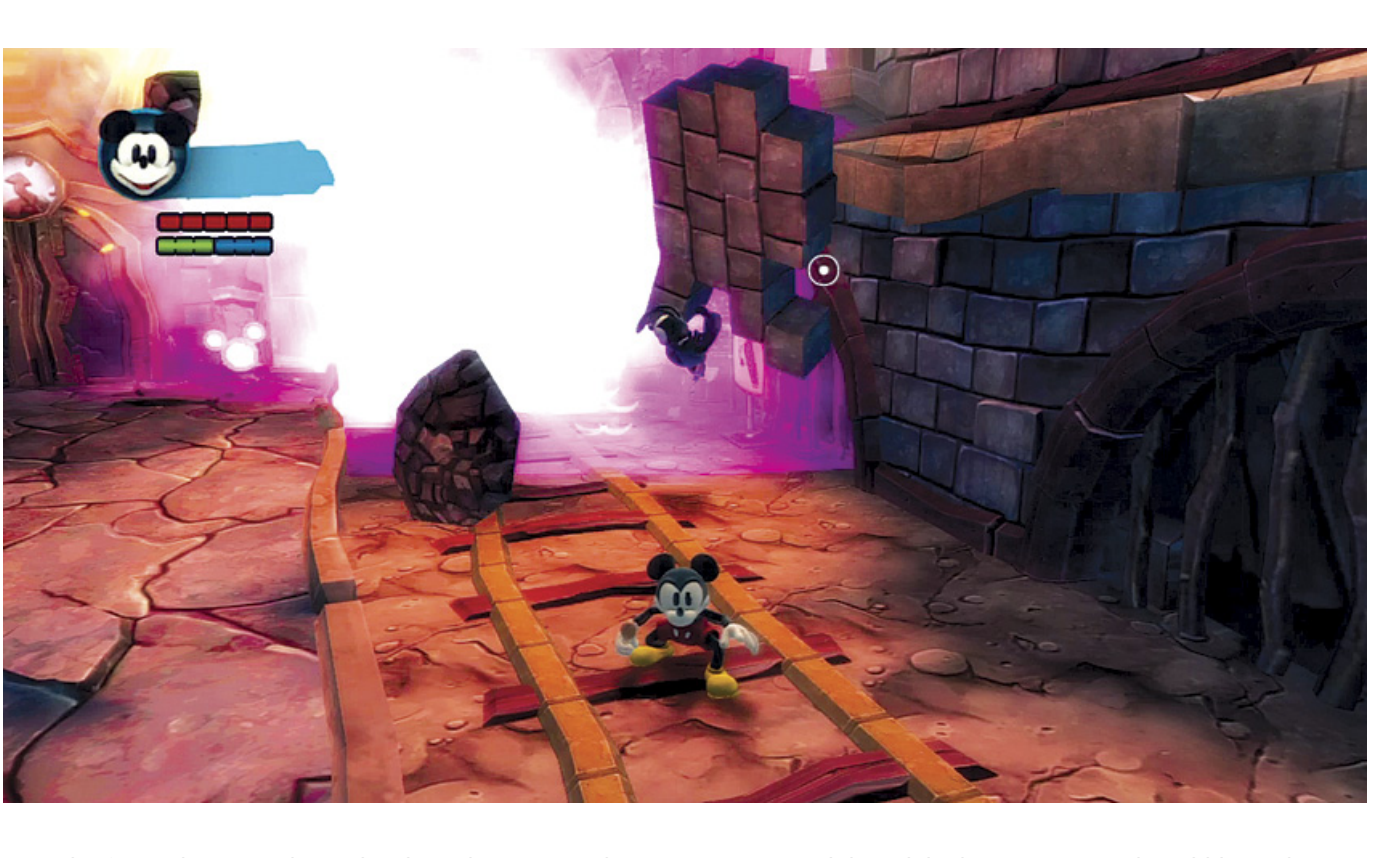


Leap down and confront the Blotworx. Oswald should stun it with Electricity, while Mickey jumps atop it and hits the big, red button. Jumping on the button opens the robotic suit and you'll see the Blotling inside for several seconds. Mickey can either thin the Blotling to destroy the creature, or paint it to turn it into an ally.

With the Blotworx out of the way, you can now reach the train station. Ortensia, after having survived some adventures of her own, waits for you inside the station building.

Unfortunately, rubble blocks the train tracks. Luckily, Oswald has been a little remiss and "forgot" to get rid of all the fireworks in Wasteland. With the fireworks, you can blow a hole in the rubble to get the train operational again.





Drag the fireworks out of the of the alcove by pressing the Action Button and then slide them in front of the rubble on the train tracks. Step back and let Oswald use his Electricity to ignite the fireworks. They explode in a fiery light show that vaporizes the rubble blocking the track.

With the castle coming down around you, the four of you jump aboard the train as it leaves the Dark Beauty station.

Next stop: Mean Street.

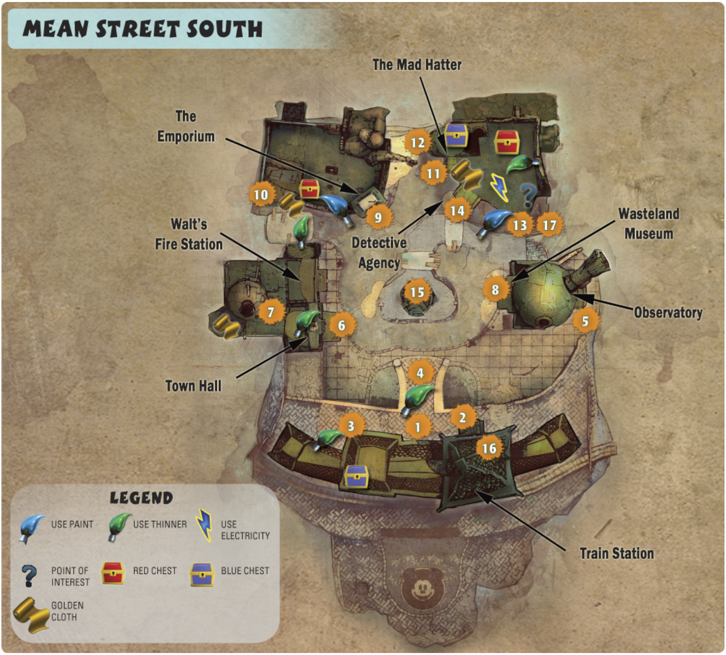
Oswald's New Groove

With the completion of Dark Beauty Castle, you can gain the "Oswald's New Groove" Challenge if you played through the level with two players. If you go it solo, even though Oswald shows up to aid Mickey, you won't complete the challenge. So get that extra controller out of the closet.

Episode 1

Mean Street

MEAN STREET SOUTH



LEVEL OVERVIEW

Your train ride out of Dark Beauty Castle brings you to the Mean Street South station. Much has changed from your last visit to Mean Street—some new businesses have moved in, but the quakes have literally ripped Mean Street in half and you can't walk from the south side to the north side any longer. There are many hidden treasures in town, lots of NPCs to speak with, and a few quests to get you into the adventuring mood.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- Bronze Pin
- Golden Cloth (x3)
- Hat Pin
- Silver Pin (x3)
- Threadbare Pin
- Watch Sketch

Enemies

- None
- Quests
- Finding the Hidden Heroes
- One Toon's Trash

- The Spirit of Wasteland
- The Wasteland Limited

Things to Do

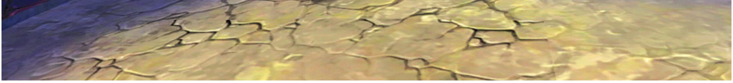
- Speak with all the NPCs in town to pick up new quests
- Recover the hidden chests and Golden Cloths about town
- Visit all the stores and speak with each vendor
- Discover the special sewer grate that leads to the Mean Street Underground

Mean Street isn't how you left it. Quakes have rocked the town and literally split it in half: Mean Street South and Mean Street North. To reach the second half of town, you need to find the exit to the underground, but first it's time to explore a bit.

Speak with the Train Conductor at the train station window. He explains that the Mean Street train station has ceased operations. The quakes have knocked the station clock out of whack and they can't schedule any arrivals or departures correctly. He hints, though, that you can buy the Watch Sketch at the Emporium, and then use the sketch's slow-time ability to get past the broken fan and fix it from the inside. When you have 250 tickets, stop by the Emporium, buy the Watch sketch, and finish up "The Wasteland Limited" quest.

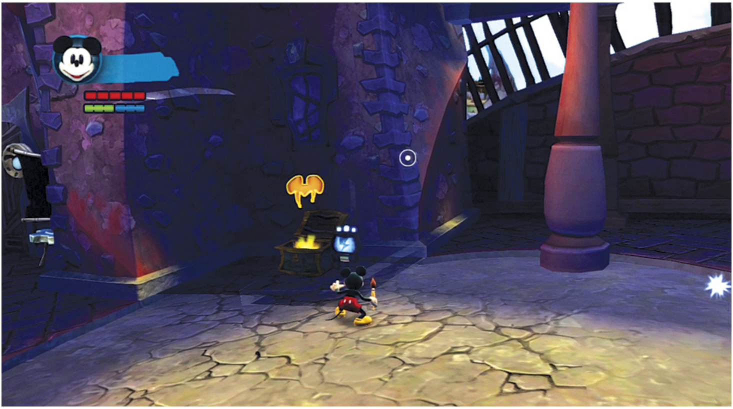
Tip

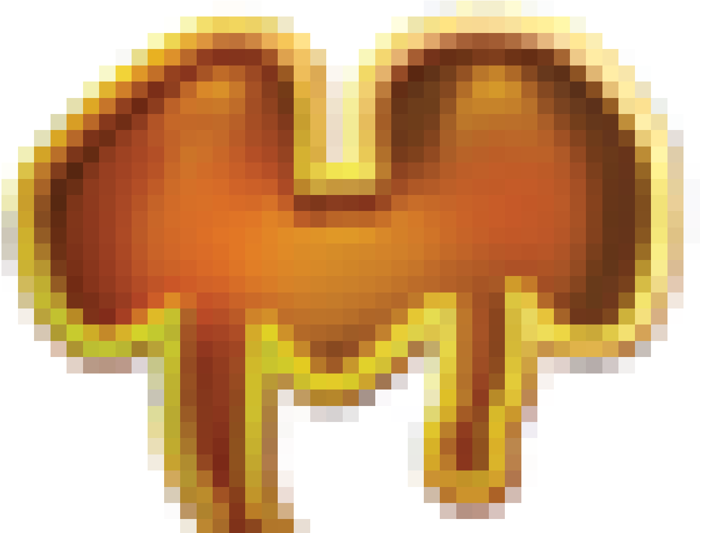
OsTown, Bog Easy, and Ventureland also have train stations. Once you get them all working, you can move quickly among the major Hubs.



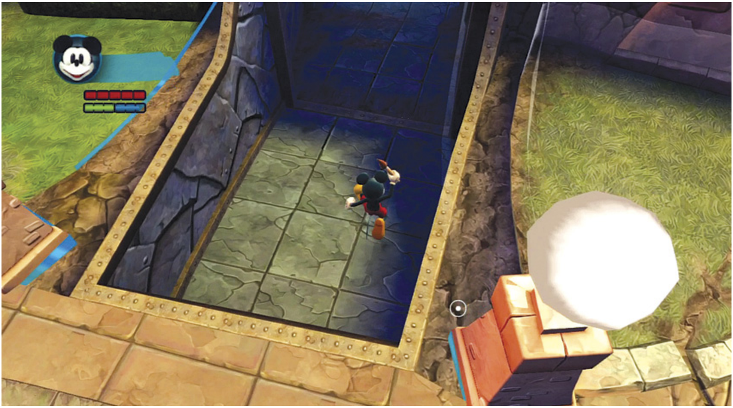
Walk over to the opposite corner of the train station from the Conductor and use Thinner to remove the wall. Hidden inside the corner is a blue chest. Have Oswald shock the control panel to gain a Bronze Pin.

Bronze Pin





Thin the corner of the train station on the far side from the station manager. Because it's a blue chest, Oswald will have to use Electricity to open it and earn the Bronze Pin.

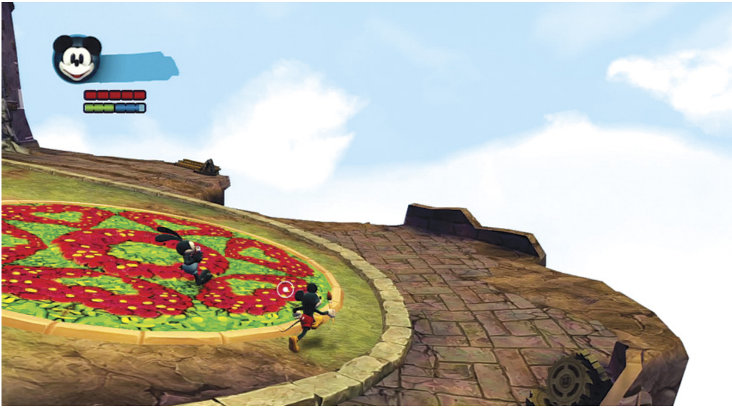


Now thin the ramp leading to the train station to reveal a secret passage under the station.

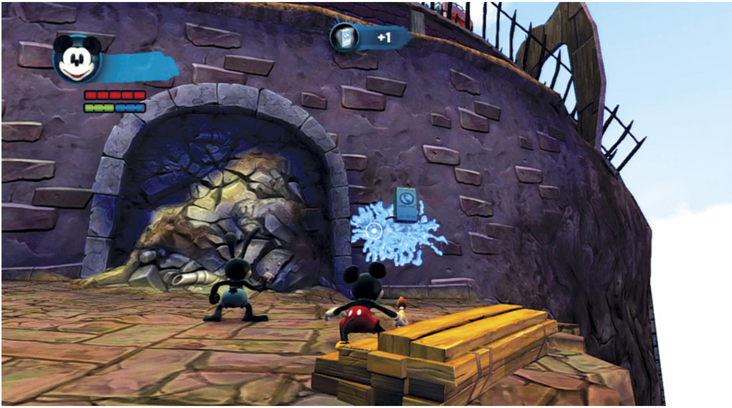
OPTIONAL QUEST

THE WASTELAND LIMITED

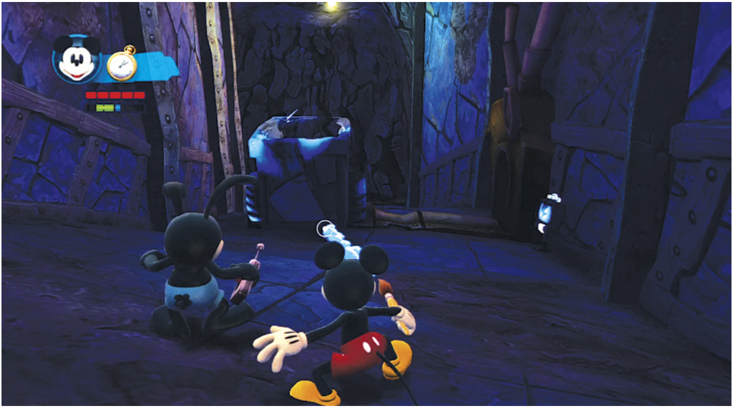
You pick up this optional quest by speaking with the Train Conductor at the train station window. To complete the quest, buy the Watch Sketch at the Emporium and return to the train station. Slow down time so you can throw Oswald up to the tower to fix the clock.

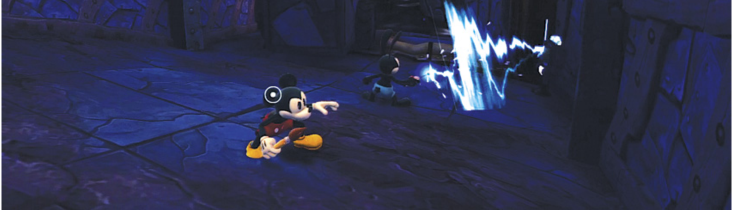


The underground corridor forks in two. If you follow the fork to the right, the passage leads out to a hidden garden behind the train station.

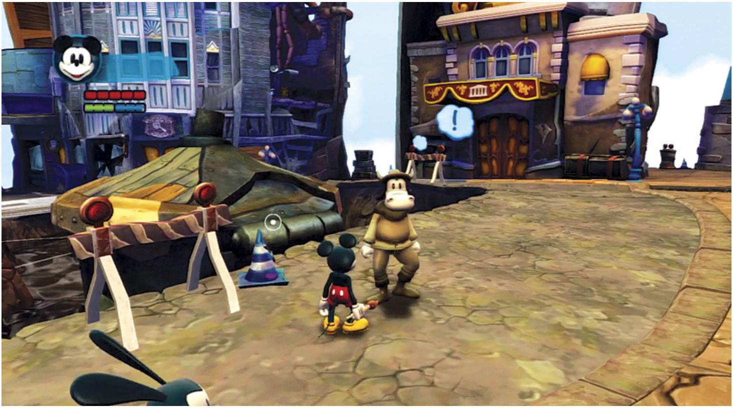


You can gain some extra resources out there, and if you paint the wall to the right of the rubble pile, you'll reveal a telephone box for a future quest.





If you follow the fork to the left, the passage leads to a thinned-out mining cart next to a machine. Mickey can paint the cart to make it substantial, and Oswald can channel Electricity into the machine's control panel to activate it. To destroy the wall, though, you'll need fireworks, which you don't have access to yet. Leave this little puzzle for later.

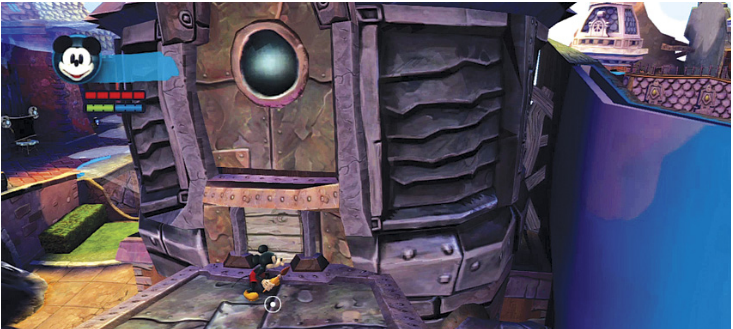


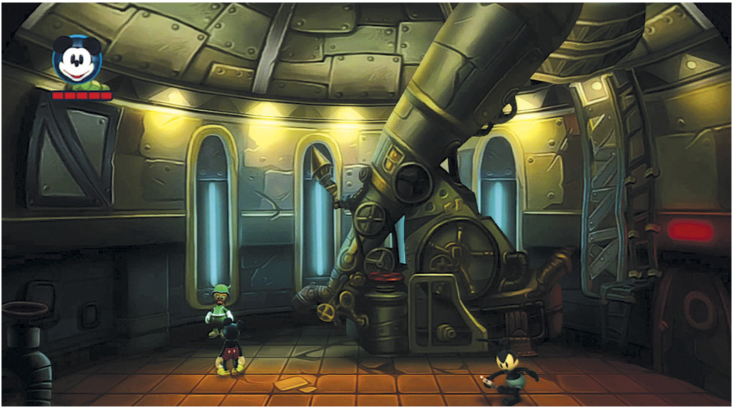
Back out front by the ramp, look for Seth wandering around in the street. He explains that you should photograph the many hidden silhouettes of Mickey and Oswald to complete the "Finding the Hidden Heroes" quest. You can pick up a camera in the Camera Shop in Mean Street North.

OPTIONAL QUEST

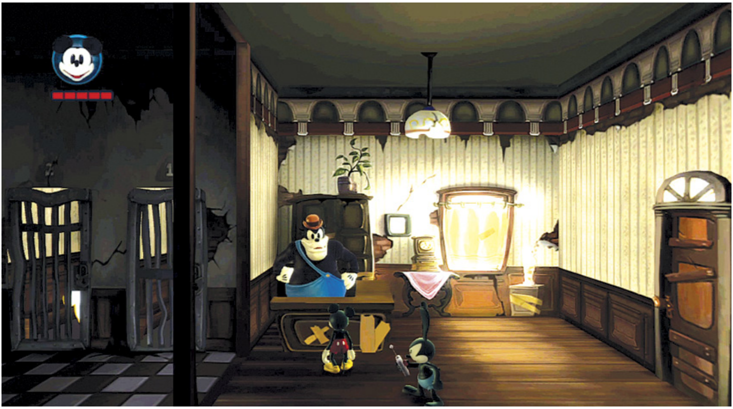
FINDING THE HIDDEN HEROES

Once you have the camera (found in Mean Street North), you can begin this optional quest given out by Seth on Mean Street South. Take pictures of landmarks that looks like Mickey or Oswald. There are ten Mickey landmarks and seven Oswald landmarks in Episode 1 to track down. If you photograph more landmarks of one hero, Seth will create a garden in that character's image.



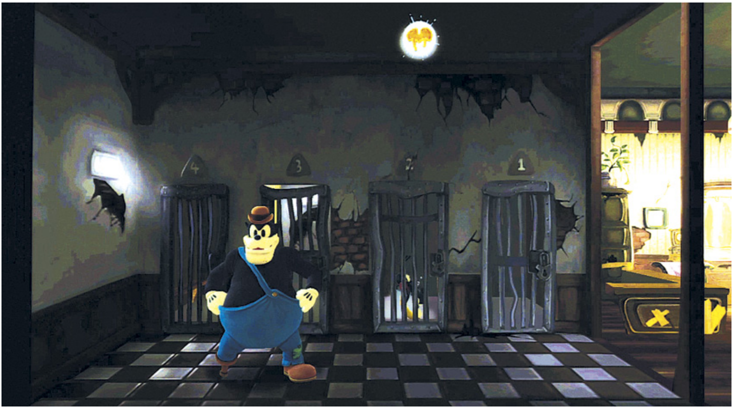


You can check out the Observatory on the eastern side of Mean Street South, nearest the train station. Gremlin Copernicus runs the Observatory, and he will pay you for certain rare items, so return here with them when you find them.

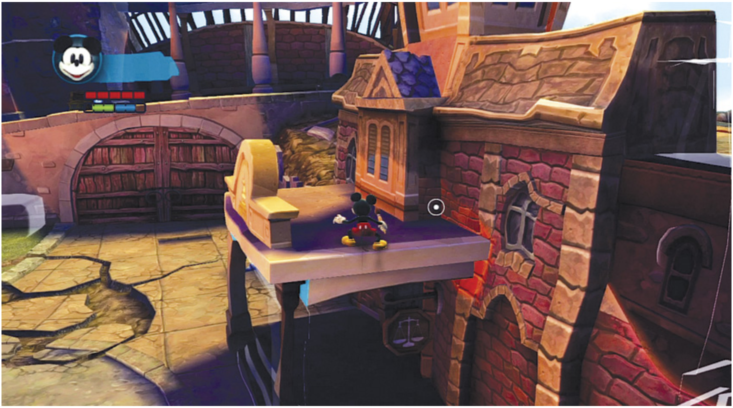


Go visit the Courthouse across the street from the Observatory. Big Bad Pete doesn't have much to say other than a few taunts for you, but you see a Silver Pin in the middle jail cell.

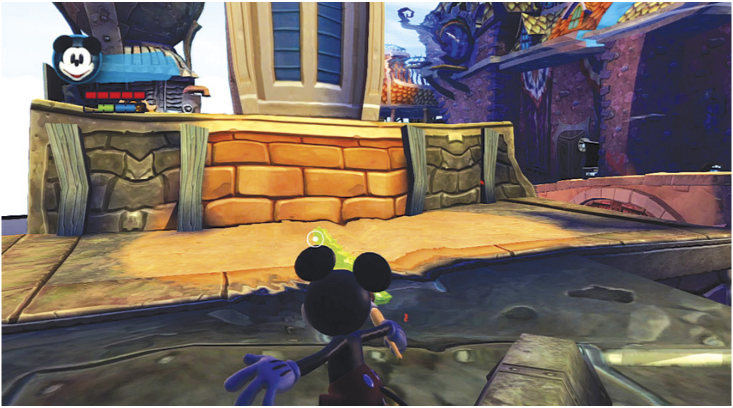
Silver Pin

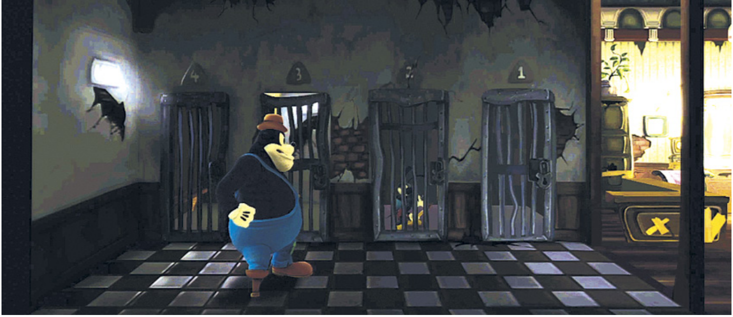


When you enter the Courthouse, you'll see the Silver Pin locked up in the middle cell. You can't reach it from the inside. You have to go up on the roof, Thin a new entrance into the cell from above, and drop into the cell to retrieve it. However, this permanently destroys the courthouse roof and influences the Guardian pool toward a Thinner state.



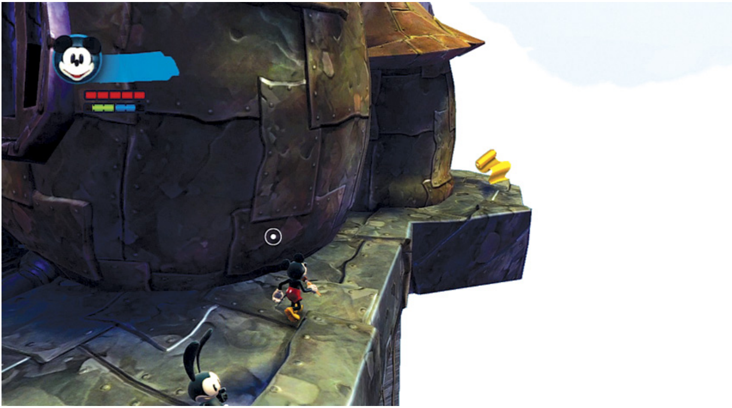
To retrieve the pin, you need to reach the roof. Double-jump or glide up on the overhang above the Courthouse door, then do the same to reach the roof. Make a short detour around the back of the roof to snag a piece of Golden Cloth.

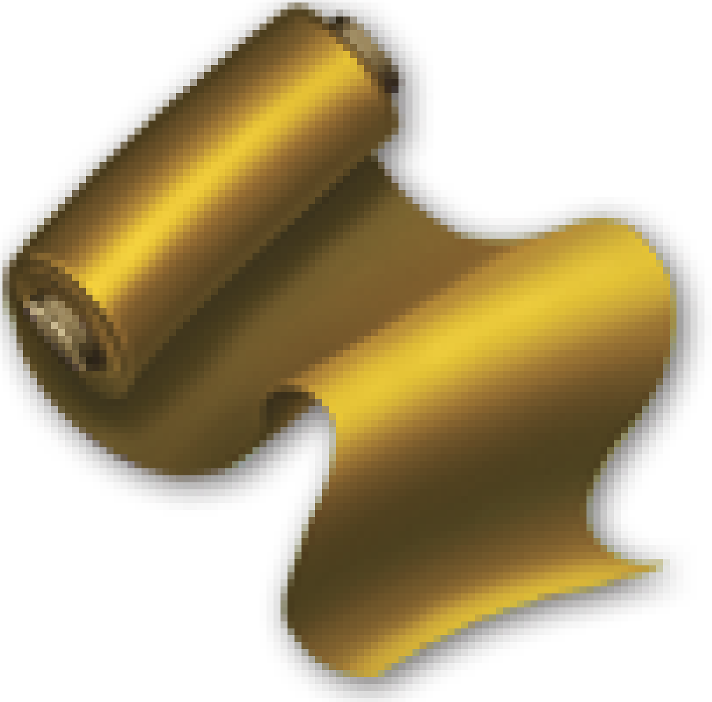




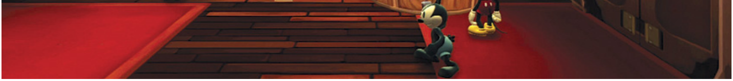
Return to the main section of the roof and look for the tan oval area. Spray that area with Thinner to open a secret access point into the Courthouse. Use the access point to drop into the cell and retrieve the Silver Pin. When Pete notices you in the cell, he tosses you back out onto the street.

Golden Cloth





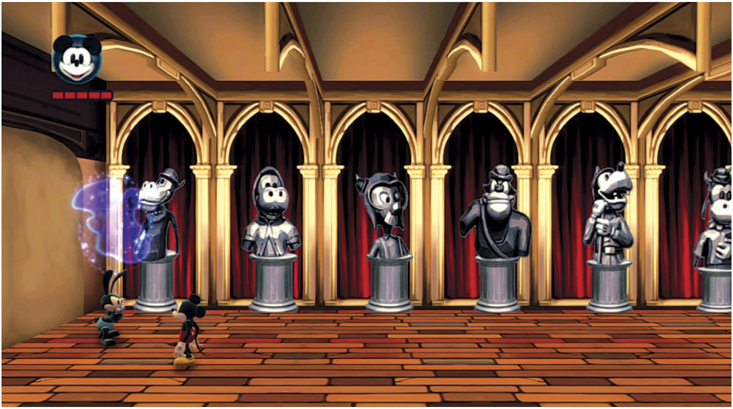
You'll find your first swatch of Golden Cloth on the back of the Courthouse roof. Carefully circle around a ledge that leads to a secret area out of sight behind the tower area. Scooping up the Golden Cloth is the equivalent of picking up 100 normal pieces of cloth. You can also sell cloth in the Haberdasher's shop—one cloth for five E-tickets—so finding a piece of Golden Cloth is like earning 500 E-tickets!



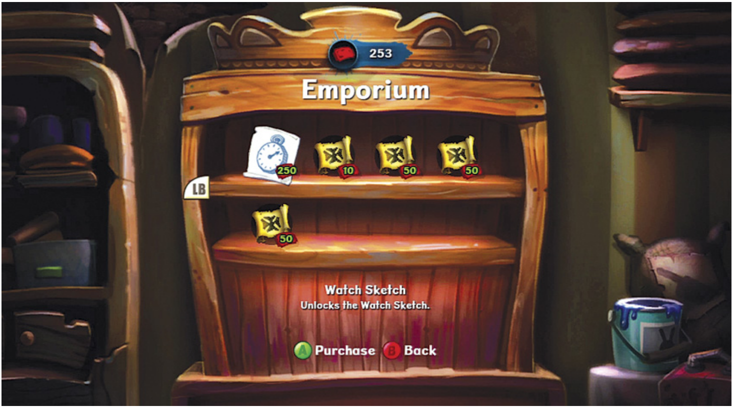
Cross the street to the Wasteland Museum. Laralee greets you at the door and laments the loss of many of her museum objects because of the frequent quakes. She presents you with the “One Toon’s Trash” quest and offers to pay you for any unique items you find around Wasteland that would make good museum pieces. Sell five to complete the quest.

Note

Ortensia rests in the museum. She says she’ll stay put until you get the projectors running again on Mean Street North.



If you head to the far side of the museum, you’ll speak with the Spirit of Wasteland. Twelve qualities have been split from the Spirit and are linked to rare pins in Wasteland. Collecting the pins (the amount varies per Spirit) will awaken the spirits and grant extra abilities to Mickey and Oswald. Heritage and Individualism are the spirits closest to awakening. Because you can only collect certain pins based on your actions while completing “The Spirit of Wasteland” quest, think about which abilities you would like and seek out those pins.



Watch Sketch
Unlocks the Watch Sketch.

The northwest side of town hosts the Emporium. You can buy many useful items here, including permanent health upgrades for Mickey and Oswald (350 E-tickets apiece), Hero Maps to show you where hidden heroes are located in various places, and the super-valuable Watch Sketch that you need to complete “The Wasteland Limited” quest. Save up your E-tickets to buy the Watch Sketch first, then return when you have enough tickets to purchase the health upgrades for Mickey and Oswald.

OPTIONAL QUEST

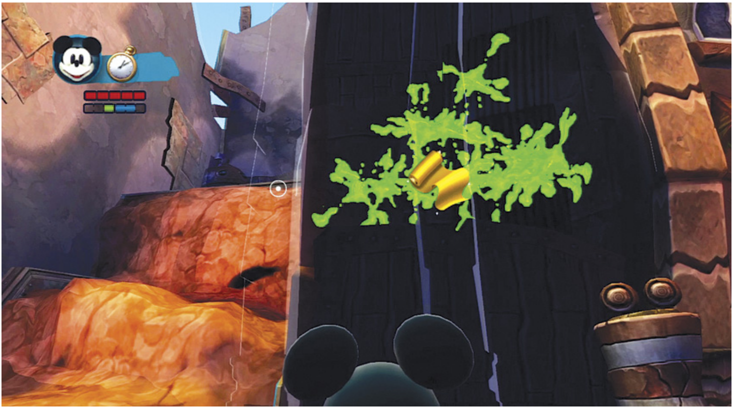
ONE TOON’S TRASH

Laralee in the museum offers you the “One Toon’s Trash” optional quest. Sell any five unique items you find in Wasteland to Laralee. Not a bad deal for leftover items you don’t want to keep. But consider this; these are the same items wanted by the Gremlin in the Observatory... what to do? It’s your choice!

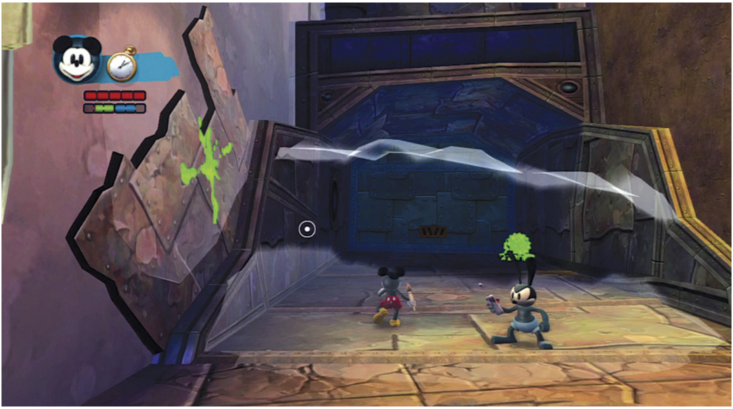
The Emporium Shop

Store Item	Cost (E-tickets)
Mickey Health Restore	5
Oswald Health Restore	5
Paint Ammunition	5
Thinner Ammunition	5
Electric Ammunition	5
Paint and Thinner Ammunition	10
Mickey Health Upgrade	350
Oswald Health Upgrade	350

Watch Sketch	250
Hero Map (Mean Street South)	10
Hero Map (Underground)	50
Hero Map (Mean Street North)	50
Hero Map (OsTown)	50

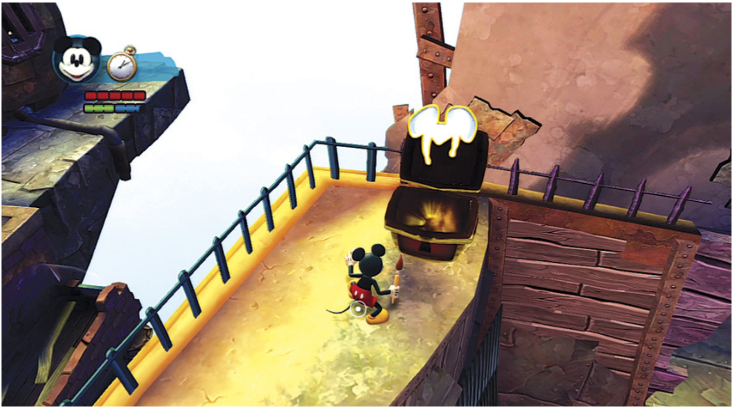


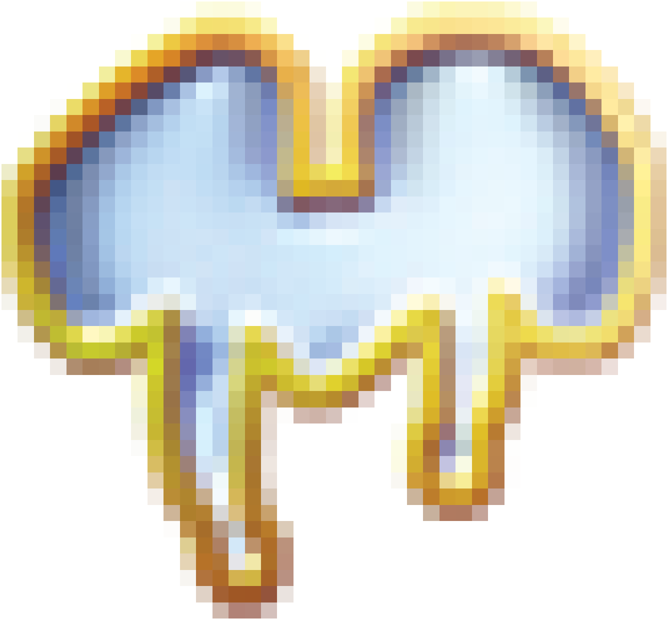
The alley west of the Emporium leads to a secluded area with the trash compactor. Thin the right corner as you approach the rocky steps to discover more golden Cloth.



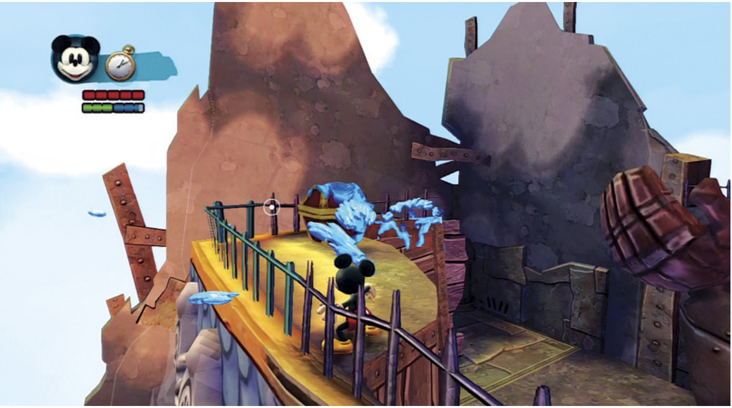
The rocky steps can also be thinned. Search around under the steps for more resources on the ground.

Silver Pin





You can find this Silver Pin on the ledge above the trash compactor atop the Emporium building. Paint the thinned-out chest so you can open it to get the Silver Pin.



Explore the trash compactor area and then climb up to the Emporium roof. A thinned-out chest hides up top. Paint it to receive a Silver Pin.

Tip

Any time you want a costume change, return to the Mad Hatter and visit the Changing Room.

From the Emporium roof, you can look down and see your next target: the Mad Hatter, a shop owned by the Haberdasher.

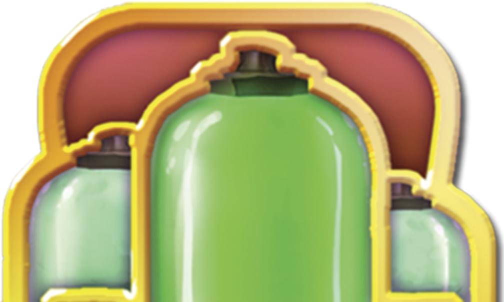
THE SPIRIT OF WASTELAND QUEST

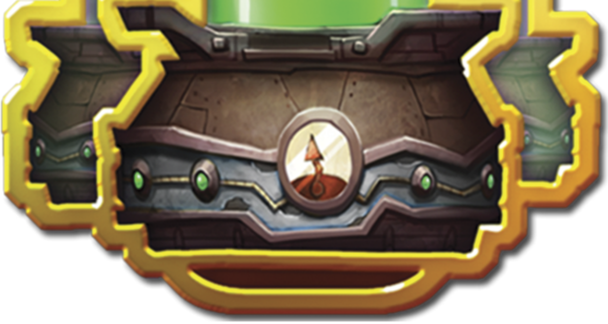
This is one of the biggest quests in the game. You need to look out for rare pins across Wasteland that match with the twelve qualities of the Spirit. Gather the pins to unlock a Spirit and you'll earn extra abilities for Mickey or Oswald. To help you plan, here's a complete rundown on all the pins you need to unlock the Spirits, along with the abilities you'll gain for unlocking them:

SPIRIT OF HERITAGE

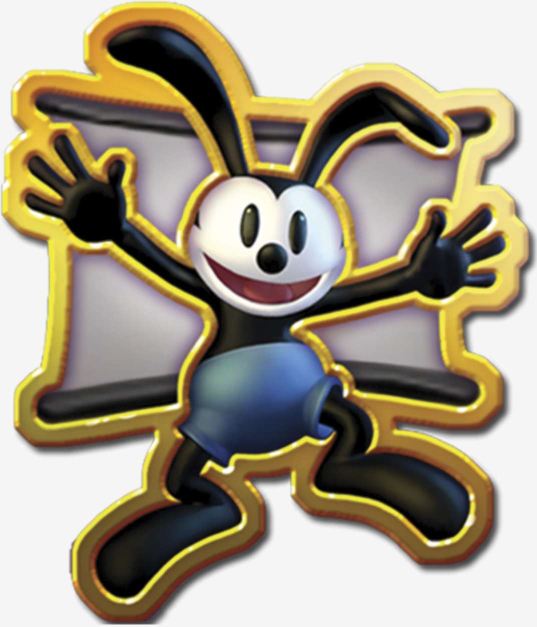
Abilities Granted: Mickey's Paint regenerates a little faster, and Oswald can lock onto an additional target with his Boomarmerang.

Pins Required





Pump It Up

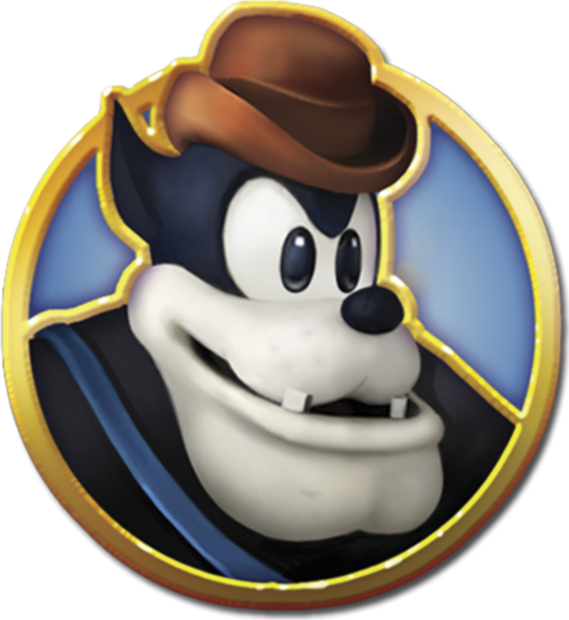


Oswald the
Lucky Rabbit

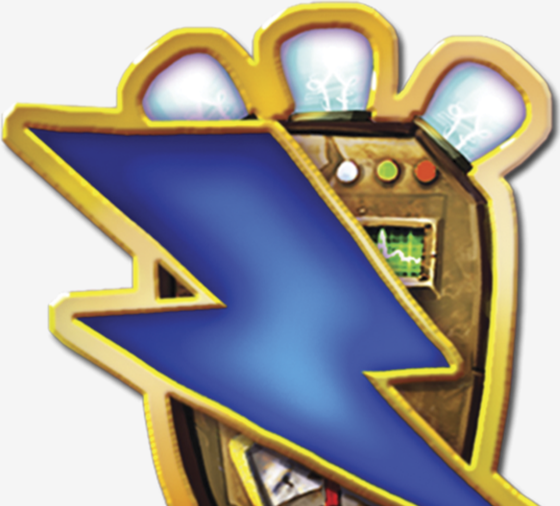
SPIRIT OF INDIVIDUALISM

Abilities Granted: Mickey's Thinner regenerates a little faster, and Oswald can lock onto an additional target with his Boomarmerang.

Pins Required



Big Bad Pete

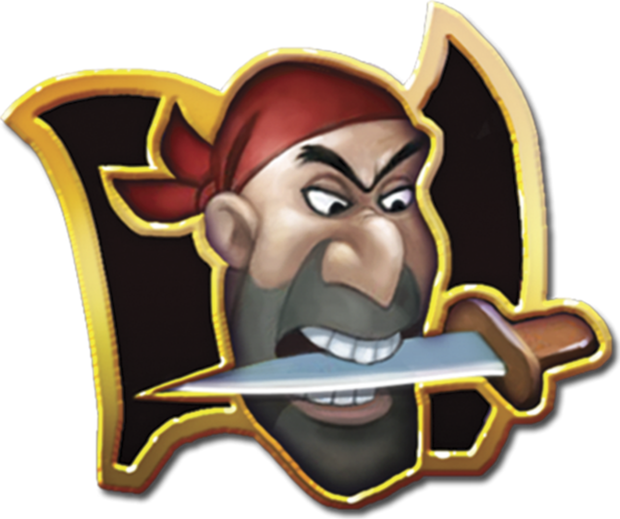


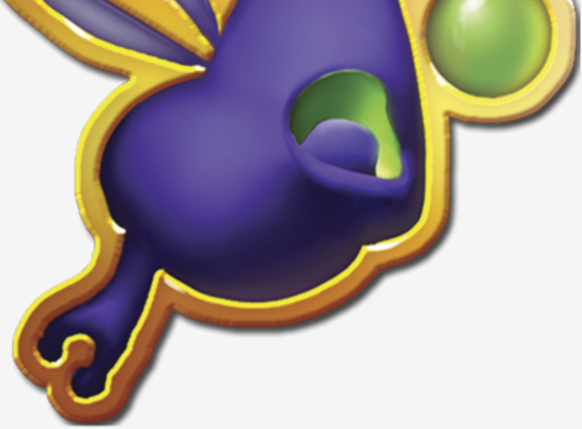
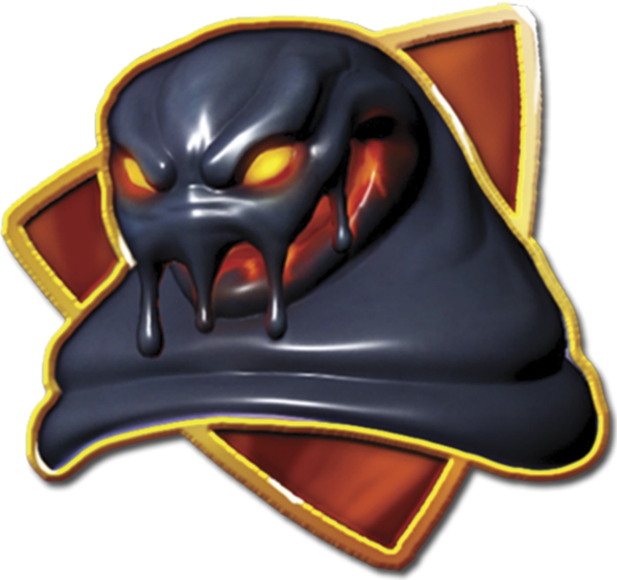
Don’t Know
My Own
Strength

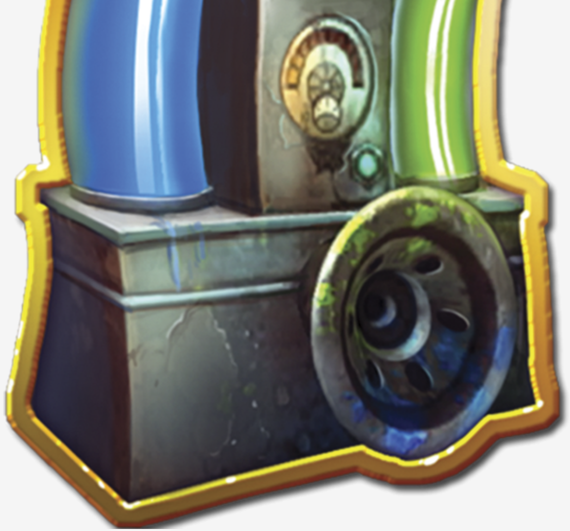
SPIRIT OF PIONEERING

Abilities Granted: Mickey’s Paint regenerates a little more, and Invisible Ink lasts longer for both Mickey and Oswald.

Pins Required

	Black Bill

	Dropwing
	Spladoosh



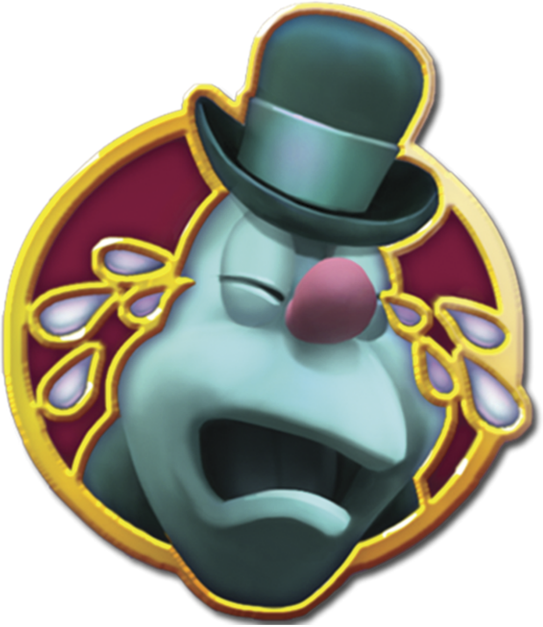
Pirate Friend

SPIRIT OF SELF-RELIANCE

Abilities Granted: Mickey’s Thinner regenerates a little more, and Invisible Ink lasts longer for both Mickey and Oswald.

Pins Required

	I Win
	Lost and Found

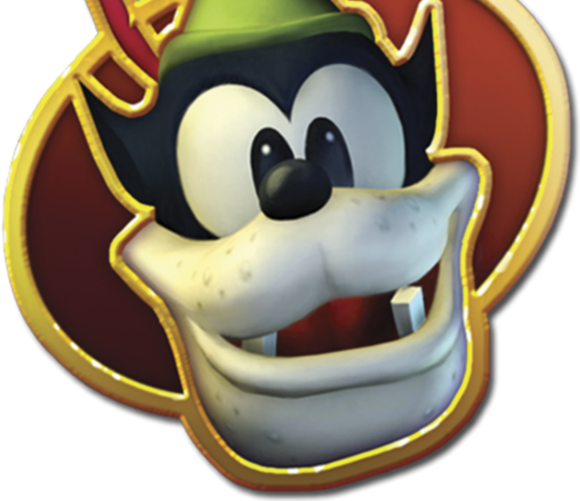
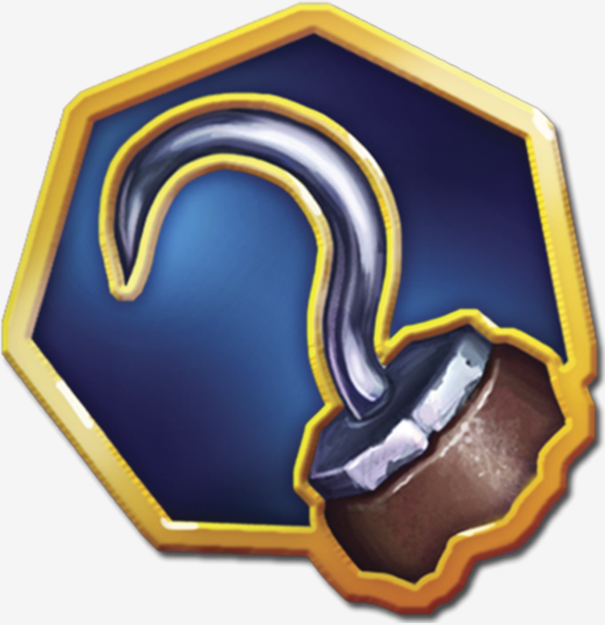


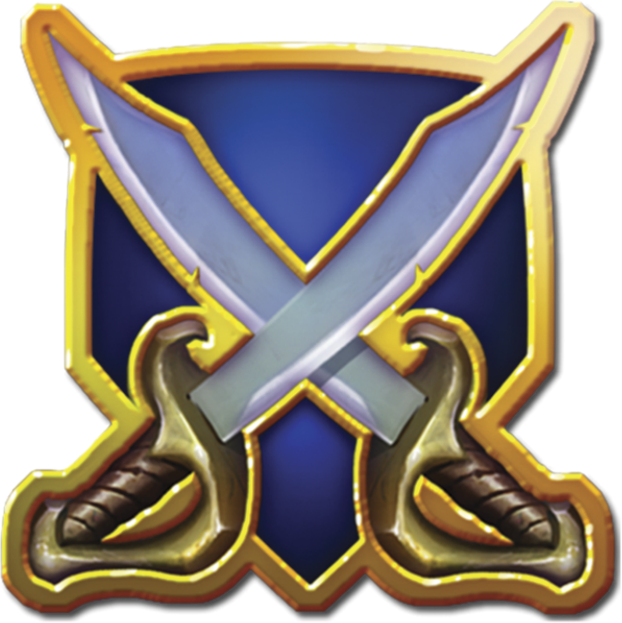
Make Ghosts Lonesome

SPIRIT OF ADVENTURE

Abilities Granted: Oswald's Electricity regenerates a little faster, and both Mickey's and Oswald's health regenerates a little over time.

Pins Required

	Pete Pan
	Captain Hook

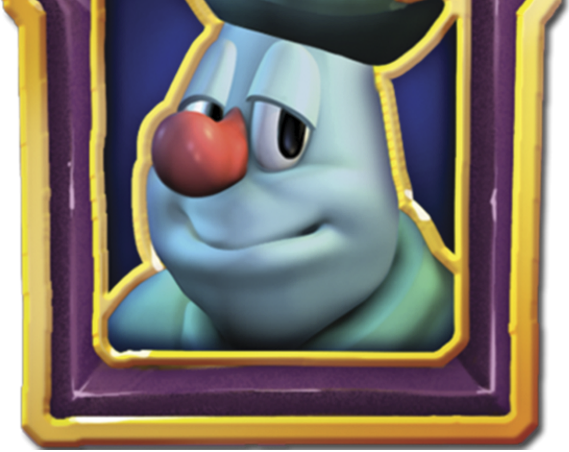
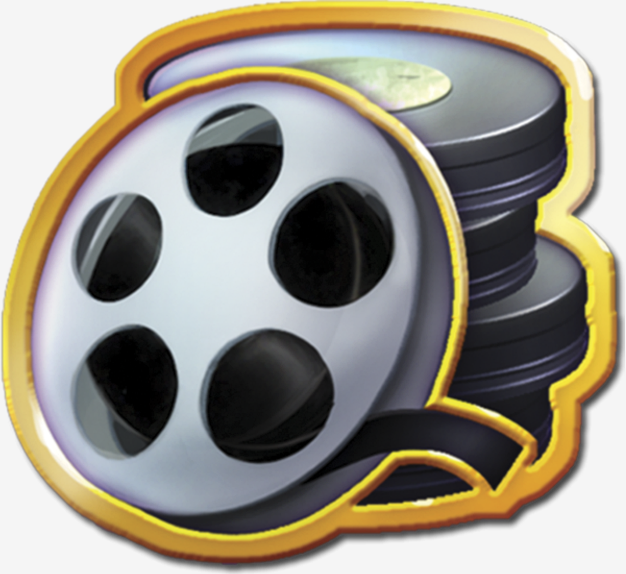


Hook vs.
Pete Pan

SPIRIT OF KNOWLEDGE

Abilities Granted: Mickey can attract an additional guardian, and Oswald can lock onto an additional target with his Boomarmerang.

Pins Required

	Art Appreciator
	Cartoon Buff

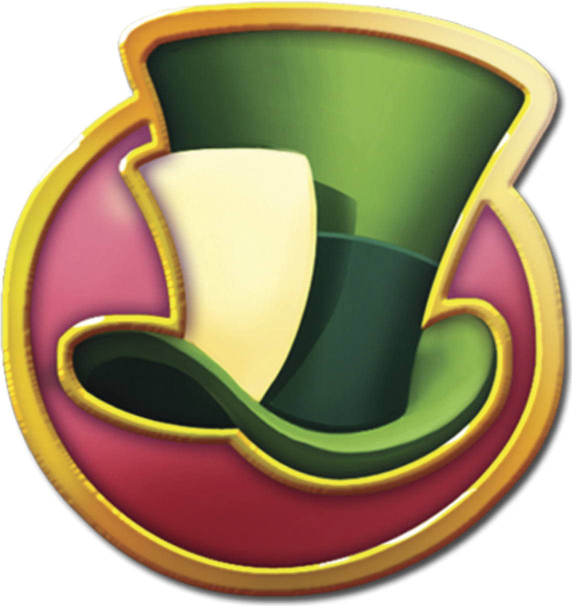
Mystery Solved

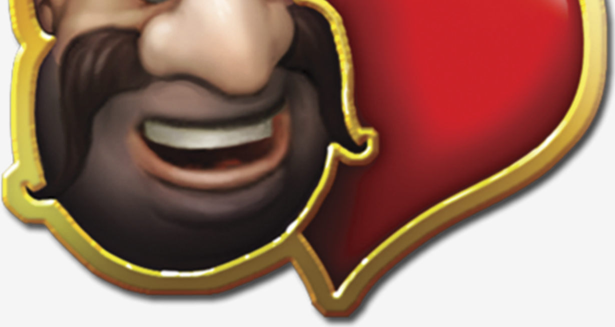
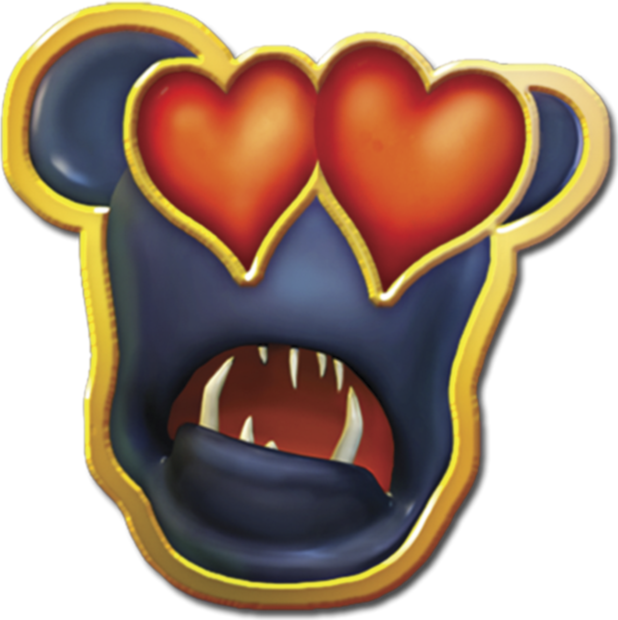
Well Read

SPIRIT OF COMPASSION

Abilities Granted: Mickey’s Paint regenerates a little more and a little faster.

Pins Required

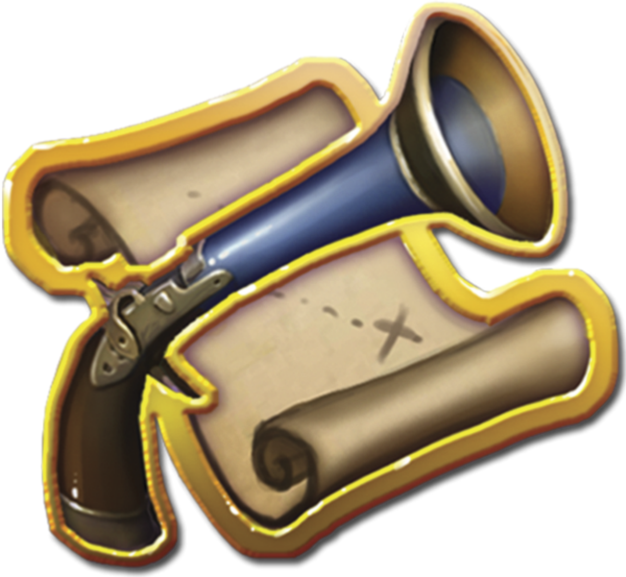
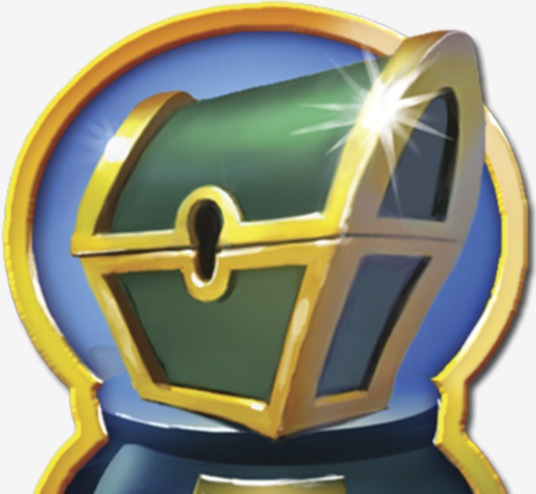
	Hat Pin

	Love Conquers All
	Spatter Whisperer

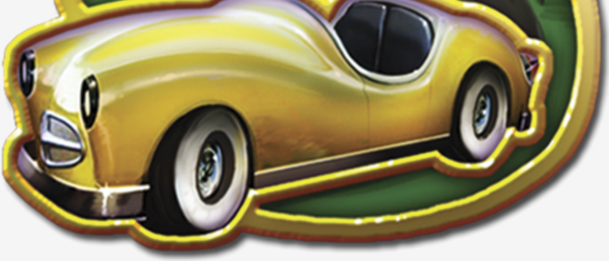
SPIRIT OF INDEPENDENCE

Abilities Granted: Mickey’s Thinner regenerates a little more and a little faster.

Pins Required

	Careful Planning
	Gremlin Ballista

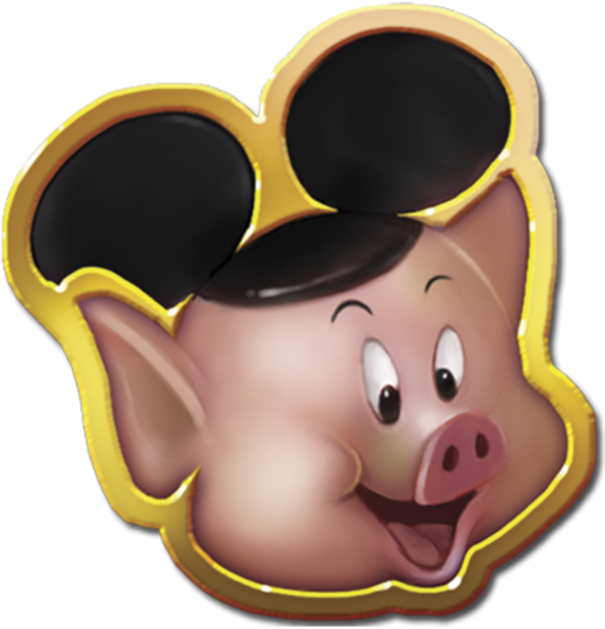
	Never Too Thinned
	Road Rally



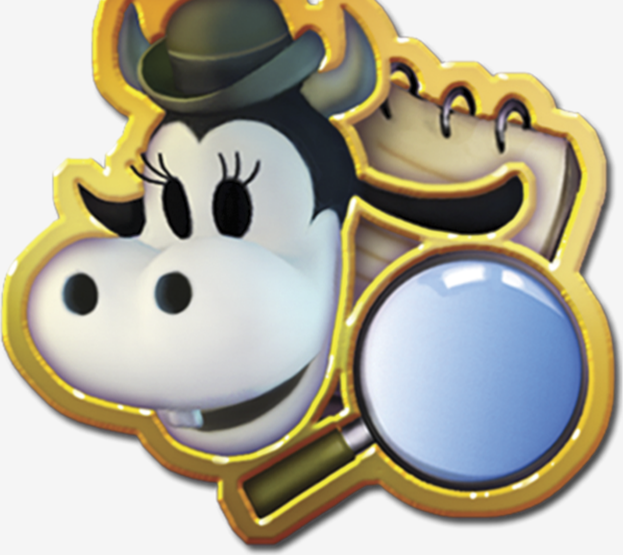
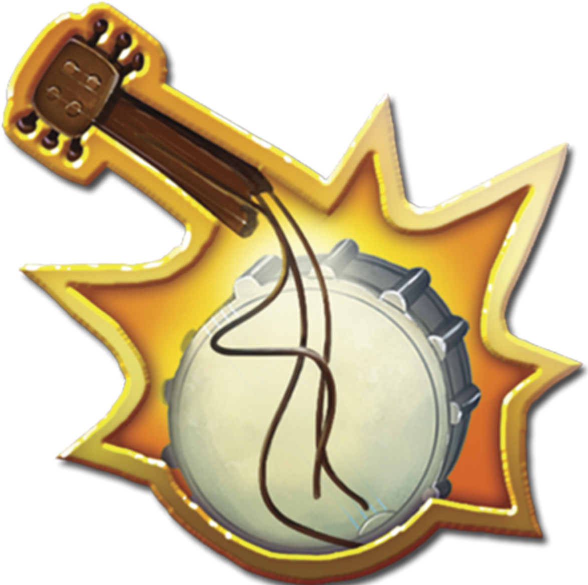
SPIRIT OF FREEDOM

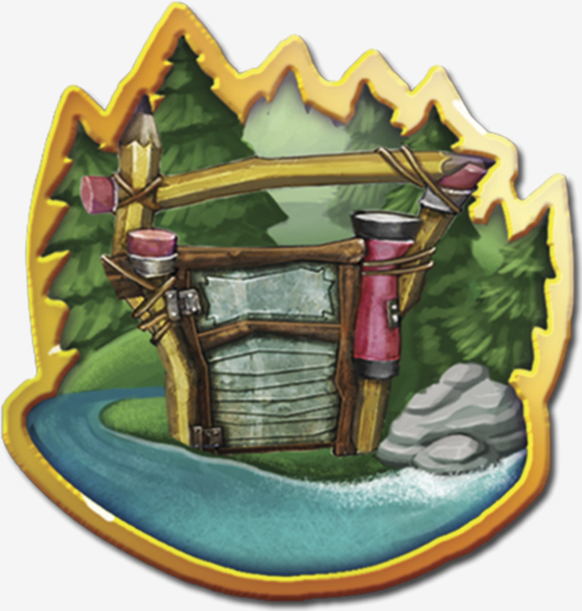
Abilities Granted: Oswald's Electricity regenerates a little more, and Indelible Ink lasts longer for both Mickey and Oswald.

Pins Required



All Ears

	Beautiful Friendship
	Music to My Ears

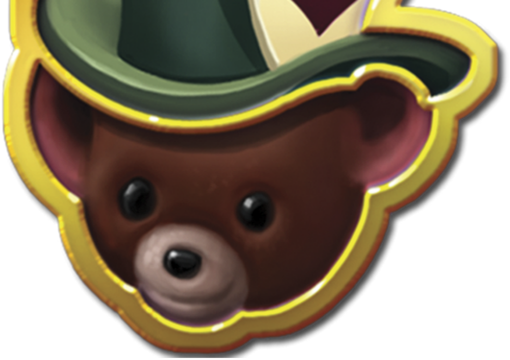
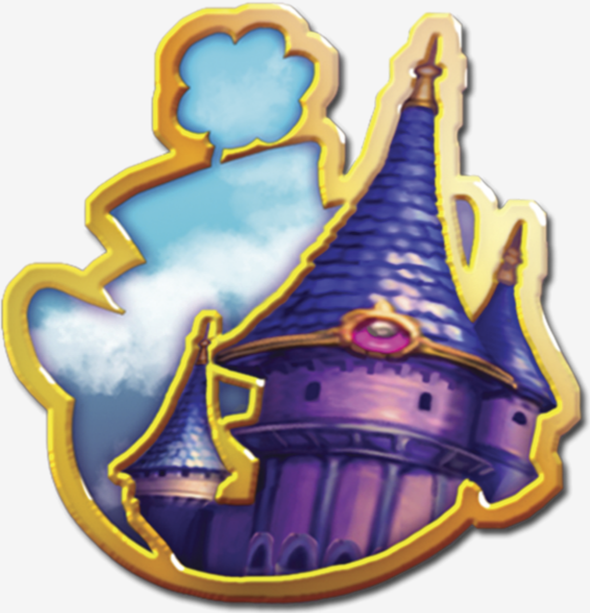


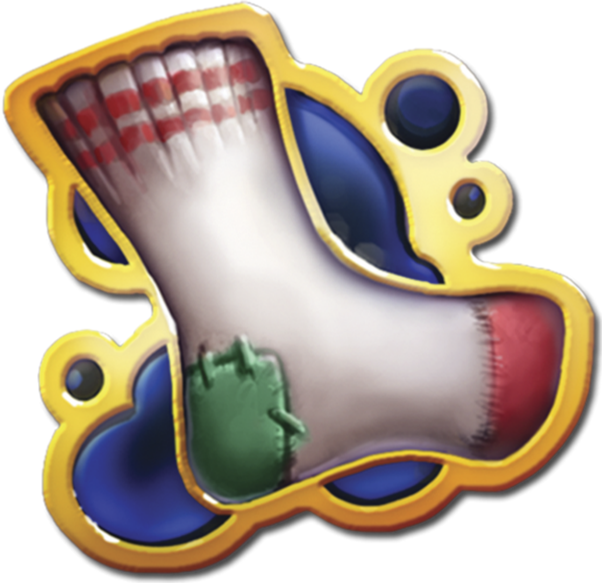
The Adventurous Life

SPIRIT OF DISCOVERY

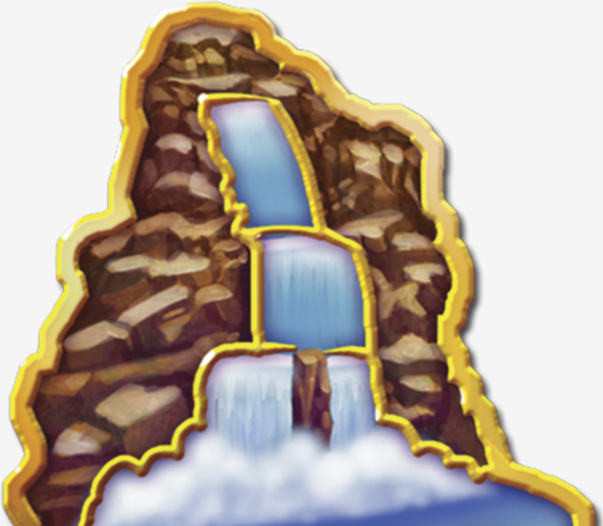
Abilities Granted: Oswald can lock onto an additional target with his Boomarmerang, and Invisible Ink lasts longer for both Mickey and Oswald.

Pins Required

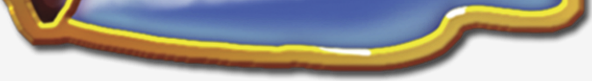
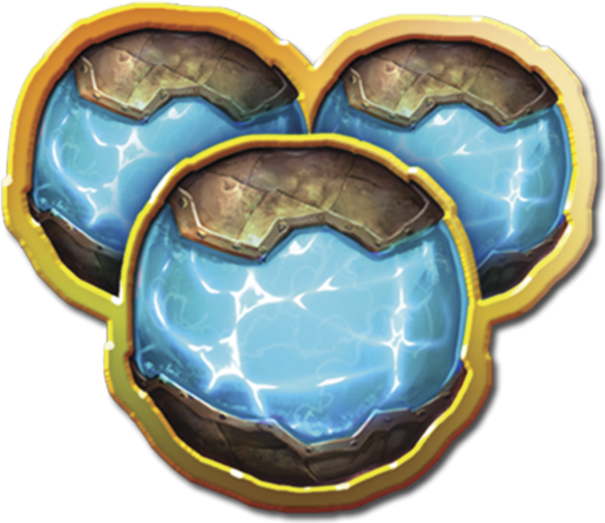
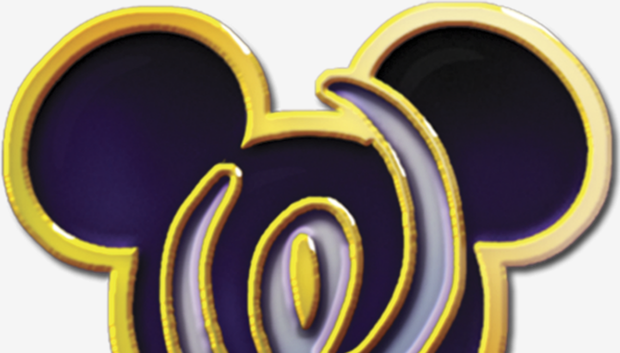
	Threadbare
	My Other House is a Castle



Blotling Booty



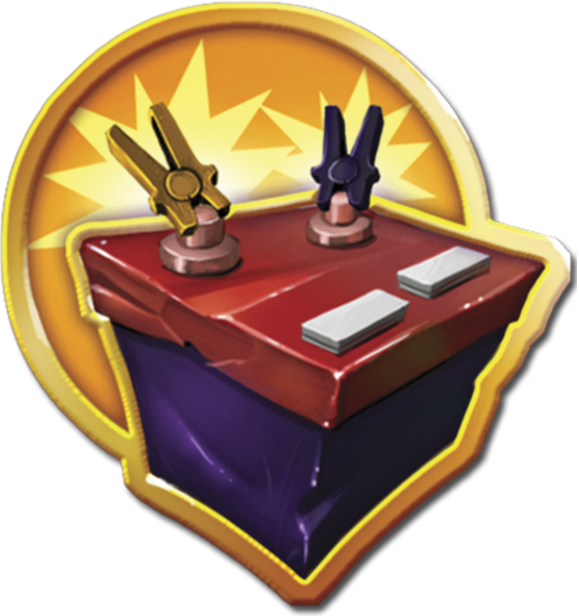
Cascade Peak

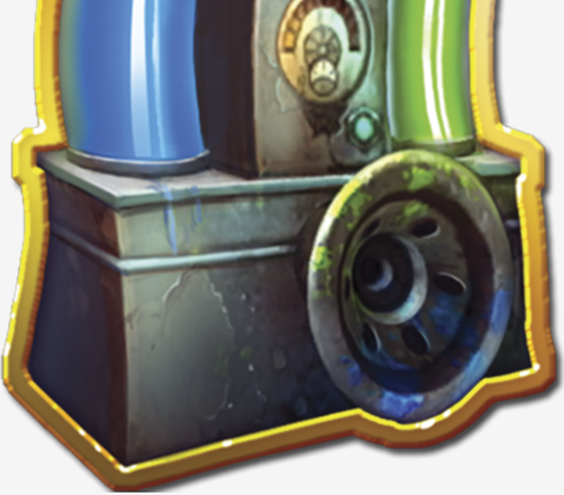
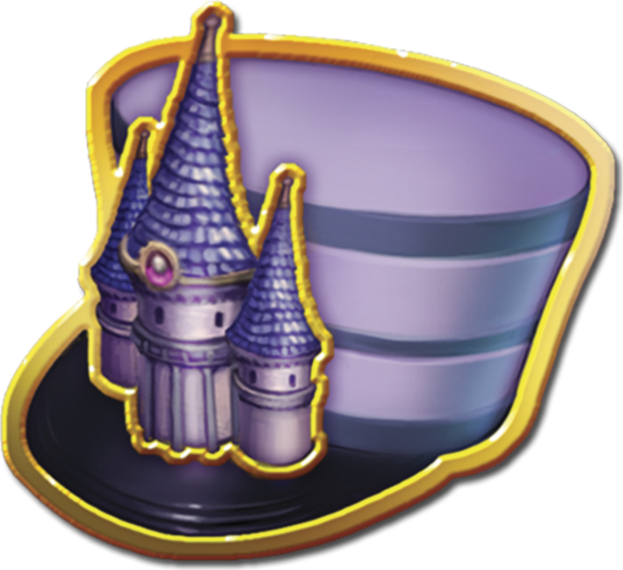
	
	When Elephants Fly
	Meet Your Maker

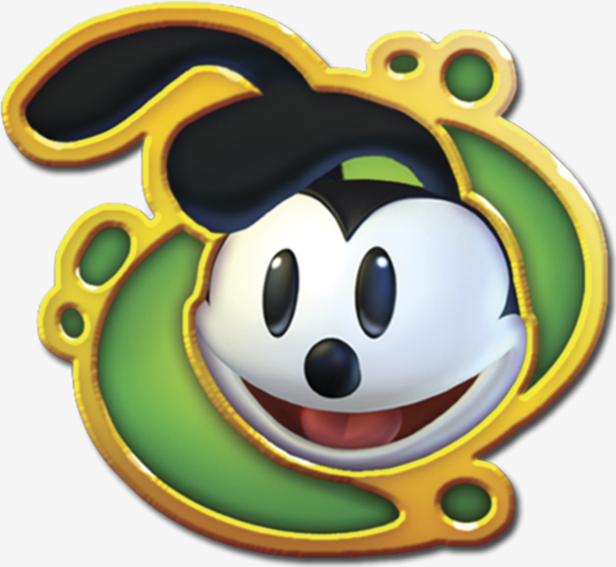
SPIRIT OF INNOVATION

Abilities Granted: Oswald’s Electricity regenerates a little faster, and both Mickey and Oswald’s health regenerates a little over time.

Pins Required

	Jumpstart

	Pirate Friend
	All Aboard Wasteland Conductor



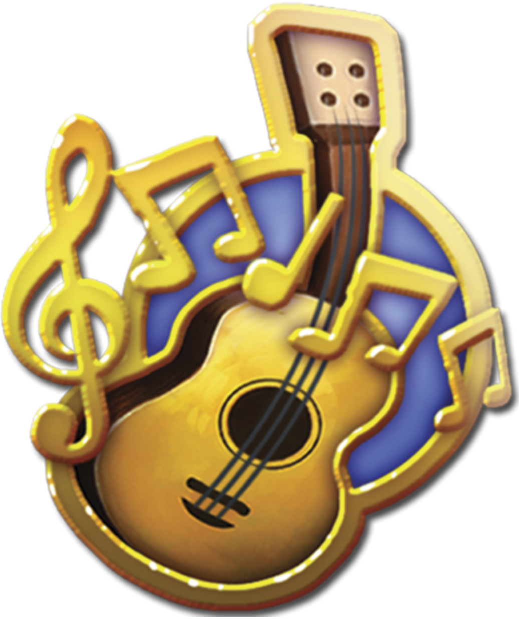
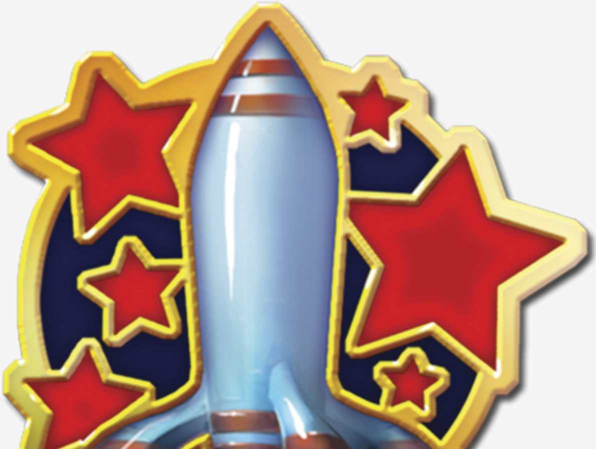
Good Head on His Shoulders

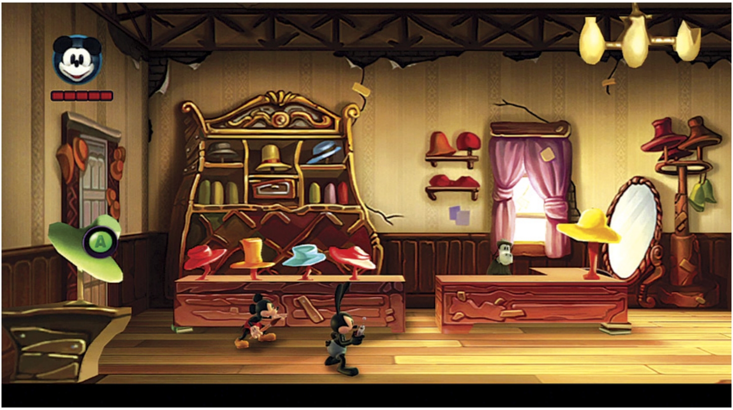
SPIRIT OF TOMORROW

Abilities Granted: Mickey can attract an additional guardian, and Oswald’s Electricity regenerates a little more.

Pins Required

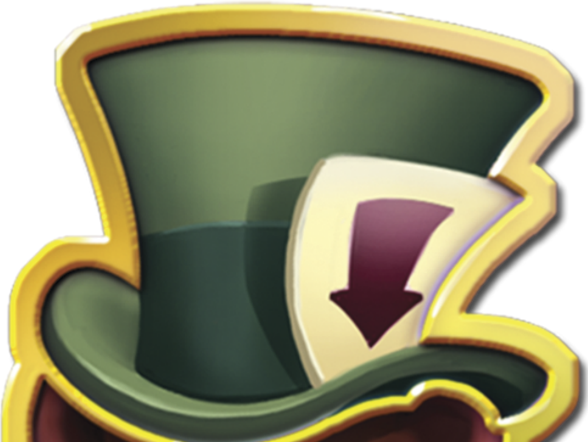
	20,000 Leagues Under the Thinner
	Exorcised

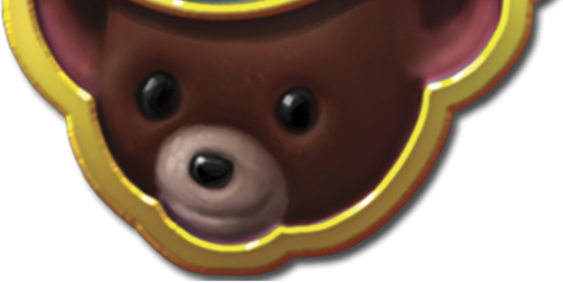
	Silly Symphony
	Tomorrow City



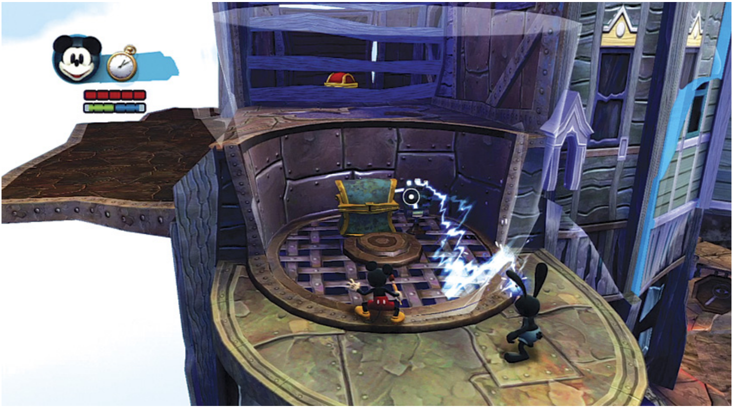
Enter the Mad Hatter shop and talk to the Haberdasher. He's a bit mad, but he does manage to tell you that the fuse box needs repairing or the shop can't run. You'll want to fix it so you can keep the costume shop open for business.

Threadbare Pin



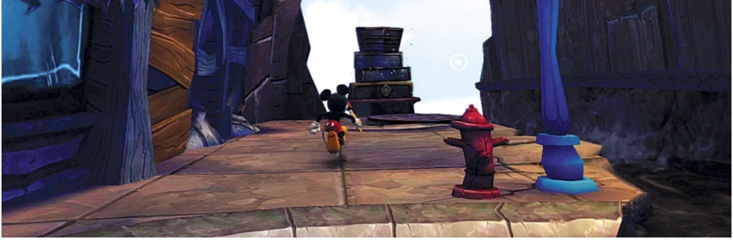


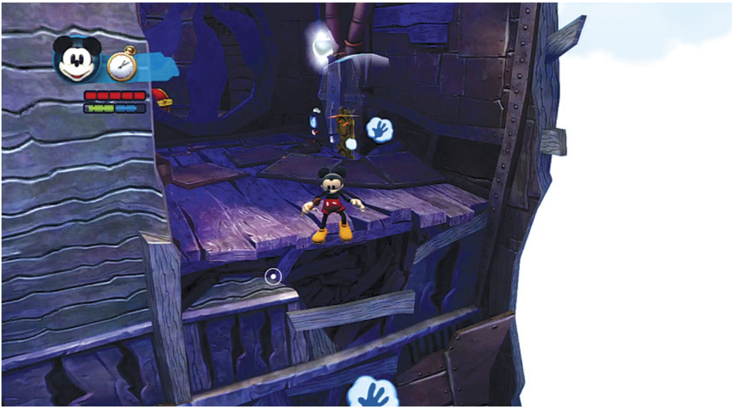
Look for the Threadbare Pin hidden inside the Mad Hatter's giant hat. Jump up on the roof above the Mad Hatter's door and thin the hat. You'll reveal a blue chest, which Oswald must zap open for the pin.



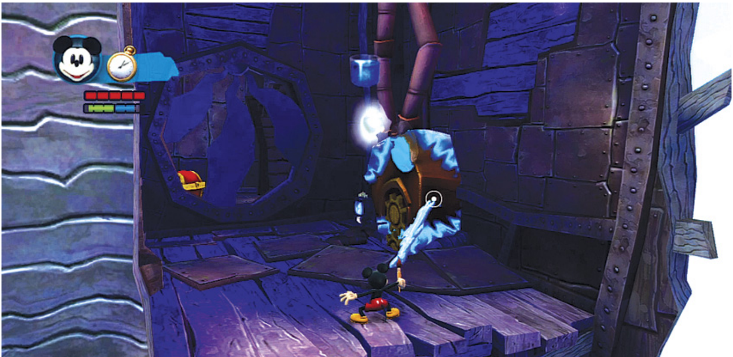
Exit the Mad Hatter shop and jump up on the roof above the door. Thin the large top hat to discover a blue chest within. Once Oswald zaps the control panel, you gain the Threadbare Pin.

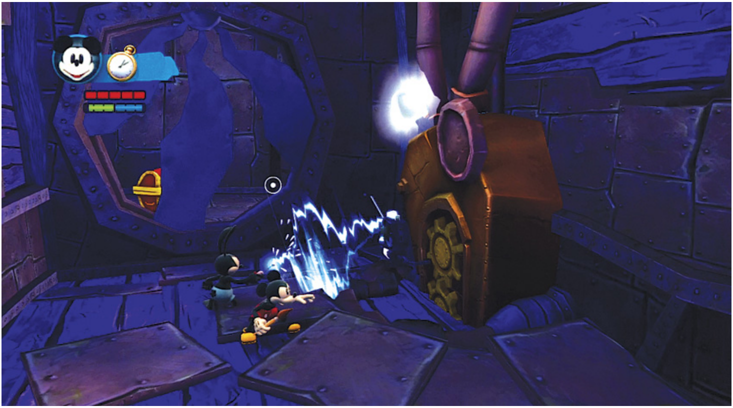
To complete the Thinner path above the Haberdasher's shop, jump to the ledge left of the Threadbare Pin and thin out the pipe under the air conditioner along the back wall. The air conditioner collapses, leaving a hole you can jump through to gain the red chest in the fan room; however, the Haberdasher will be upset with you and charge double for purchases in his shop.



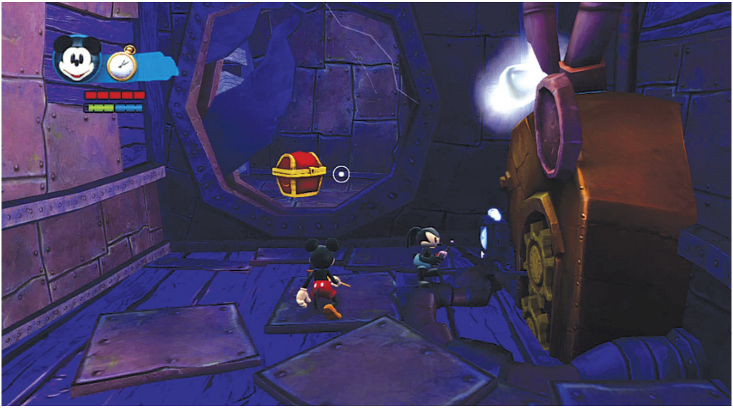


Walk around the building and past the Detective Agency. You'll find Gus near the manhole entrance to the Underground. Leave that for now and grab the stacks of crates behind Gus. Pull the crates until they act as a jumping platform beneath the grate and the wall. Double-jump up on the crates, then double-jump again to reach the building section with the fuse box. Alternatively, Oswald can throw Mickey up toward the higher building section. Mickey must then double-jump in midair over to the fuse-box.



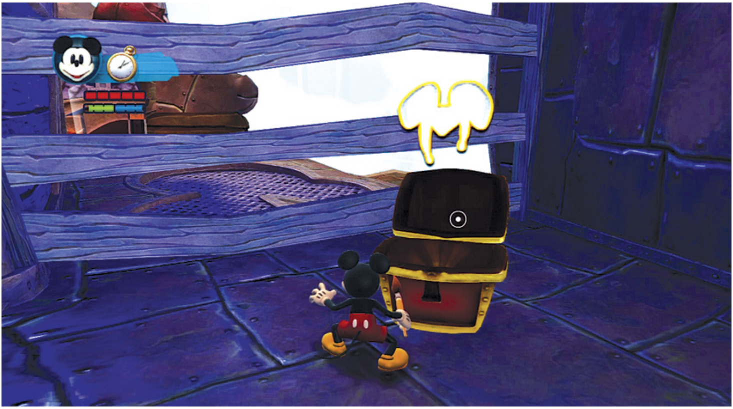


Mickey should paint in the fuse box, and Oswald should charge the control panel with Electricity. This starts up the fan and gives power back to the Haberdasher's shop.



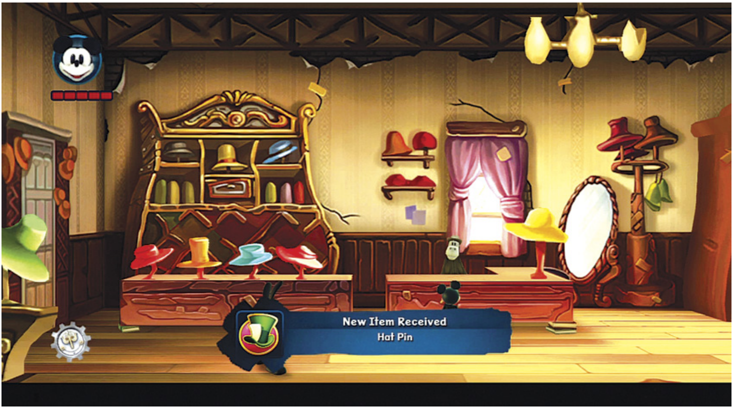
If you want the red chest behind the fan, which contains a Silver Pin, thin out the two fan blades and jump through when you spot the thinned gap.

Silver Pin



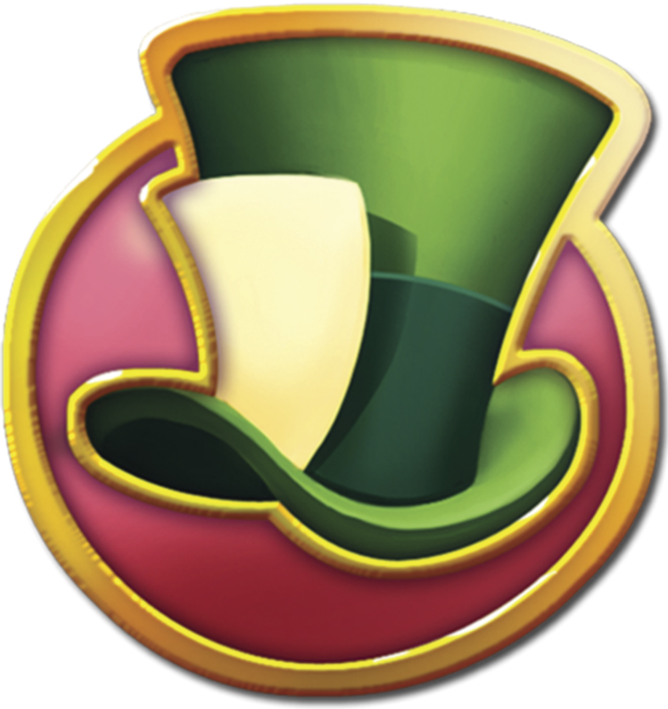
After you fix the Fuse Box, thin out the two fan blades and leap through when the gap appears. Open the red chest for another Silver Pin.

Hat Pin

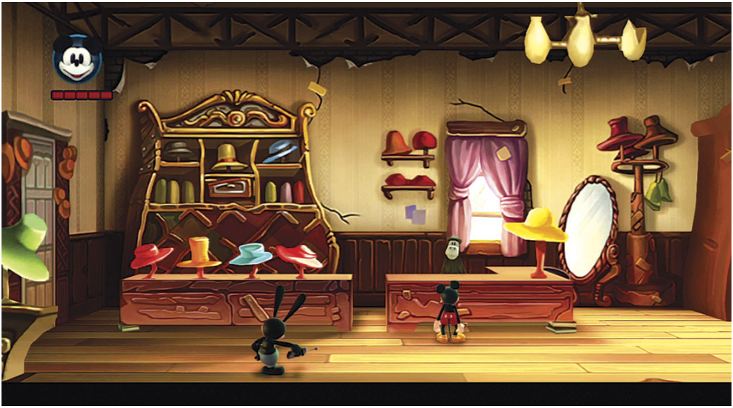


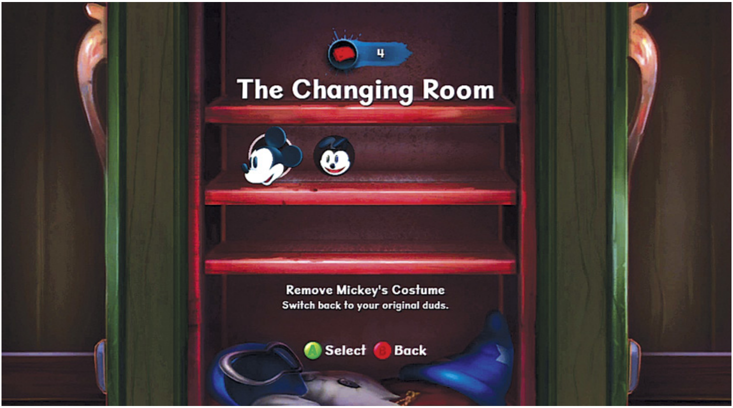
New Item Received

Hat Pin



Once you activate the fuse box atop the building and get the Mad Hatter shop operational again, the Haberdasher gives you the Hat Pin. As an added bonus, you can now shop for costume pieces.



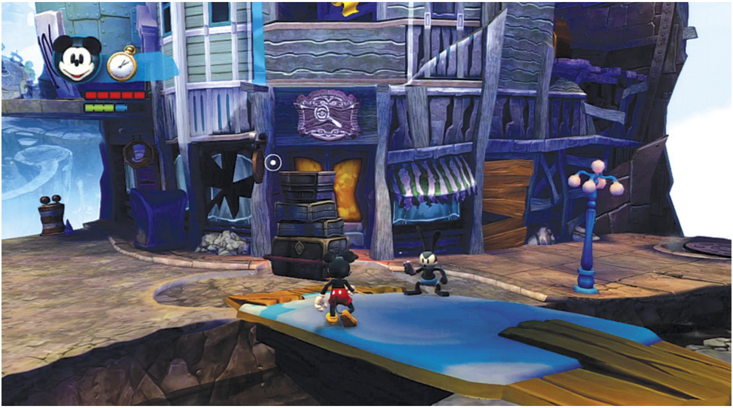


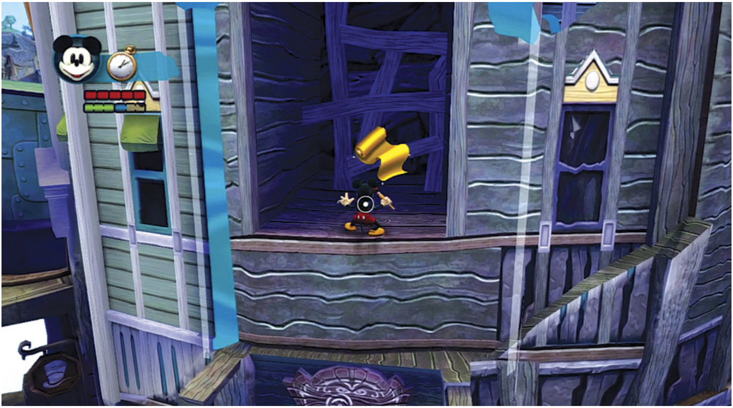
Remove Mickey's Costume
Switch back to your original duds.

Return to the Mad Hatter shop. Now that the power is back on, the Haberdasher rewards you with the Hat Pin, and you can shop for costume pieces. Collect three pieces and then use the Changing Room to change into the costume. These costumes give benefits, but you can only wear one at a time.

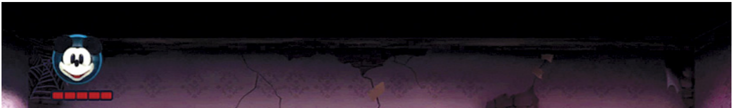
Mad Hatter Shop

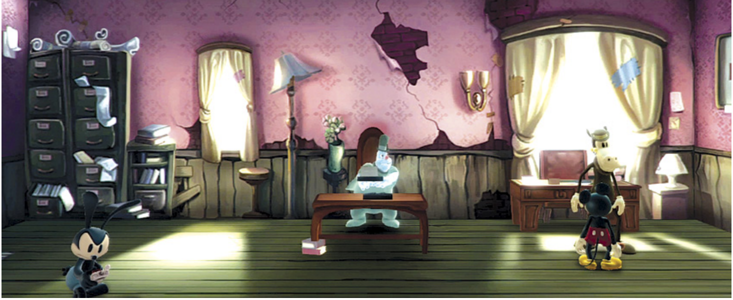
Store Item	Cost (in cloth)
Brave Little Tailor Hat	125
Brave Little Tailor Tunic	125
Brave Little Tailor Shoes	125
Construction Helmet	125
Construction Gloves	125
Construction Shoes	125
Firefighter Helmet	125
Firefighter Badge	125
Firefighter Shoes	125
Football Helmet	125
Football Jersey	125
Football Cleats	125
Steamboat Willie Pants	125
Steamboat Willie Shoes	125
Gremlin Helmet	125
Gremlin Jumpsuit	125
Gremlin Boots	125
Knight Helmet	125
Knight Breastplate	125
Knight Greaves	125
Mad Doctor Moustache	125
Mad Doctor Labcoat	125
Mad Doctor Shoes	125
Track Runner Jacket	125
Track Runner Pants	125
Tron Helmet	125
Tron Top	125
Tron Pants	125
E-tickets (stack of 5)	1



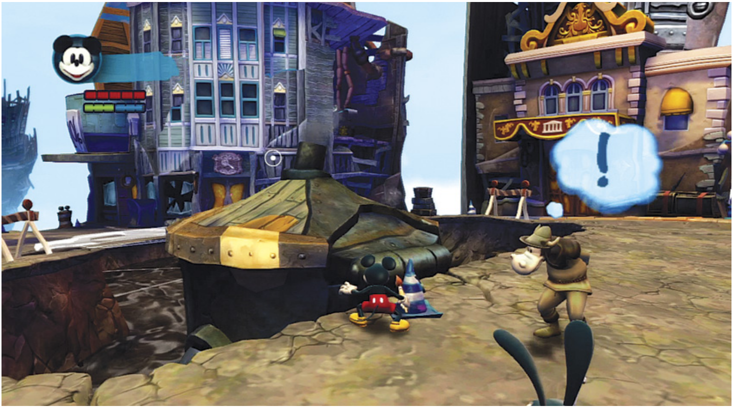


You can gain yet another Golden Cloth above the Detective Agency. Thin out the walls so you have a platform to jump onto. Slide the stack of crates over in front of the Detective Agency door and double-jump up to retrieve another 100 pieces of cloth.

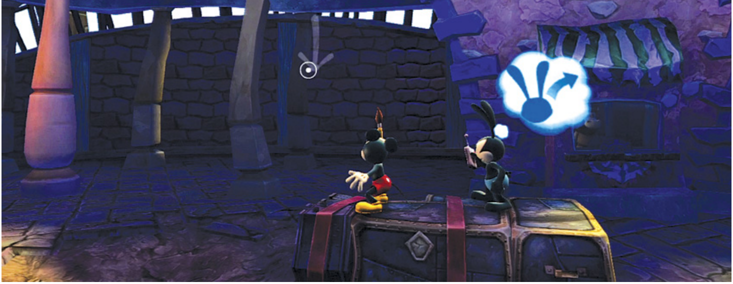


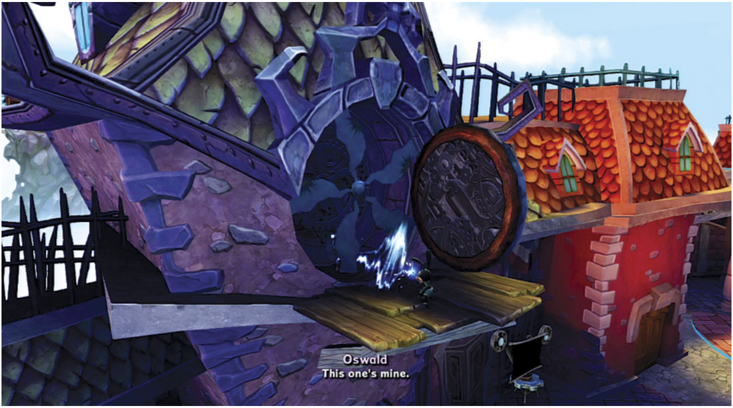


Speak with your old buddy Horace in the Detective Agency. Times are quiet now, but you'll be able to check back with him later for some quests.



The waterway in the center of town is actually a guardian pool. If you use enough Paint or Thinner in town, the water will transform into the corresponding guardian pool for you.

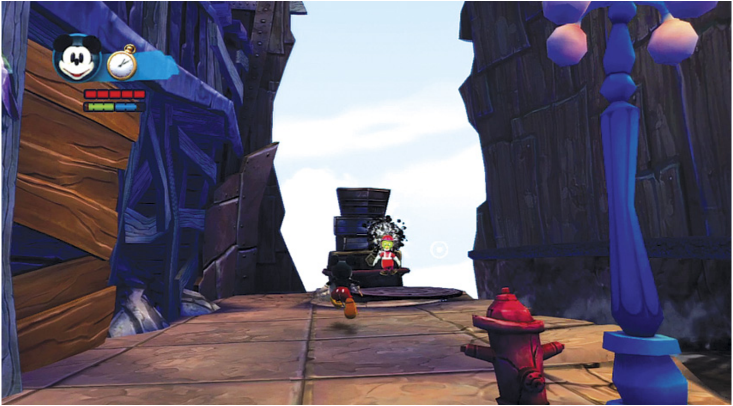




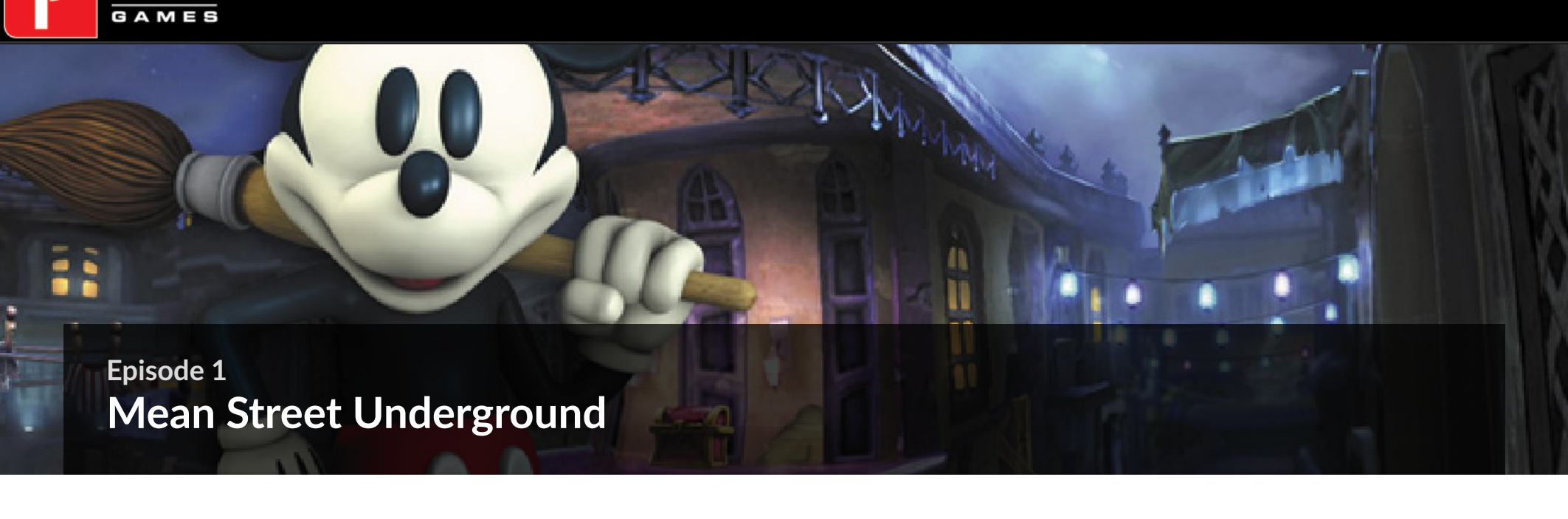
Once you have the Watch Sketch from the Emporium, return to the train station. Point up at the clock tower and activate the Watch sketch to slow down time. Toss Oswald up to the tower, and he'll use his Electricity to start up the clock once again and complete "The Wasteland Limited" objective in Mean Street. Speak with the Train Conductor, who hints that you should also fix the train stations in OsTown, Bog Easy, and Ventureland to complete the quest.

Note

Thin out the wooden boards on the building between Horace's Detective Agency and the underground entrance. A small hidden alcove holds an extra chest.



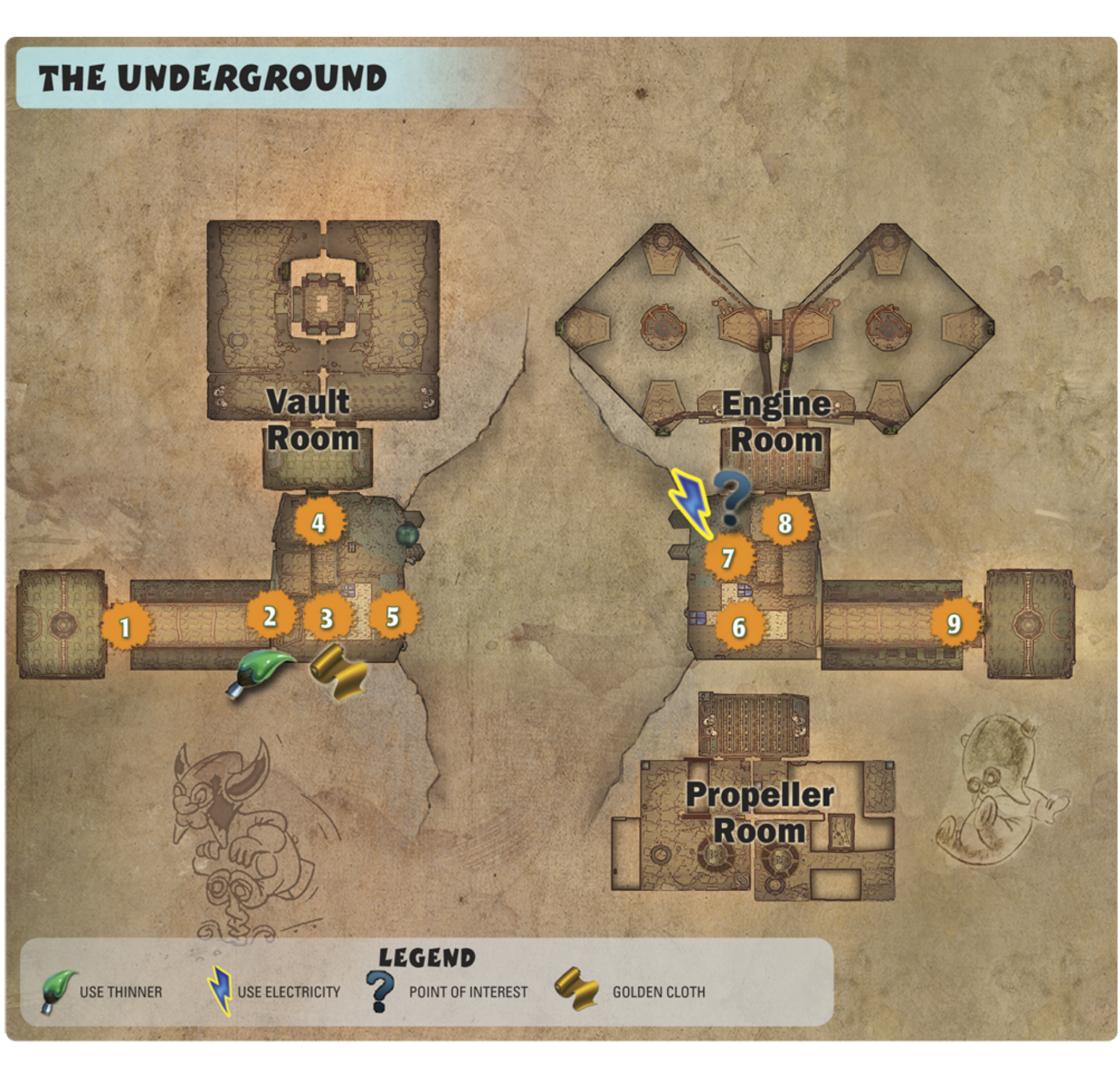
When you are ready to depart Mean Street South, head over to the manhole cover by the Detective Agency and hit the Action Button to enter the Underground. This will take you to the second half of Mean Street.



Episode 1

Mean Street Underground

THE UNDERGROUND



LEVEL OVERVIEW

After visiting Mean Street South and discovering that Mean Street has been split in half by the quakes ravaging Wasteland, you need to reach the north side. Gus leads you to the Underground, which connects Mean Street South and Mean Street North. It's not as easy as walking through a sewer pipe; you must battle two enemies and figure out how to cross the large Thinner pool dividing the Underground.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- Golden Cloth

Enemies

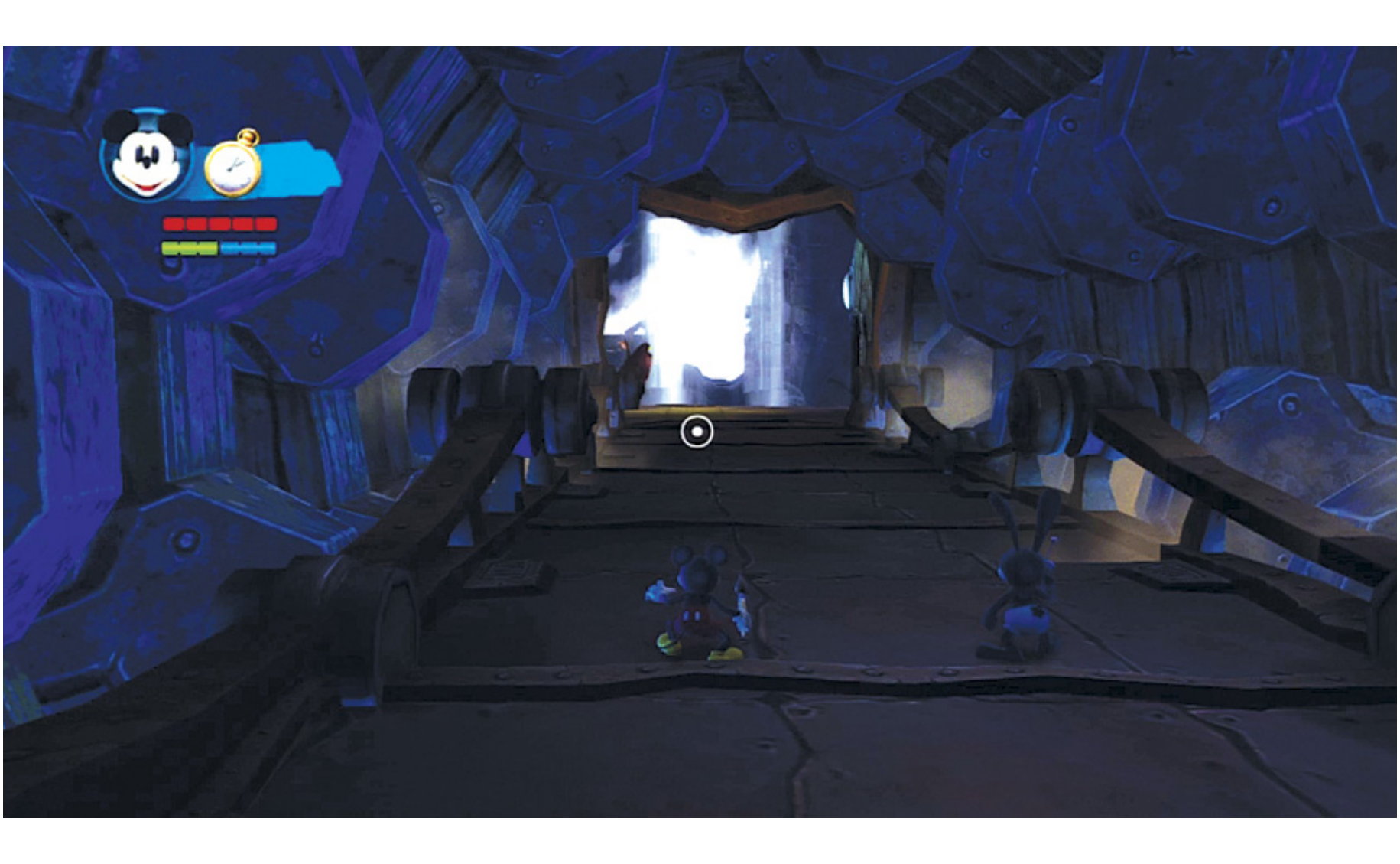
- Blotworx Blocker
- Dropwing

Quests

- Operation Gremlin Drop

Things to Do

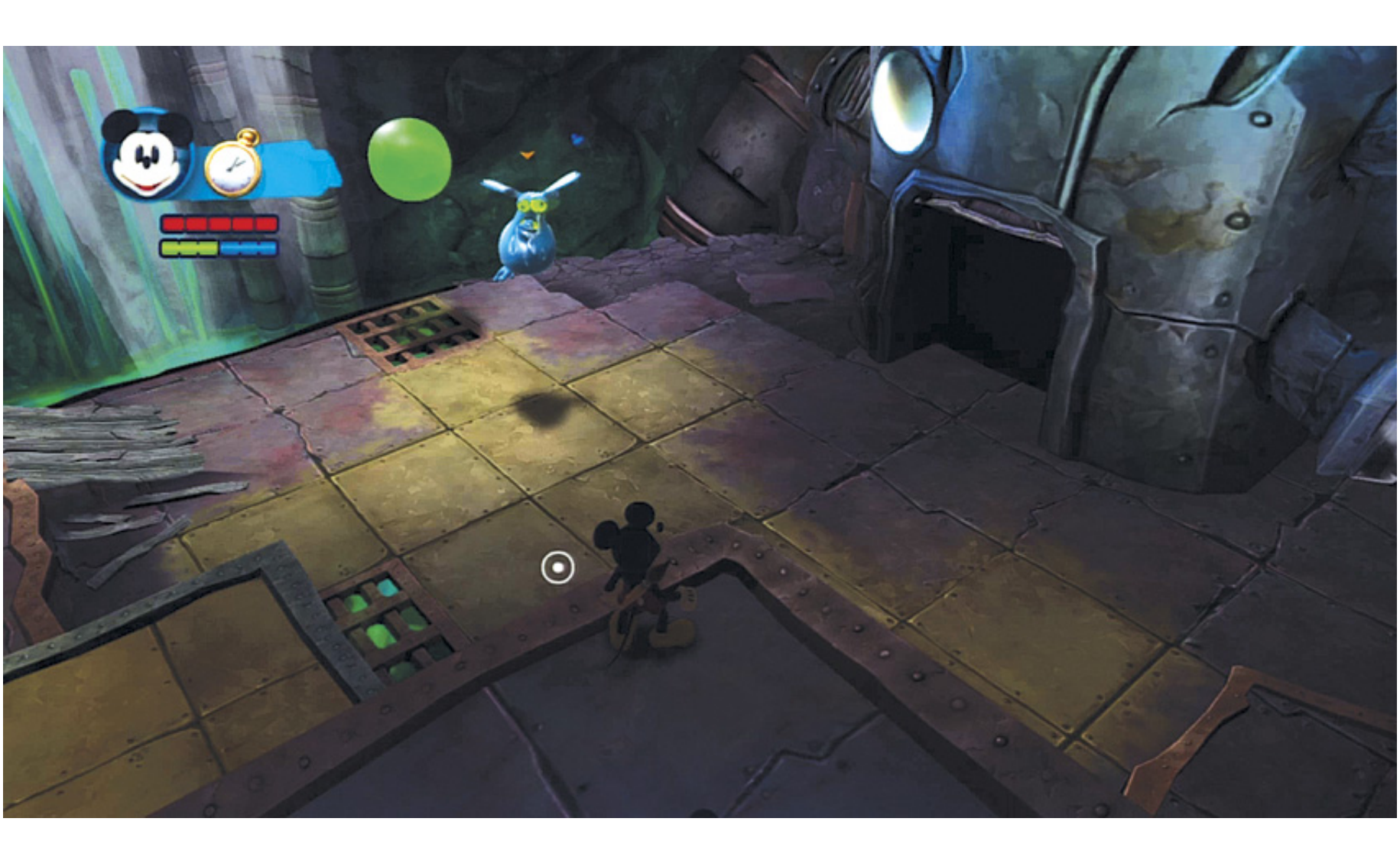
- Defeat the first enemy
- Uncover the hidden Golden Cloth
- Retrieve all resources in the area
- Glide across the Thinner pool
- Defeat the second enemy
- Free the Purple Gremlin and activate the balloon
- Gain "Operation Gremlin Drop" optional quest
- Exit to Mean Street North



The sewer grate in Mean Street South grants you access to the Mean Street Underground. Although it's a short distance to Mean Street North through the Underground, you have to defeat foes and glide over a large Thinner pool to navigate it successfully.

Outside the access tunnel you encounter a Dropwing. The Dropwing can spit Thinner bubbles at you. If it gets in range, it will pick you up and try to drop you into the Thinner pool ahead. Douse it with a steady stream of either Paint or Thinner to transform it into your ally or into a Thinner puddle.

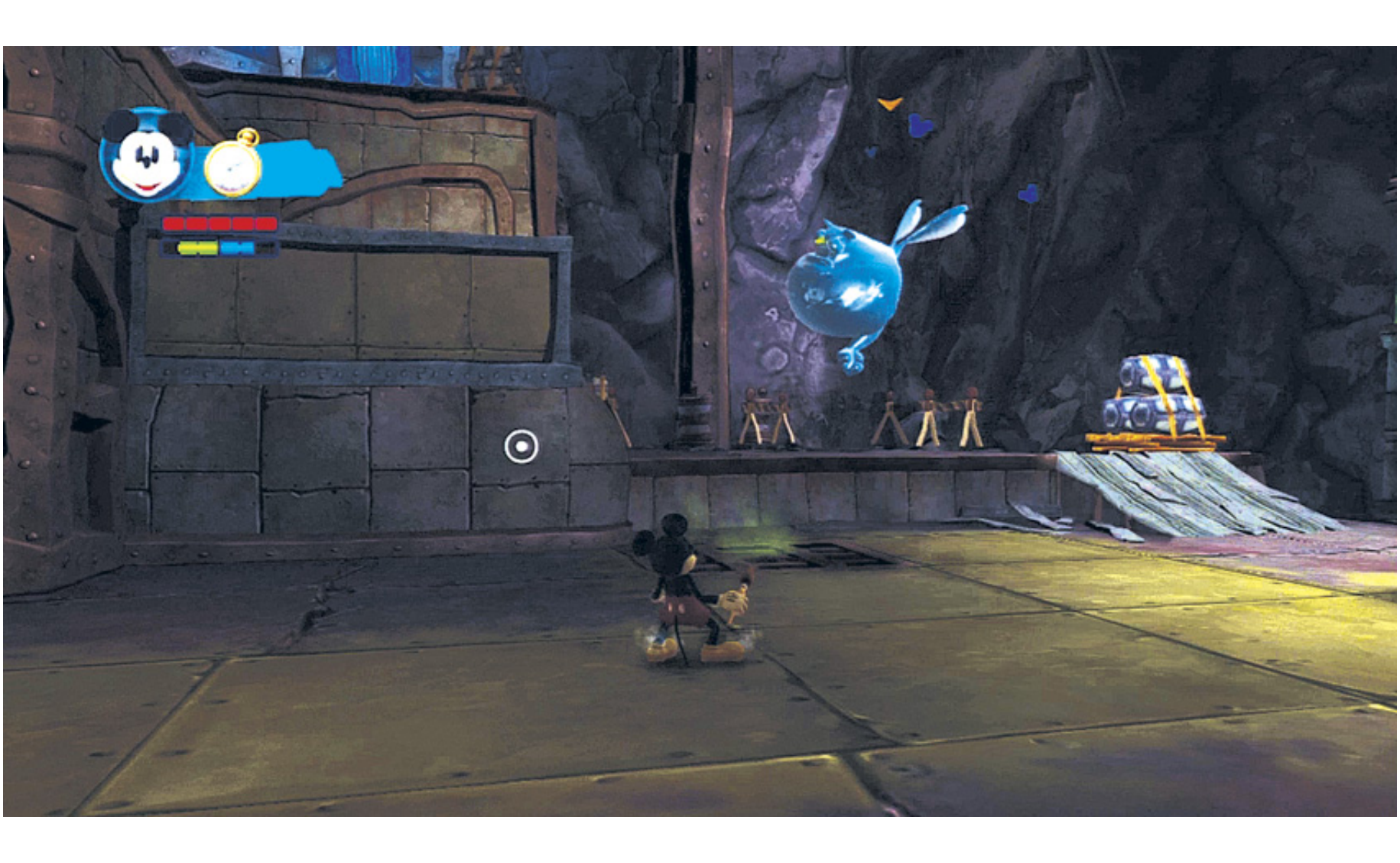
Dropwing



These fat, flying Blotlings like to spit out balls of Thinner that float around until they connect with toon. Dropwings won't hesitate to grab you with their long claws if they get close enough. There are always Thinner pools around Dropwings; if they grab you, they will fly over to the nearest Thinner pool and drop you in.

If you choose to befriend these floating foes they'll spit out paint balls which will help you if you're committed to the Paint path.

Once you've dealt with the Dropwing, turn to the machinery on the south side. You'll see a large steel door clamped shut and steam pipes to the right of it. Thin the steam pipes to open the door. Inside you'll discover a Golden Cloth and a resource chest.



Search the area for more resources. Don't forget to smash all the construction equipment and jump atop the platforms to get another resource chest.

Now you need to cross the Thinner pool to reach the far side. Stand on the edge and throw Oswald up in the air. Mickey should jump up and grab Oswald's feet. Oswald and Mickey can now glide across the Thinner pool.

You won't make it across by gliding in a straight line. As with all gliding attempts, you will gradually lose altitude and eventually land in the Thinner. Instead, look for the updrafts (the white pockets of steam) and glide toward them. If you travel from one updraft to the next, Oswald will float higher and make it across the large Thinner pool.

A Blotworx Blocker guards the far side when you land. It's similar in nature to the first Blotworx that you fought back in Dark Beauty Castle, except this one generates a force shield when you attack.

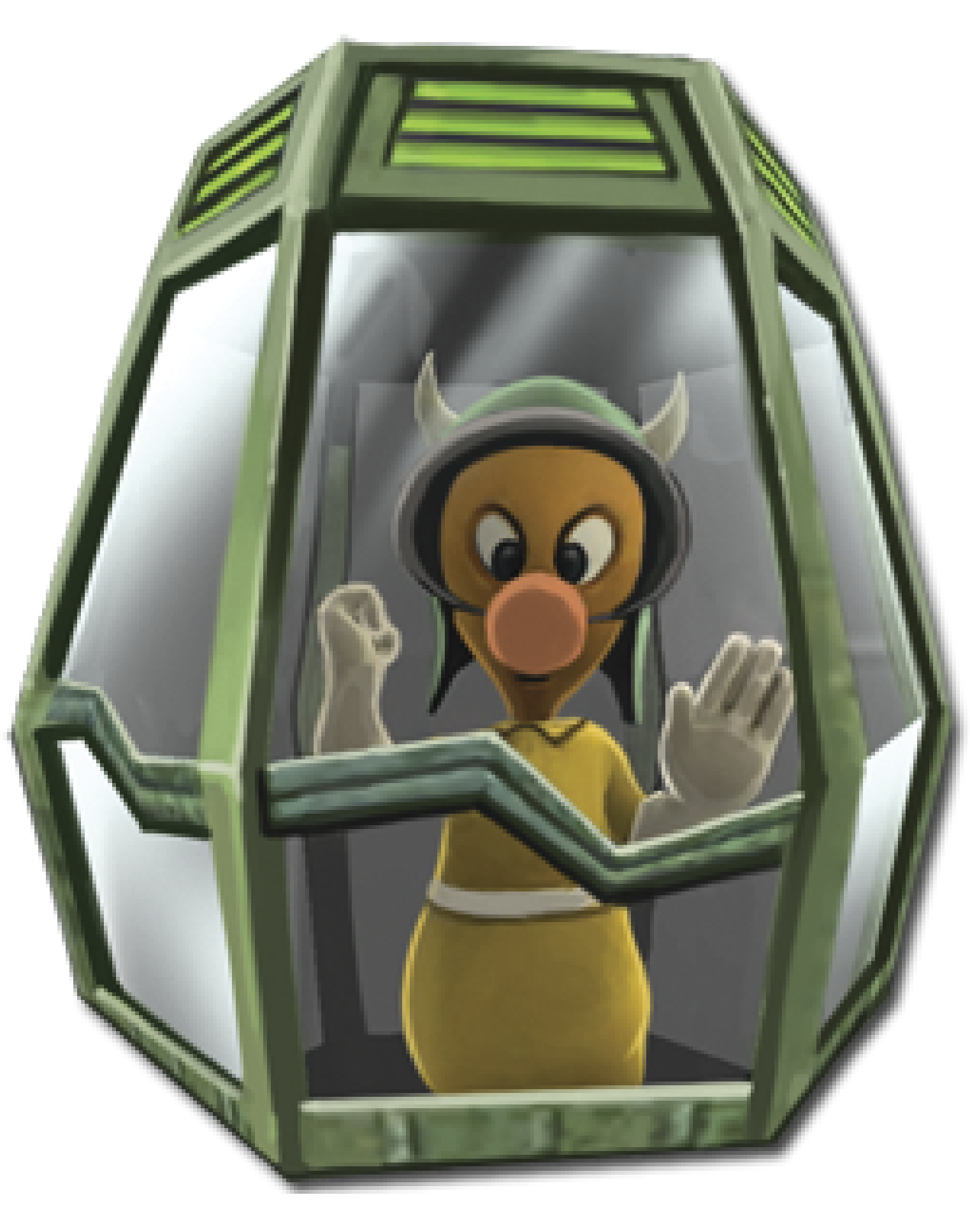
Mickey
Hey, knock it off!

Mickey can't simply jump on its head to press the release button; Oswald must shock the Blotworx with Electricity to stun it so that it cannot raise its shield.

Then Mickey can jump on the release button and open the command capsule. Once opened, paint the Blotling inside to make it your friend or thin the Blotling to destroy the Blotworx.

OPTIONAL QUEST

OPERATION GREMLIN DROP



You spot a trapped Gremlin on the underground's far side. This triggers the "Operation Gremlin Drop" optional quest. Free the Purple Gremlin as your first objective in the quest, then look for other trapped Gremlins around Wasteland and free them all to complete the quest.

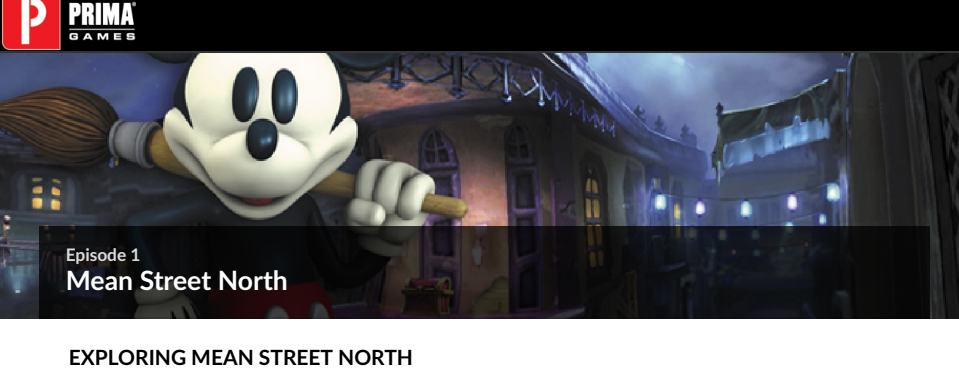
Oswald
Yeah, I know how to do this.

After you defeat the Blotworx, head over to the trapped Gremlin in the north. A force shield surrounds the Gremlin, too. Oswald must shoot the Access Port on top of the cage in order to drop the shield, and then Mickey must perform a Spin Attack to break it open and bust the Gremlin out of its cage.

The Purple Gremlin thanks you for freeing him and explains that he got himself caught in the cage by accident. Now that he's free, the Purple Gremlin activates the balloon, which rises up through a gap in the cavern roof and settles in its normal spot up on Mean Street. If you need to go back and forth between Mean Street South and North, just speak with the Purple Gremlin once he pops out next to the balloon on the surface. The first ride is free (as a reward for freeing him), but you must pay E-tickets on subsequent rides to cross.

Scour this side for extra resources. Climb up the platform to secure resources from the construction equipment on top.

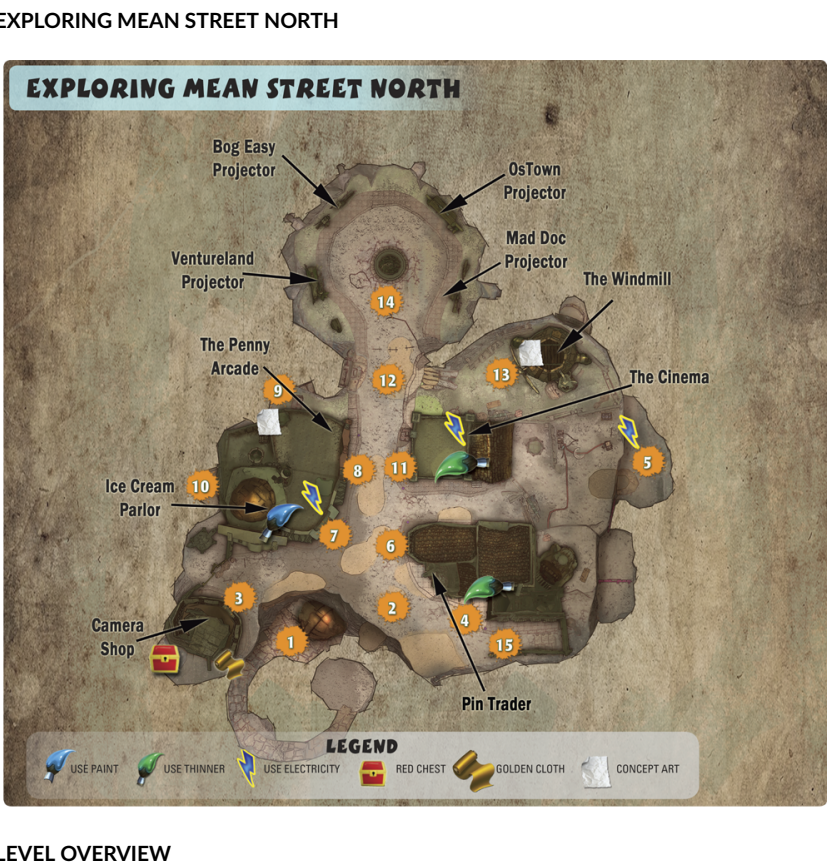
When you're finished in the area, hit the Action Button on the doorway leading out of the Underground. Gus asks you if you want to leave the Underground and head up to Mean Street North through the door. Answer yes to adventure on.



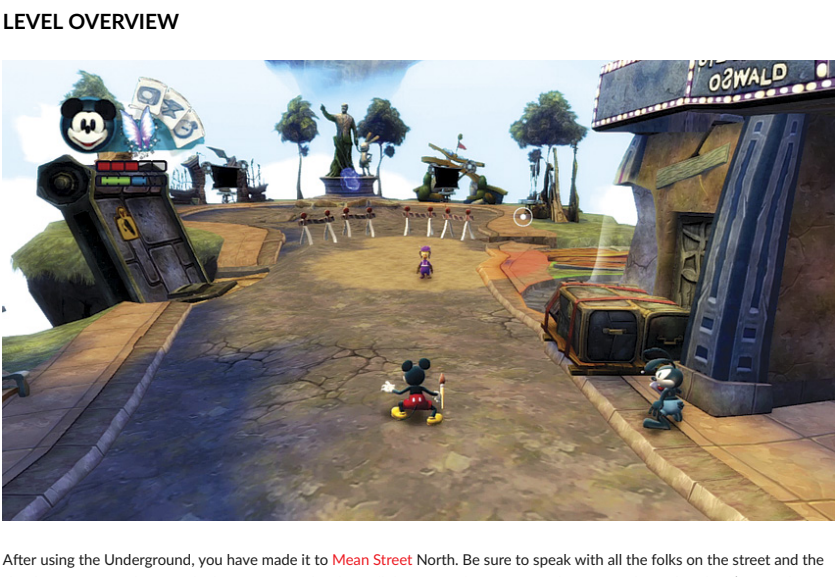
Episode 1

Mean Street North

EXPLORING MEAN STREET NORTH



LEVEL OVERVIEW



After using the Underground, you have made it to Mean Street North. Be sure to speak with all the folks on the street and the shopkeepers to catch up on the latest news and pick up all the optional quests. Gremlin Jamface hints that there's something sinister going on and that you should seek out Prescott in OsTown. If you want to get to the bottom of things and start the projectors working again, you'll have to find a way to the Dahl Engineering Corridors (D.E.C.), which will eventually lead you to OsTown.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- Concept Art 3
- Concept Art 30
- Golden Cloth
- Silver Pin

Enemies

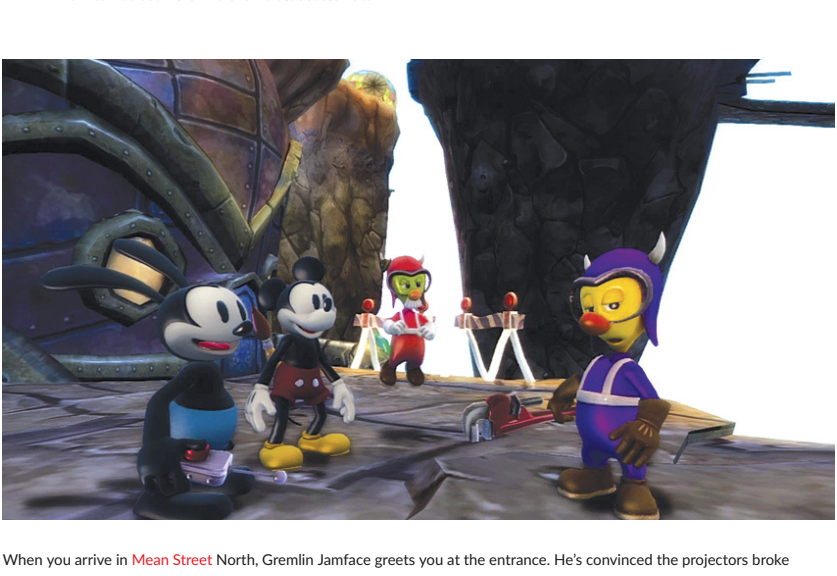
None

Quests

- Creative Threedom
- The Encyclopeadia Wastelandica
- The Other Side of the Screen

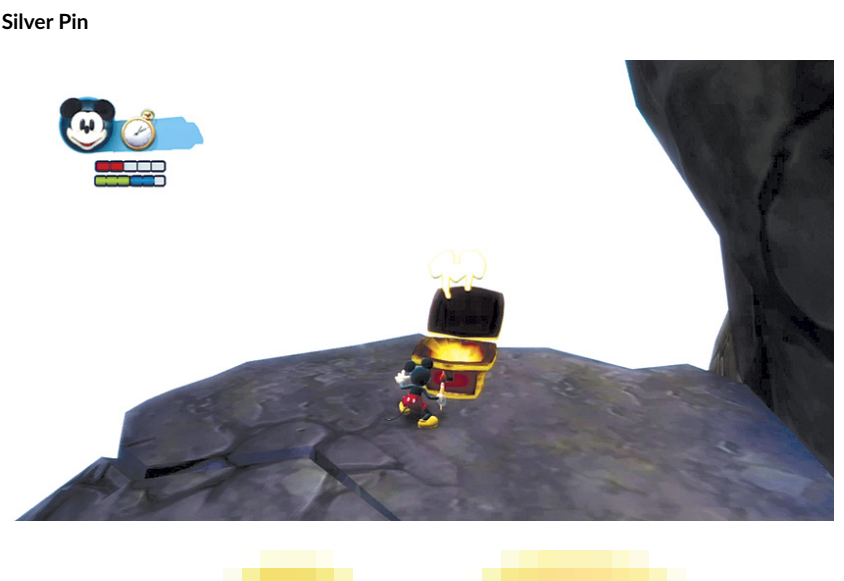
Things to Do

- Speak with Gremlin Jamface at the entrance
- Find the hidden red chest near the entrance
- Visit the Camera Shop
- Grab the Golden Cloth outside the Camera Shop
- Investigate the locked D.E.C. door
- Visit the Pin Trader
- Visit the Ice Cream Shop
- Visit the Penny Arcade
- Pick up the extra content behind the Arcade
- Discover the hidden entrance to the Underground
- Speak with Gremlin Jamface to repair the Windmill
- Use the Windmill to reach the D.E.C. entrance
- Exit Mean Street North via the D.E.C. access hatch

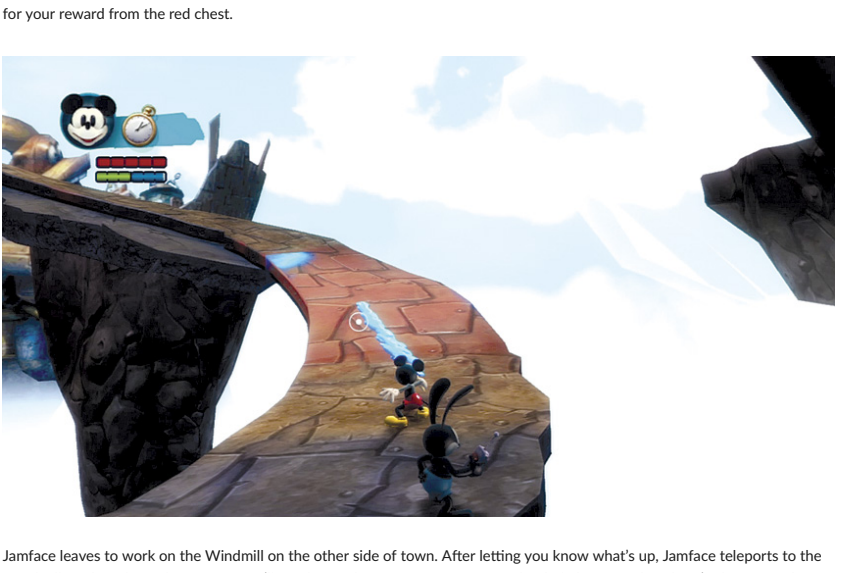


When you arrive in Mean Street North, Gremlin Jamface greets you at the entrance. He's convinced the projectors broke before the quakes and that foul play may be the cause. After you experience Mean Street North, you must find the D.E.C. entrance and take that to OsTown to speak with Prescott about the projectors.

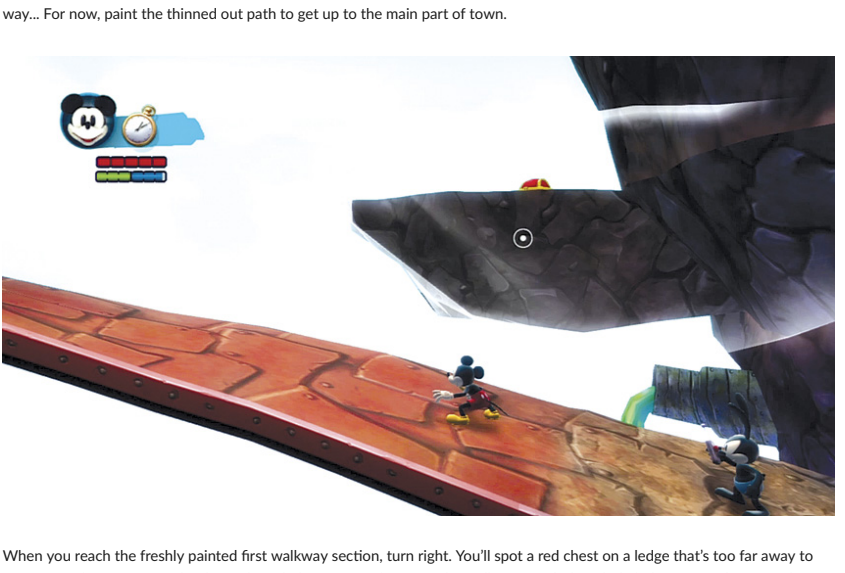
Silver Pin



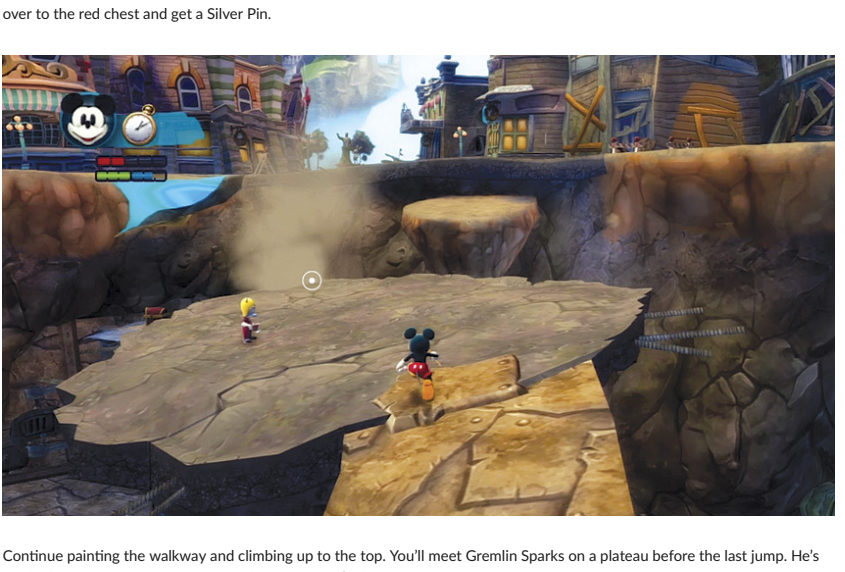
Your first collectible in Mean Street North is a Silver Pin. Paint in the full ledge to the right of the entrance and jump over to it for your reward from the red chest.



Jamface leaves to work on the Windmill on the other side of town. After letting you know what's up, Jamface teleports to the Windmill on the other side of town. You'll need to find 50 pieces of Scrap Metal to help him fix it, but there's always another way... For now, paint the thinned out path to get up to the main part of town.



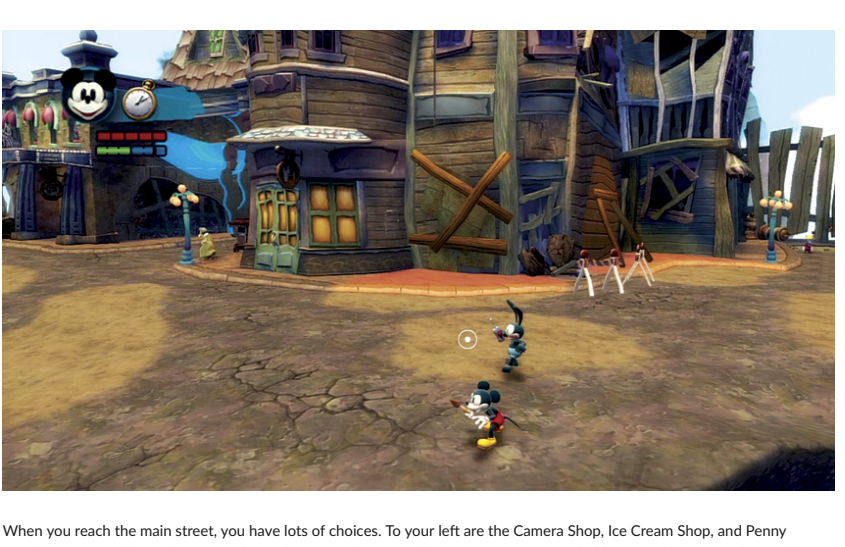
When you reach the freshly painted first walkway section, turn right. You'll spot a red chest on a ledge that's too far away to jump to—unless you paint the thinned-out ledge section closest to the walkway. With the whole ledge restored, you easily get over to the red chest and get a Silver Pin.



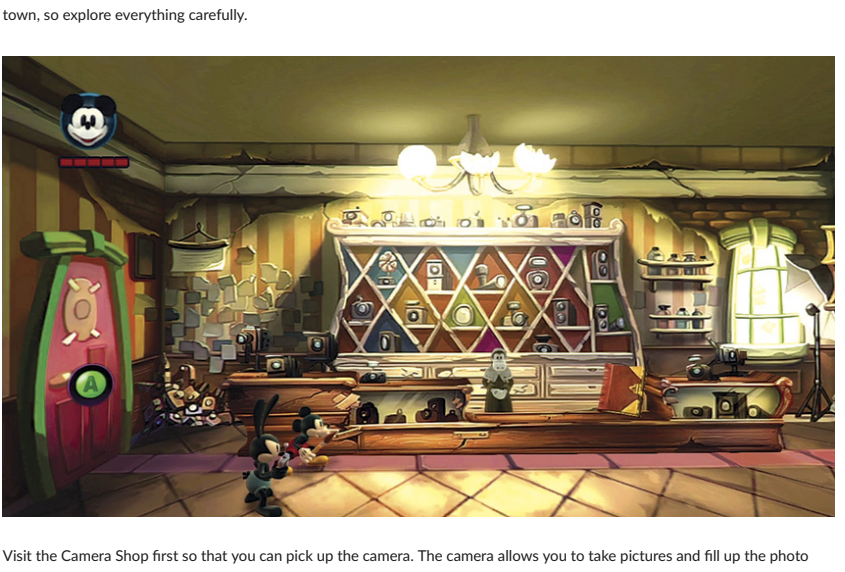
Continue painting the walkway and climbing up to the top. You'll meet Gremlin Sparks on a plateau before the last jump. He's out looking for spare parts to help with Mean Street's cleanup.

Tip

Look to the left of Gremlin Sparks to spot a resource chest on a small ledge. If you climb up to the main street and simply fall off it to the small ledge, you can claim some extra resources.



When you reach the main street, you have lots of choices. To your left are the Camera Shop, Ice Cream Shop, and Penny Arcade. To your right are the Pin Trader and Cinema. There are also many resources and hidden rewards scattered around town, so explore everything carefully.



Visit the Camera Shop first so that you can pick up the camera. The camera allows you to take pictures and fill up the photo album in the shop. Also, if you take pictures at the official Picture Spots (marked by the camera signs around Wasteland) and return those pictures to Adelle, the Camera Shop owner, you'll earn some extra rewards.

OPTIONAL QUEST

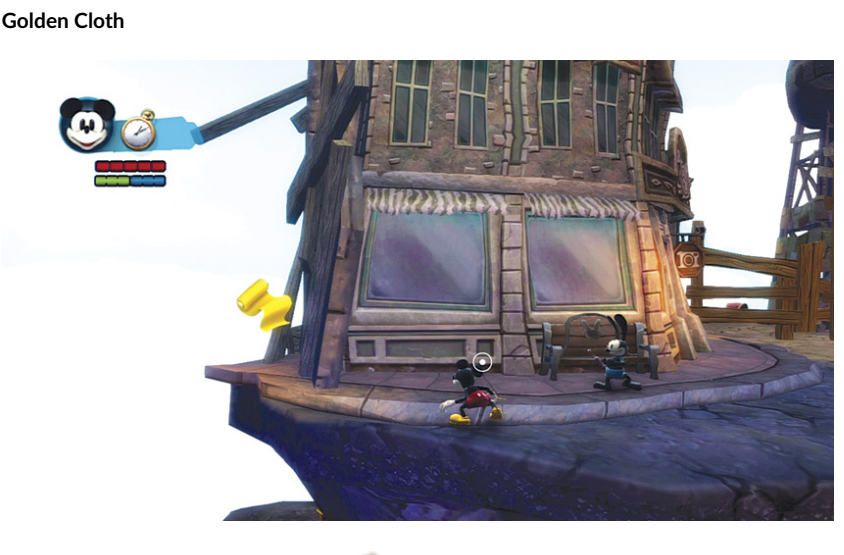
THE ENCYCLOPAEDIA WASTELANDICA

To complete this optional quest, you need to take pictures at all the Picture Spots in Episode 1, Episode 2, and Episode 3. Read the nearby signs for hints about the pictures needed, then use the camera to find and take the correct photo.

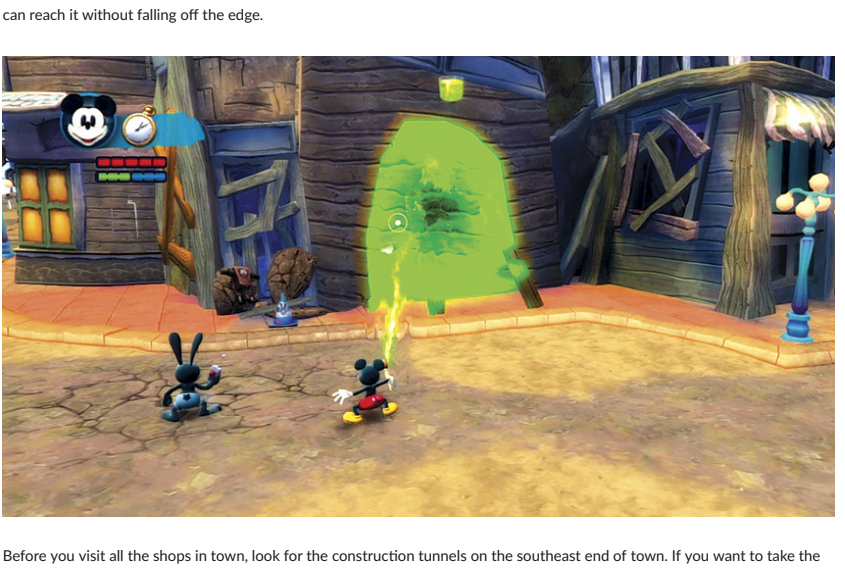
Tip

One of the Oswald landmarks that Seth has asked you to capture is right outside the Camera Shop. Take a picture of the Oswald tower to the right of the Camera Shop and you're one step closer to completing the "Finding the Hidden Heroes" quest.

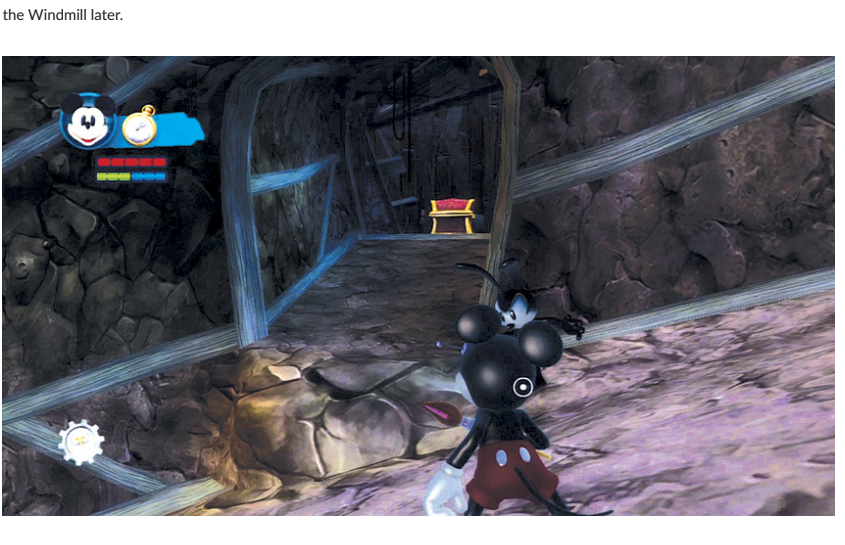
Golden Cloth

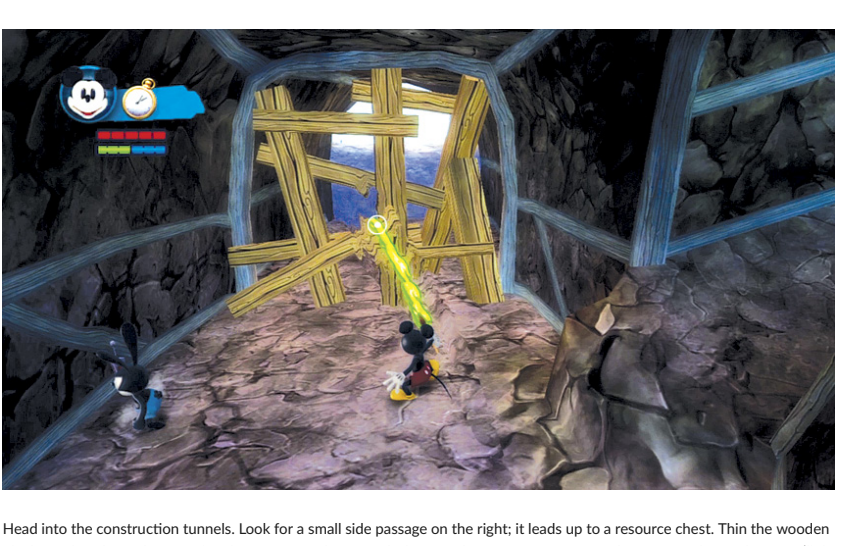


Skirt the edge of the Camera Shop until you can see behind the building. A Golden Cloth floats there and, if you're careful, you can reach it without falling off the edge.



Before you visit all the shops in town, look for the construction tunnels on the southeast end of town. If you want to take the quicker Thinner path, then spray wooden planks to the right of the Pin Trader with Thinner to open a hole inside the building. Ignore the quaking that occurs when you do this—the passage is safe—but don't ignore the Scrap Metal that shakes loose. You can trade in the Scrap Metal for pins later at the Pin Trader, and you'll need 50 pieces of Scrap Metal to pay Jamface to open the Windmill later.





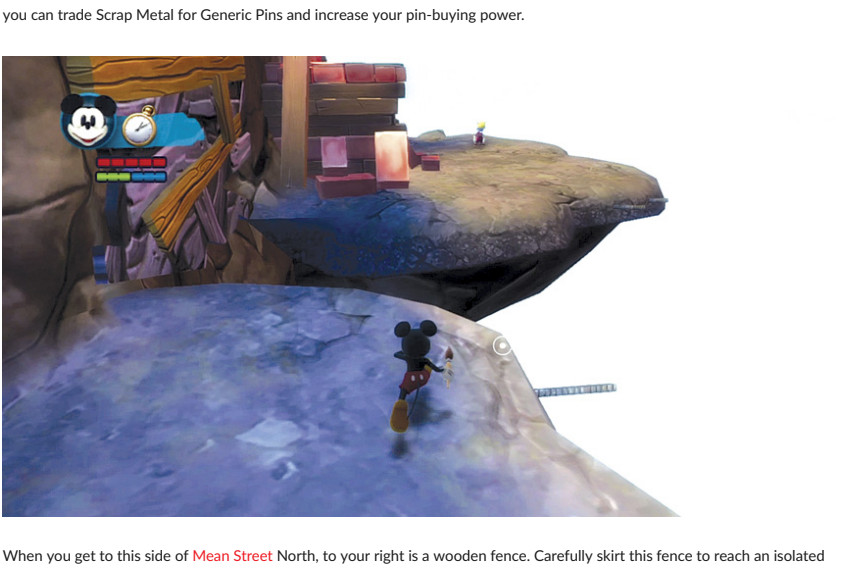
Head into the construction tunnels. Look for a small side passage on the right; it leads up to a resource chest. Thin the wooden planks farther down the tunnel and continue until you reach the outside again. Beware; if you keep using Thinner here you'll do permanent damage to Mean Streets North; but you'll also get a chest full of goodies and get to the entrance to the D.E.C. quicker.

Note

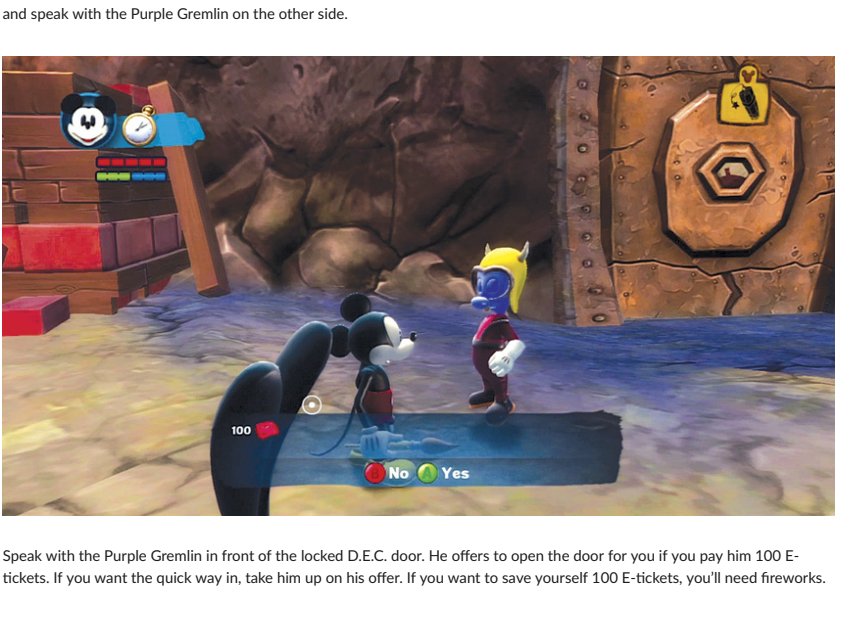
Spray the boarded-up wall next to the Pin Trader to gain entrance to the construction tunnels.

Scrap Metal

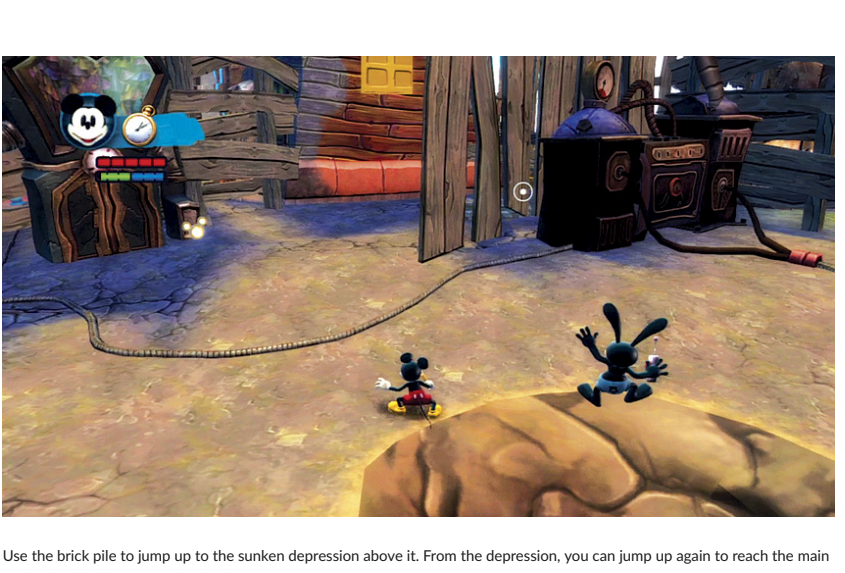
Collect as much Scrap Metal as you can from around construction sites and damaged areas around Wasteland. In Mean Street North, you need to pay Jamface in Scrap Metal to fix the Windmill and open that entrance to the D.E.C.. In the Pin Trader shop, you can trade Scrap Metal for Generic Pins and increase your pin-buying power.



When you get to this side of Mean Street North, to your right is a wooden fence. Carefully skirt this fence to reach an isolated ledge with extra resources for you. To your left lies a small gap that you can double-jump or glide across. Make the leap safely and speak with the Purple Gremlin on the other side.



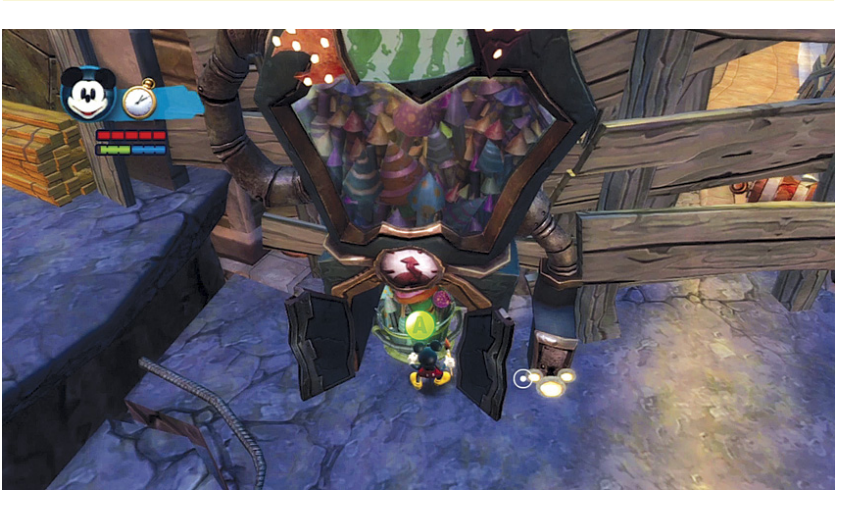
Speak with the Purple Gremlin in front of the locked D.E.C. door. He offers to open the door for you if you pay him 100 E-tickets. If you want the quick way in, take him up on his offer. If you want to save yourself 100 E-tickets, you'll need fireworks.

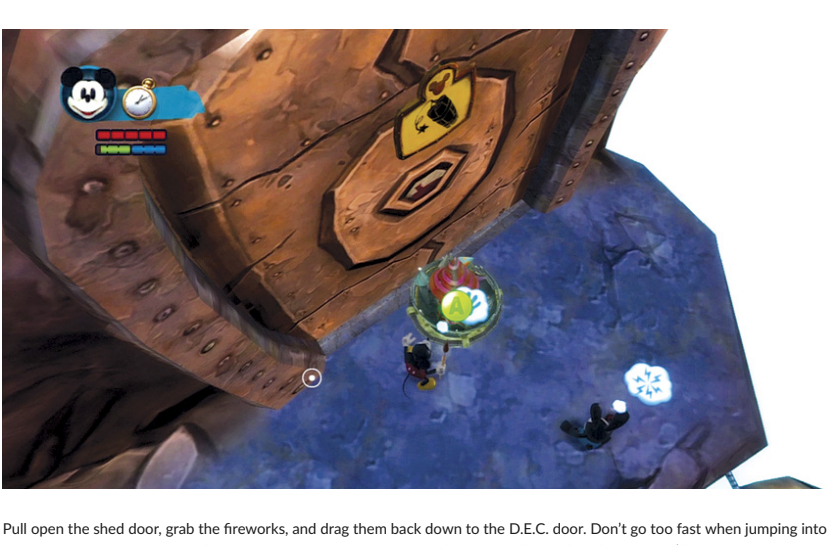


Use the brick pile to jump up to the sunken depression above it. From the depression, you can jump up again to reach the main level, which holds a fireworks shed.

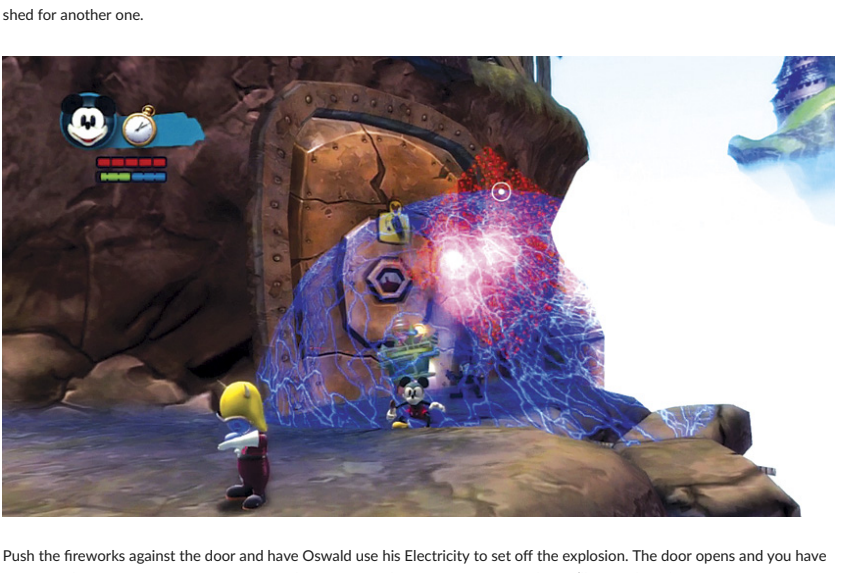
Note

Thin out the brick pile for a hidden resource chest inside. You can also thin the wood planks on the cliff next to the brick pile to drop a small bridge that allows you to cross back and forth much easier when using the construction tunnels. There's a Gremlin to the right of the fireworks who's looking for part 79-B — You can give it to him to gain quick access to Mean Street North; or sell the part for E-tickets... what will you do?





Pull open the shed door, grab the fireworks, and drag them back down to the D.E.C. door. Don't go too fast when jumping into the depression or onto the brick pile. If you let go of the fireworks, they may roll over the edge and you'll have to return to the shed for another one.



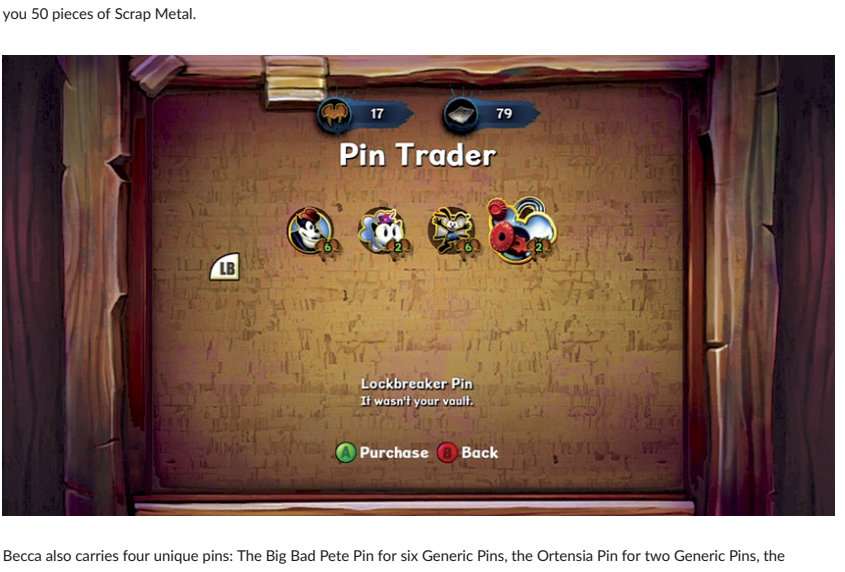
Push the fireworks against the door and have Oswald use his Electricity to set off the explosion. The door opens and you have access to the D.E.C. entrance. However, you have more to do in Mean Street North; you'll return here later.

Note

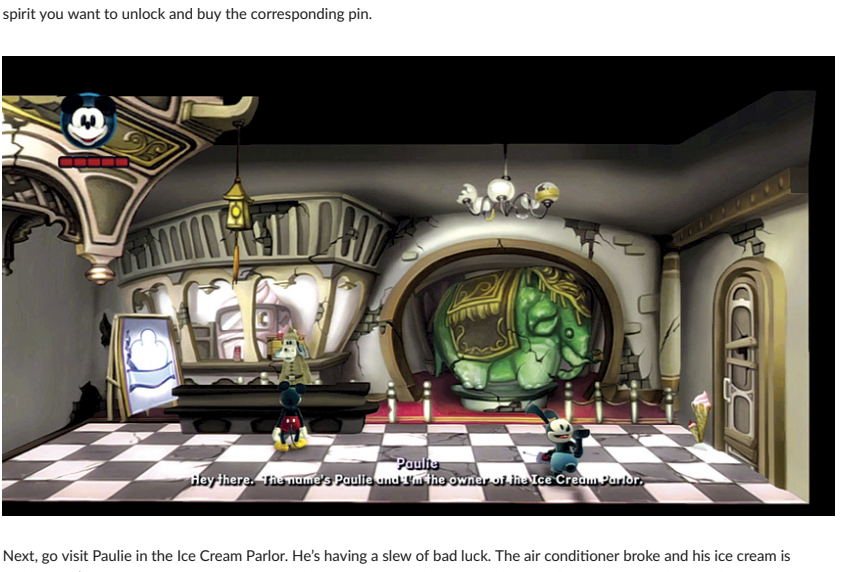
Two resource chests are hidden behind the wall to the right of the fireworks shed. Thin the wall to reveal a pink elephant room with the two chests inside. Remember, you'll only see this if you took the Thinner path to get here; taking the Paint route and helping Jamface will change how you get through to the D.E.C.

Pin Trader Becca

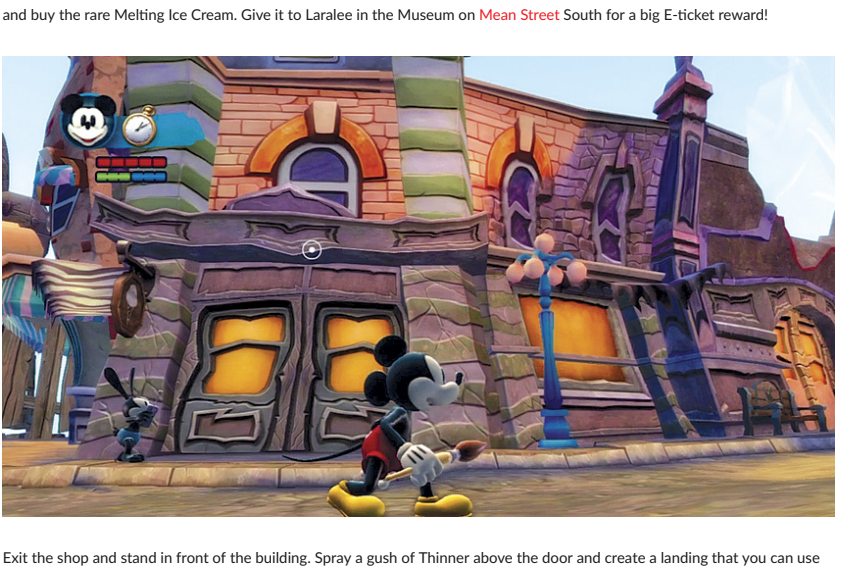
Once you have the D.E.C. door open, head back up to the main street and enter the Pin Trader. Becca will sell you any pin she has on the shelves, and she will accept Scrap Metal for pins and Generic Pins for Scrap Metal. For two or four Generic Pins, you can buy a Black Bag with a random pin in it. For 20 pieces of Scrap Metal, you can earn a Bronze Pin; for 60 pieces of Scrap Metal, you can purchase a Silver Pin; for 100 pieces of Scrap Metal, you can get a Gold Pin. If you trade in one Generic Pin, Becca will give you ten pieces of Scrap Metal; three Generic Pins nets you 30 pieces of Scrap Metal, and five Generic Pins gets you 50 pieces of Scrap Metal.



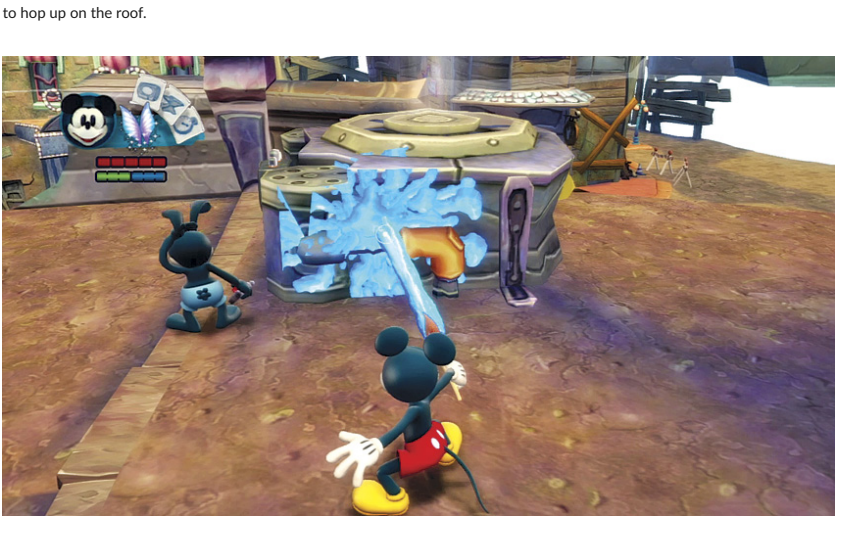
Becca also carries four unique pins: The Big Bad Pete Pin for six Generic Pins, the Ortensia Pin for two Generic Pins, the Oswald the Lucky Rabbit Pin for six Generic Pins, and the Lockbreaker Pin for two Generic Pins. Both the Big Bad Pete Pin and the Oswald the Lucky Rabbit Pin count toward unlocking your first spirit in the Spirit of Wasteland quest, so think about which spirit you want to unlock and buy the corresponding pin.

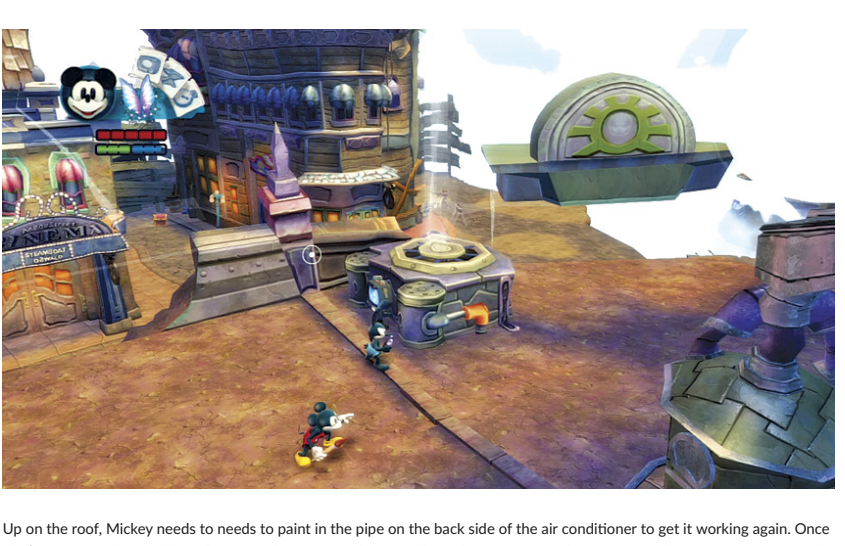


Next, go visit Paulie in the Ice Cream Parlor. He's having a slew of bad luck. The air conditioner broke and his ice cream is melting. He'll give you 25 pieces of Scrap Metal if you go up on the roof and fix it for him. Before you leave, take advantage and buy the rare Melting Ice Cream. Give it to Laralee in the Museum on Mean Street South for a big E-ticket reward!



Exit the shop and stand in front of the building. Spray a gush of Thinner above the door and create a landing that you can use to hop up on the roof.





Up on the roof, Mickey needs to needs to paint in the pipe on the back side of the air conditioner to get it working again. Once that's operational, Oswald needs to use Electricity on the control panel to get it started. Return to Paulie for your Scrap Metal reward.

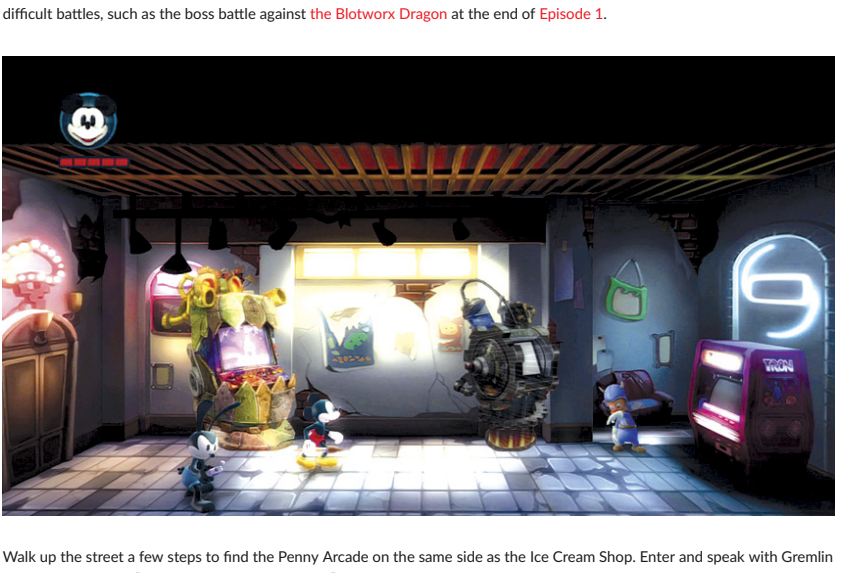
Ice Cream Parlor Merchandise

Store Item	Cost (E-tickets)
Mickey Health Restore	5
Oswald Health Restore	5
Paint Ammunition	5
Thinner Ammunition	5
Electric Ammunition	5
Paint and Thinner Ammunition	10
Ice Cream	50

OPTIONAL QUEST

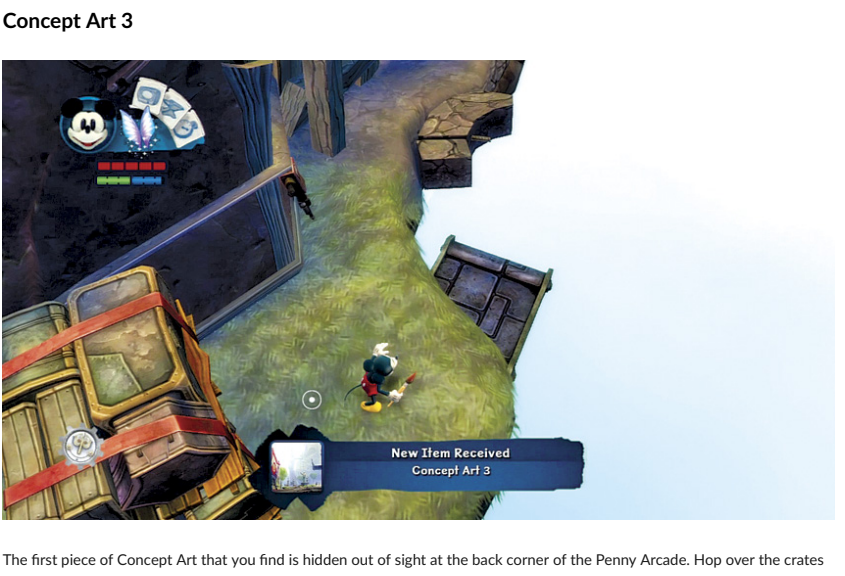
THE OTHER SIDE OF THE SCREEN

Your mission is retrieve unique pins that Flynn can use to repair his arcade machines. You'll find these pins at the end of difficult battles, such as the boss battle against the Blotworx Dragon at the end of Episode 1.

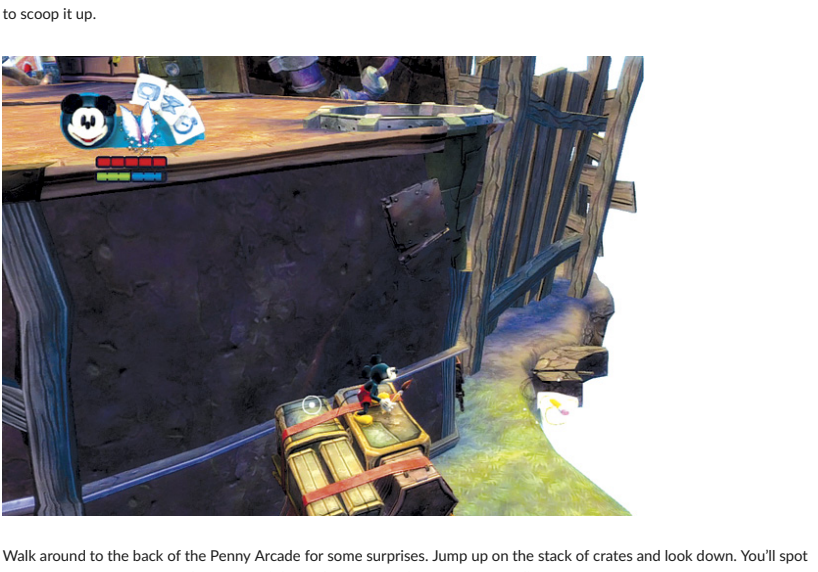


Walk up the street a few steps to find the Penny Arcade on the same side as the Ice Cream Shop. Enter and speak with Gremlin Flynn. He gives you "The Other Side of the Screen" optional quest and asks you to help repair his arcade machines. Flynn needs two pins to fix each arcade game, and he explains that some of these pins can be found after big animatronic battles, such as those you'll run into later in the game.

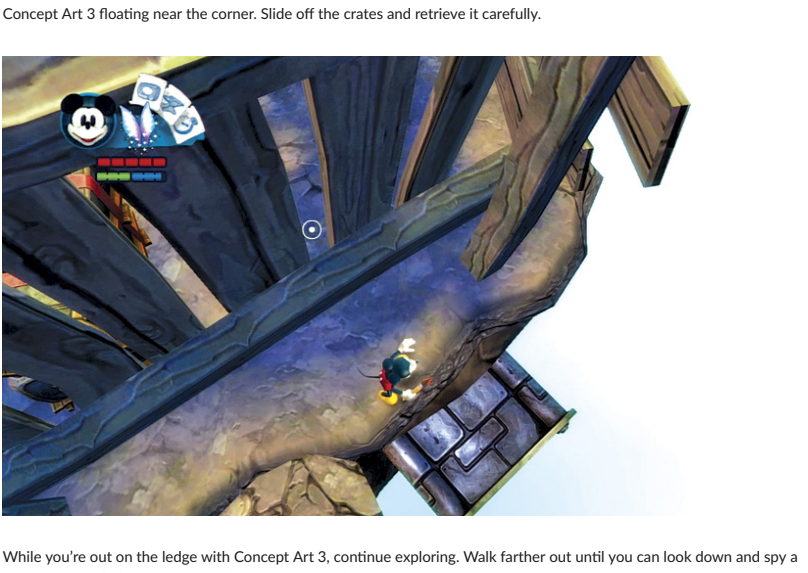
Concept Art 3



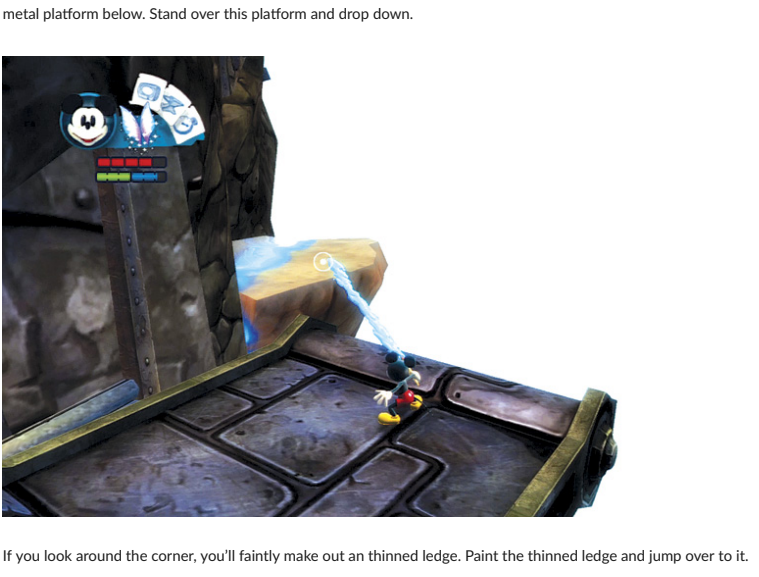
The first piece of Concept Art that you find is hidden out of sight at the back corner of the Penny Arcade. Hop over the crates to scoop it up.



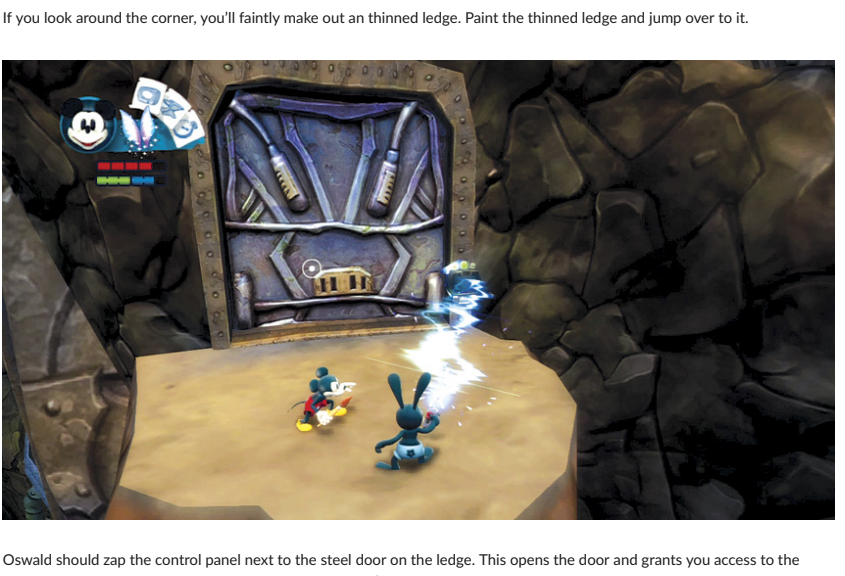
Walk around to the back of the Penny Arcade for some surprises. Jump up on the stack of crates and look down. You'll spot Concept Art 3 floating near the corner. Slide off the crates and retrieve it carefully.



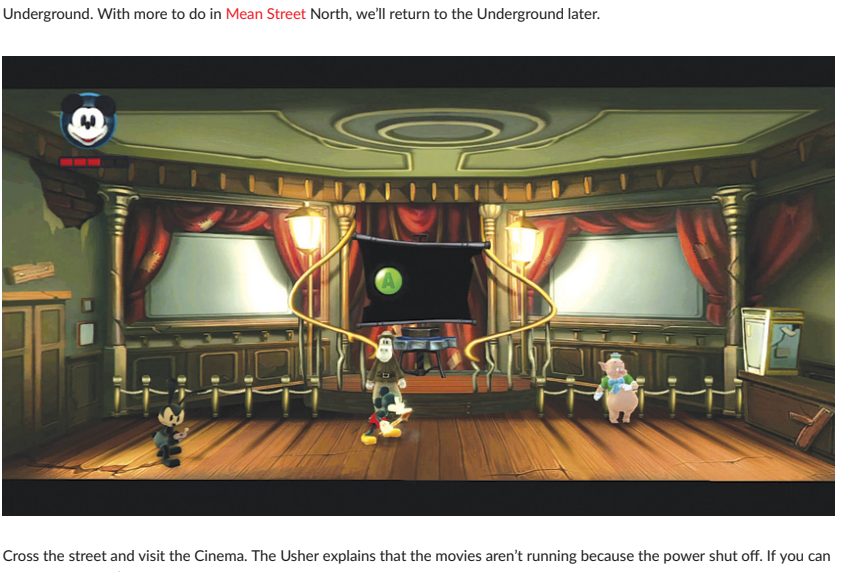
While you're out on the ledge with Concept Art 3, continue exploring. Walk farther out until you can look down and spy a metal platform below. Stand over this platform and drop down.



If you look around the corner, you'll faintly make out an thinned ledge. Paint the thinned ledge and jump over to it.

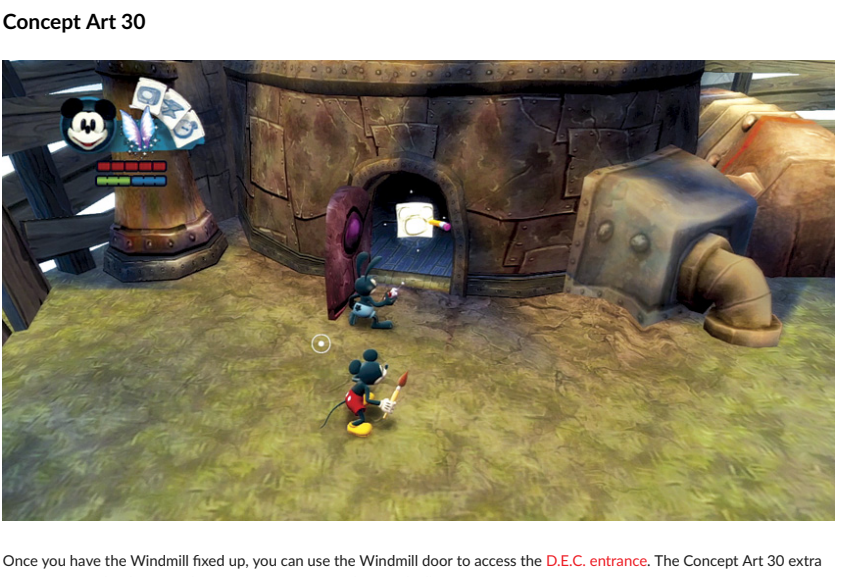


Oswald should zap the control panel next to the steel door on the ledge. This opens the door and grants you access to the Underground. With more to do in Mean Street North, we'll return to the Underground later.



Cross the street and visit the Cinema. The Usher explains that the movies aren't running because the power shut off. If you can restore power, he'll give you 25 pieces of Scrap Metal for your effort.

Concept Art 30

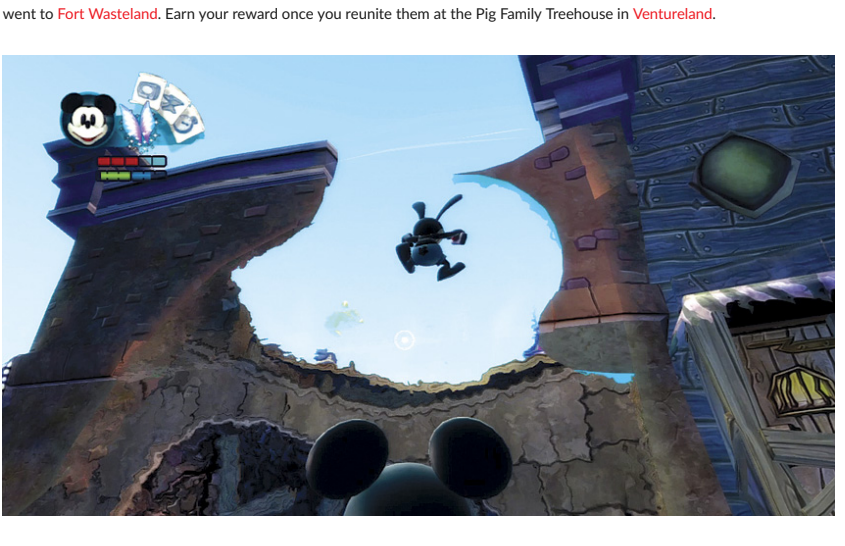


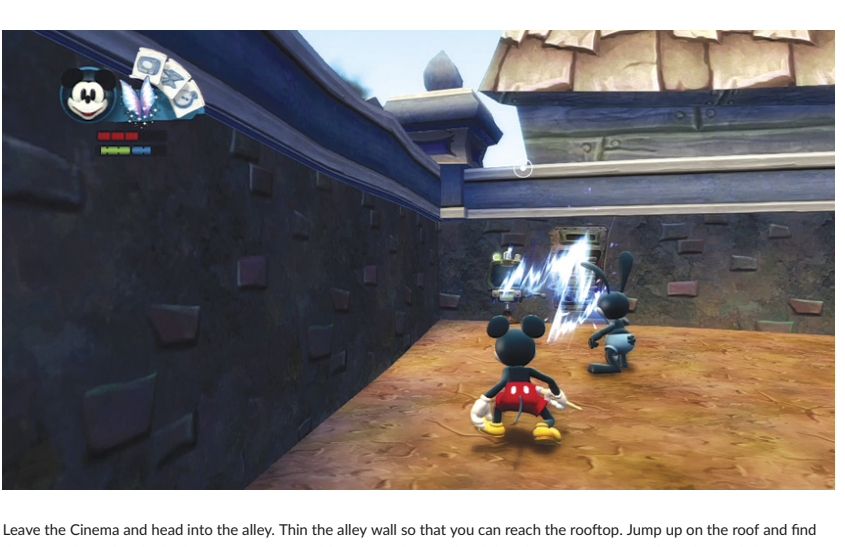
Once you have the Windmill fixed up, you can use the Windmill door to access the D.E.C. entrance. The Concept Art 30 extra content sits in the doorway the first time you access the Windmill.

OPTIONAL QUEST

CREATIVE THREEDOM

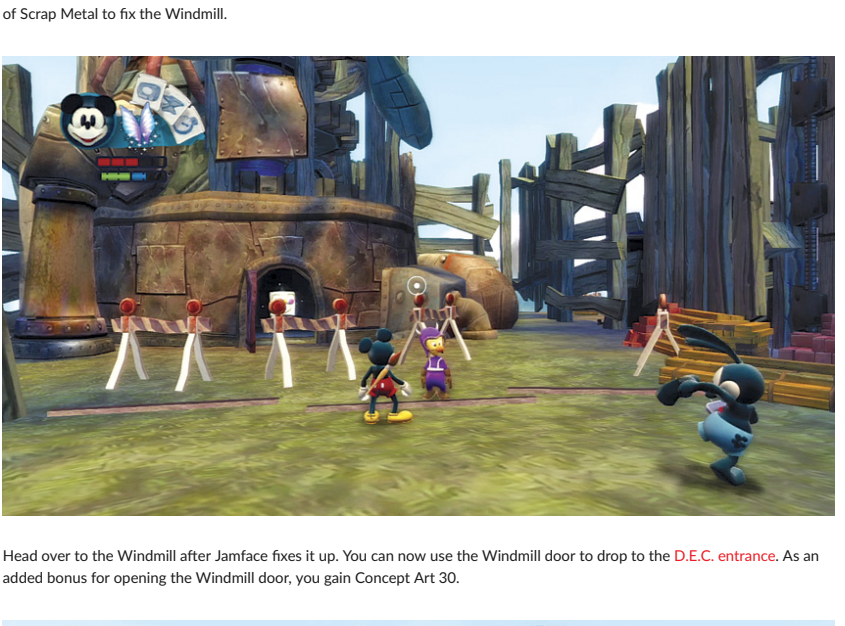
You meet Fifer in the Cinema, and he asks you to find the two other Little Pigs. Practical is somewhere in OsTown, and Fiddler went to Fort Wasteland. Earn your reward once you reunite them at the Pig Family Treehouse in Ventureland.



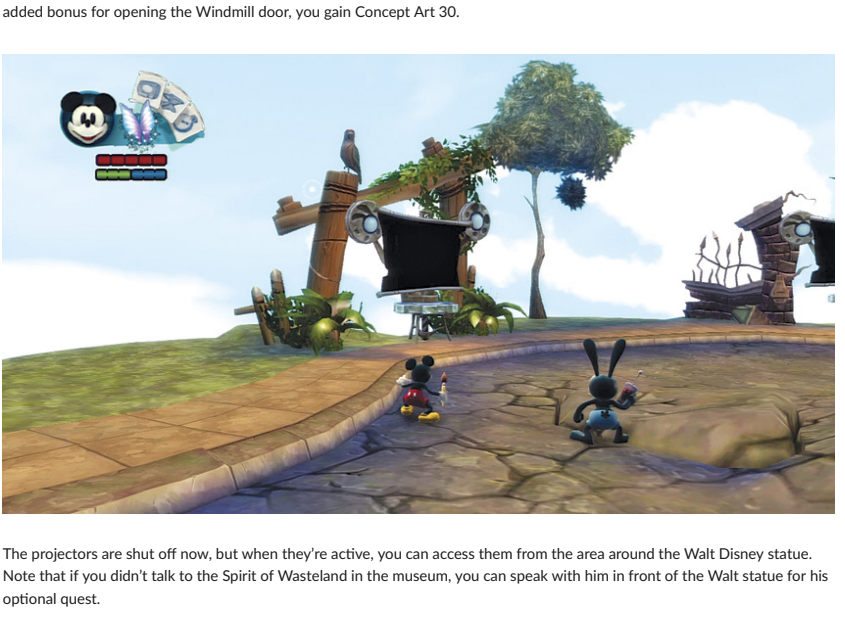


Leave the Cinema and head into the alley. Thin the alley wall so that you can reach the rooftop. Jump up on the roof and find the Control panel in the back corner. After Oswald juices up the panel with his Electricity, return to the Usher and claim your Scrap Metal reward.

Now that you have enough Scrap Metal, speak with Gremlin Jamface in front of the Walt Disney statue. Pay him the 50 pieces of Scrap Metal to fix the Windmill.



Head over to the Windmill after Jamface fixes it up. You can now use the Windmill door to drop to the D.E.C. entrance. As an added bonus for opening the Windmill door, you gain Concept Art 30.

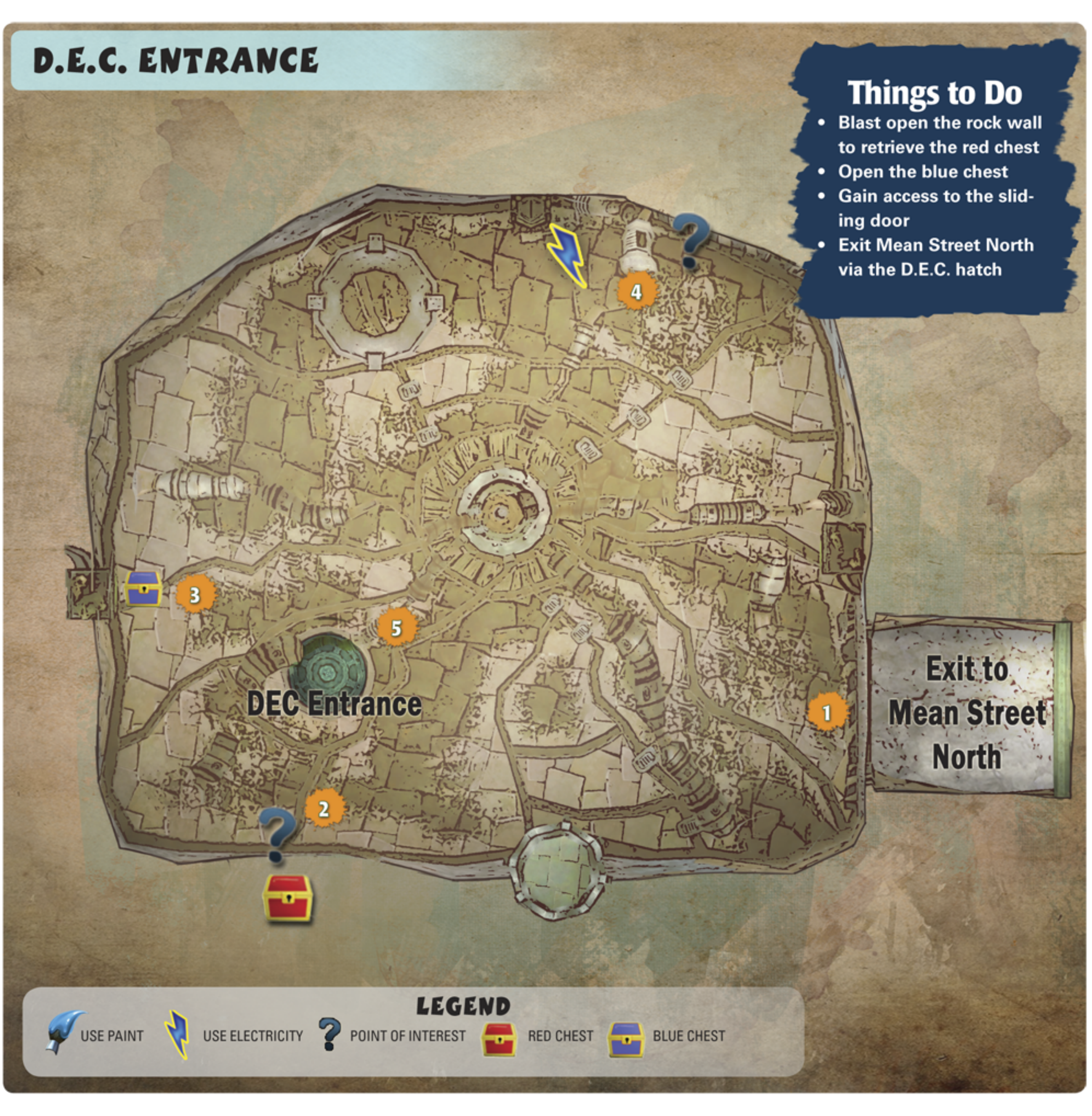


The projectors are shut off now, but when they're active, you can access them from the area around the Walt Disney statue. Note that if you didn't talk to the Spirit of Wasteland in the museum, you can speak with him in front of the Walt statue for his optional quest.

If you want a balloon ride back to Mean Street South, speak with the Purple Gremlin in the southeast part of town. It'll cost you some E-tickets, but it's certainly a time-saver.

Episode 1

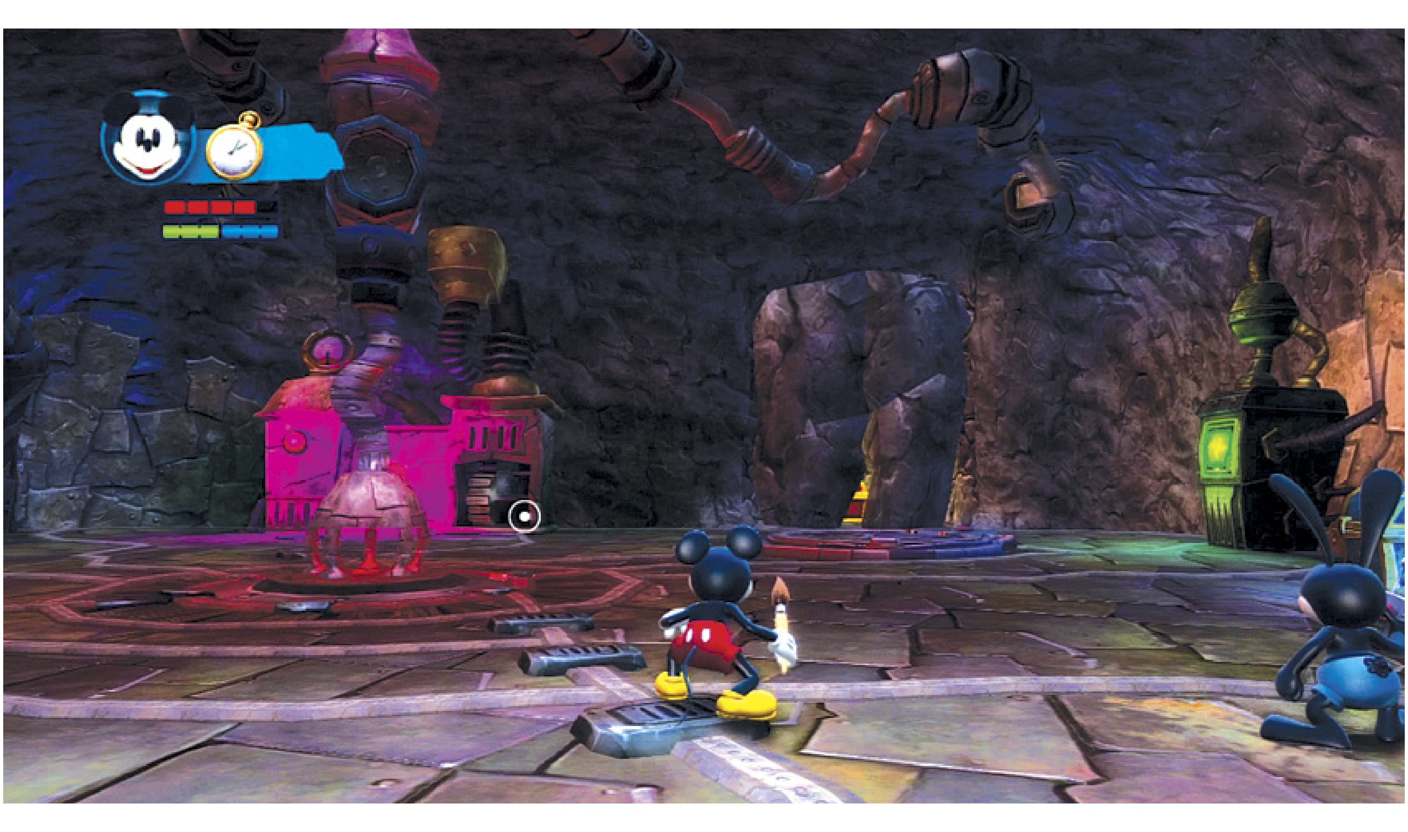
D.E.C. ENTRANCE


D.E.C. ENTRANCE
Things to Do
Blast open the rock wall to retrieve the red chest
Open the blue chest
Gain access to the sliding door
Exit Mean Street North via the D.E.C. hatch
1
2
3
4
5
DEC Entrance
Exit to Mean Street North
LEGEND
USE PAINT
USE ELECTRICITY
POINT OF INTEREST
RED CHEST
BLUE CHEST

Things to Do

- Blast open the rock wall to retrieve the red chest
- Open the blue chest
- Gain access to the sliding door
- Exit Mean Street North via the D.E.C. hatch

LEVEL OVERVIEW



The D.E.C. entrance can be reached in two ways. You can blow open the locked door with fireworks in the construction area, or you can pay Jamface with Scrap Metal to fix the Windmill. Either way takes you to the D.E.C. entrance. Before you use the hatch to enter the D.E.C. proper, you have three rewards you need to find.

LEVEL BREAKDOWN

Challenges

- Walking the Mean Streets

Collectibles

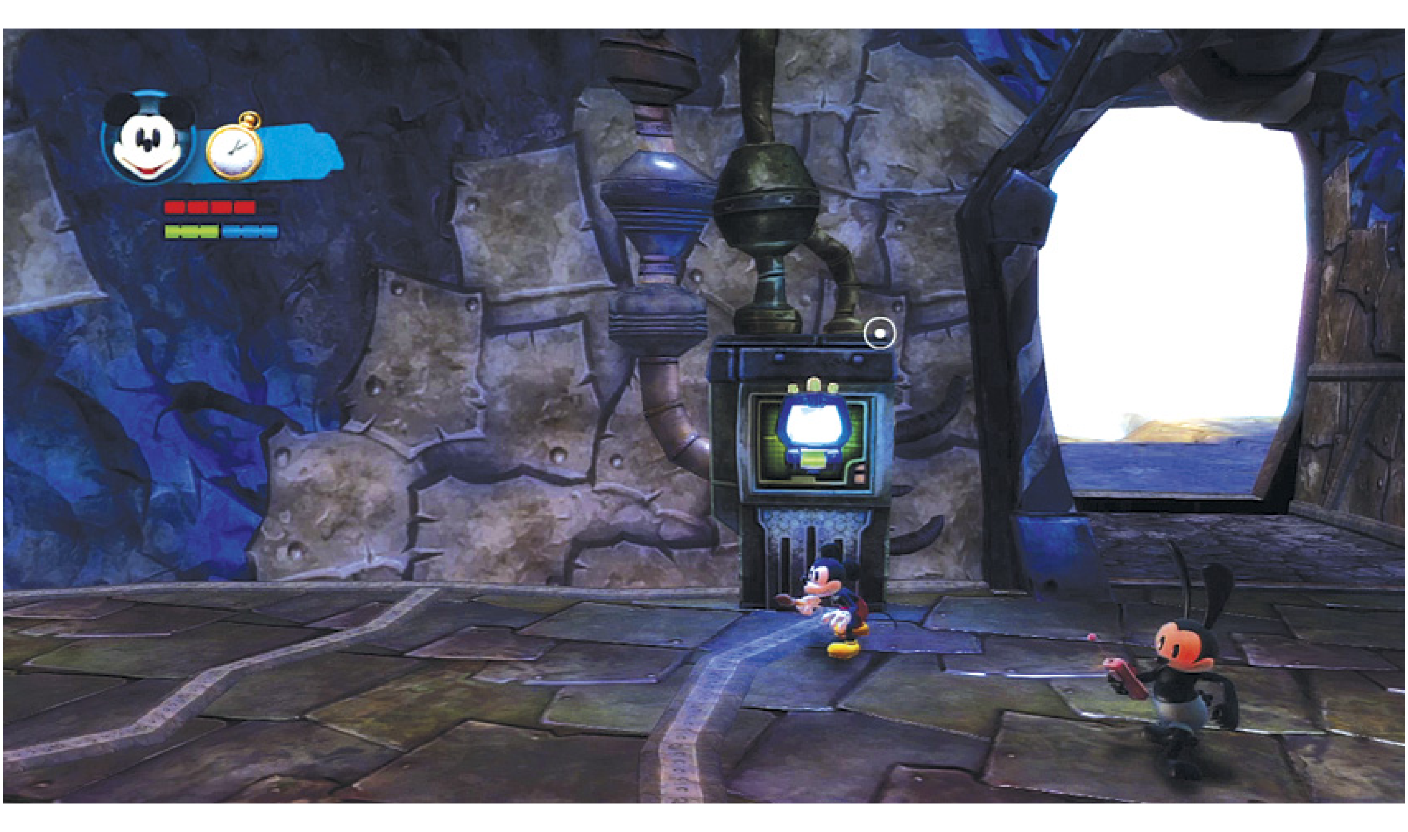
- Gold Pin
- Part 79-B

Enemies

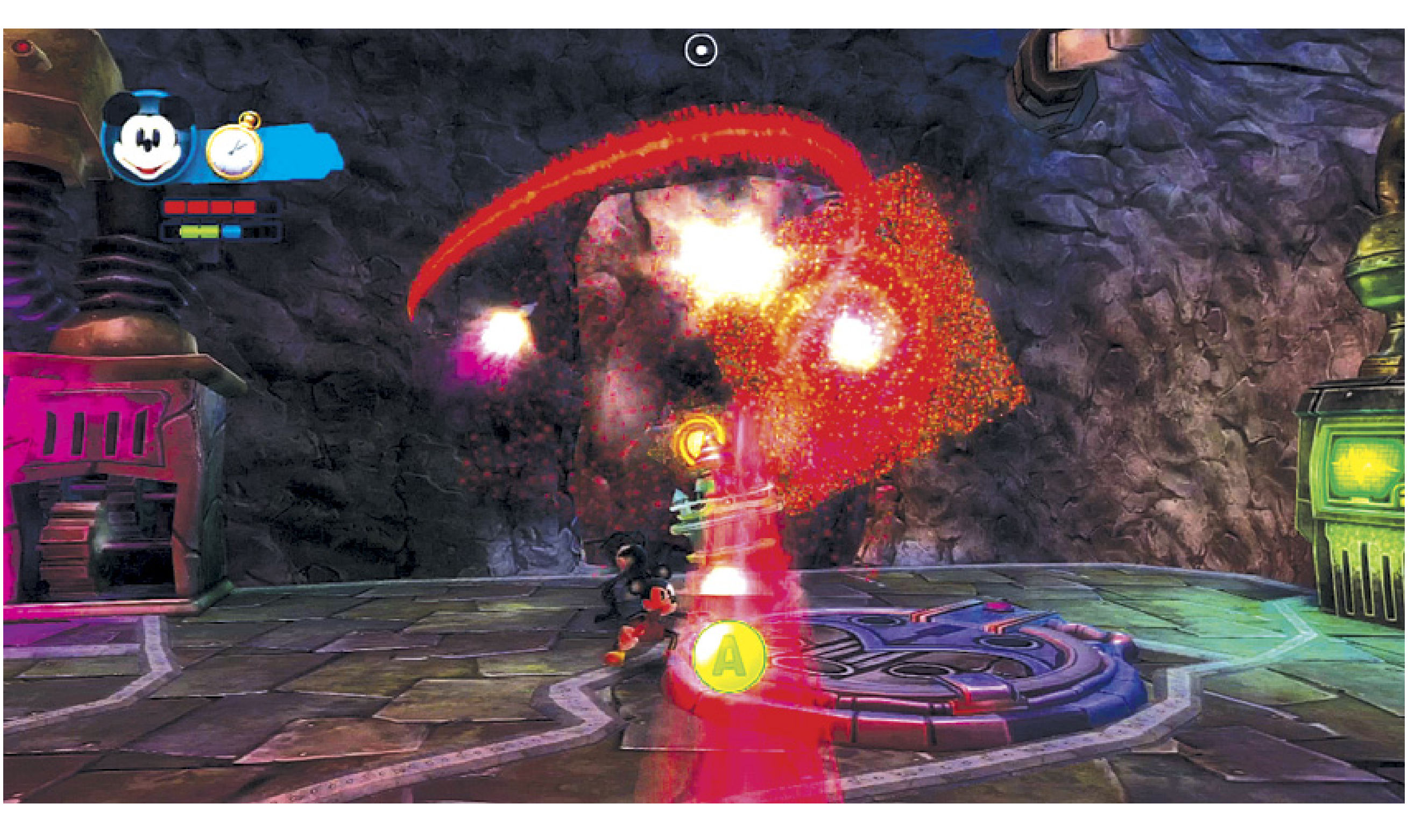
- None

Quests

- None

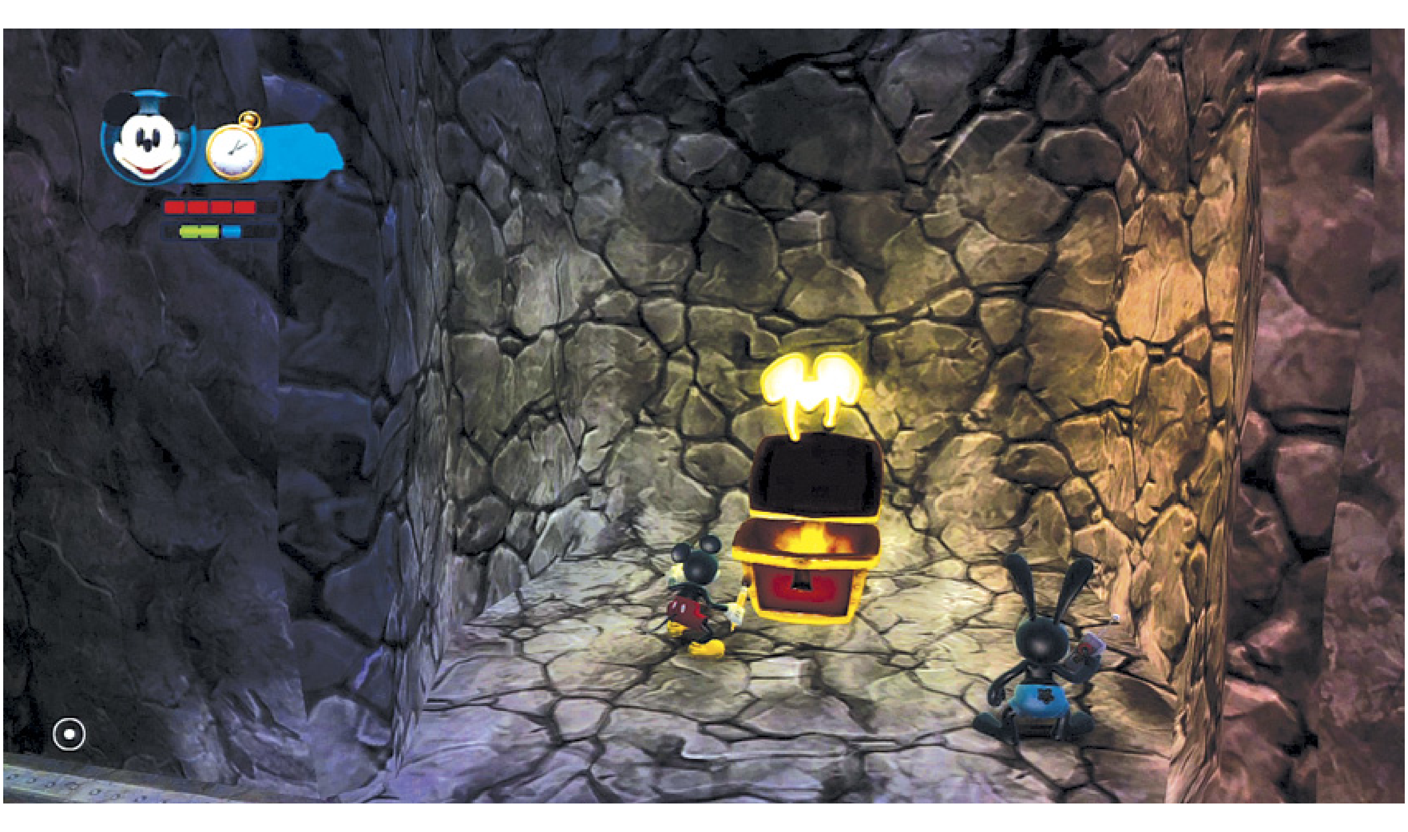


You will enter either through the locked door in the construction area, or you'll be dropped through the tube from the Windmill.

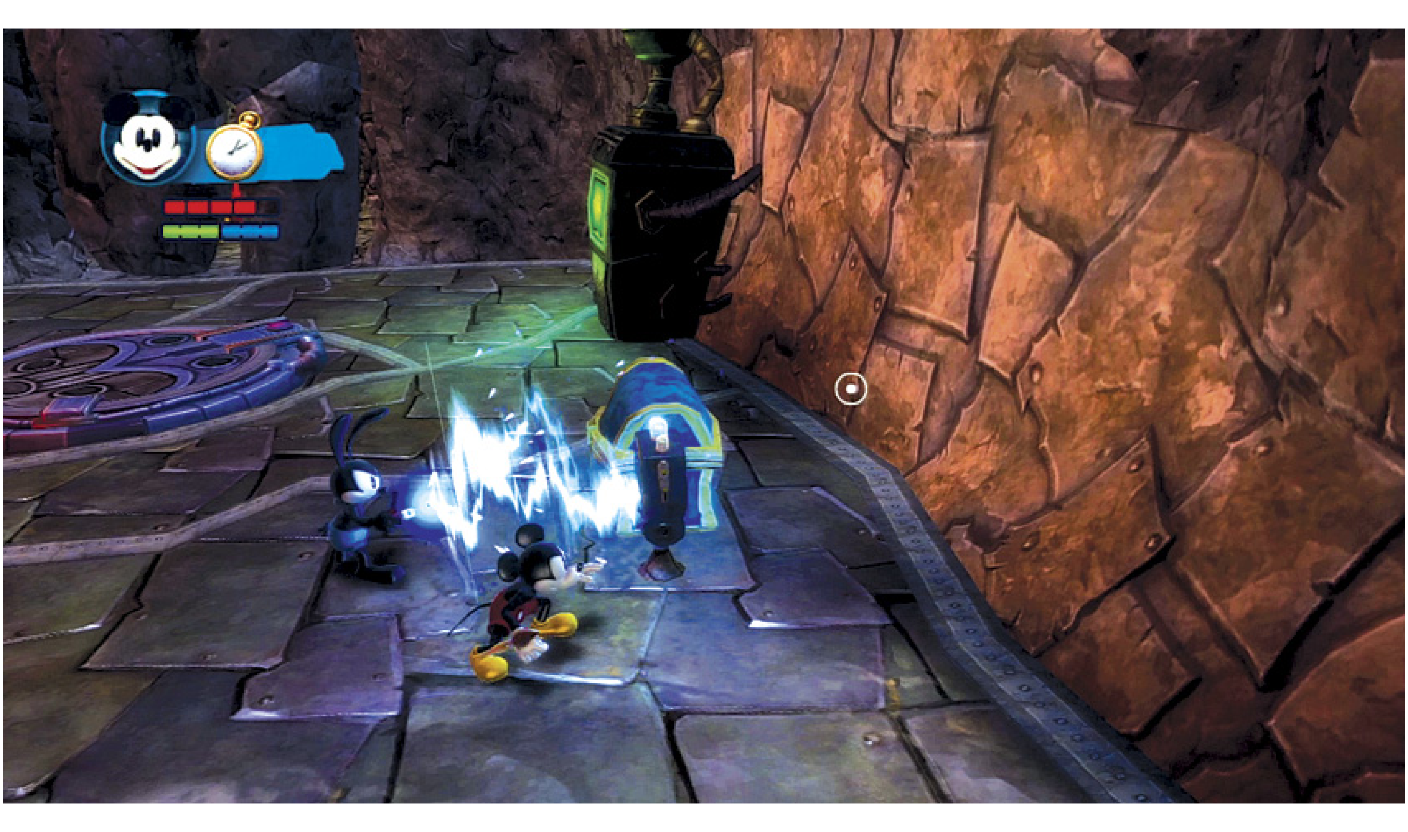


To access the red chest behind the rock with the big crack in it, you need to blow the wall apart. Using the same method you employed to blow open the locked D.E.C. door, return to the fireworks shed, drag the fireworks down, and use Oswald's Electricity to ignite the fireworks and destroy the rock wall. The red chest holds a Gold Pin.

Gold Pin

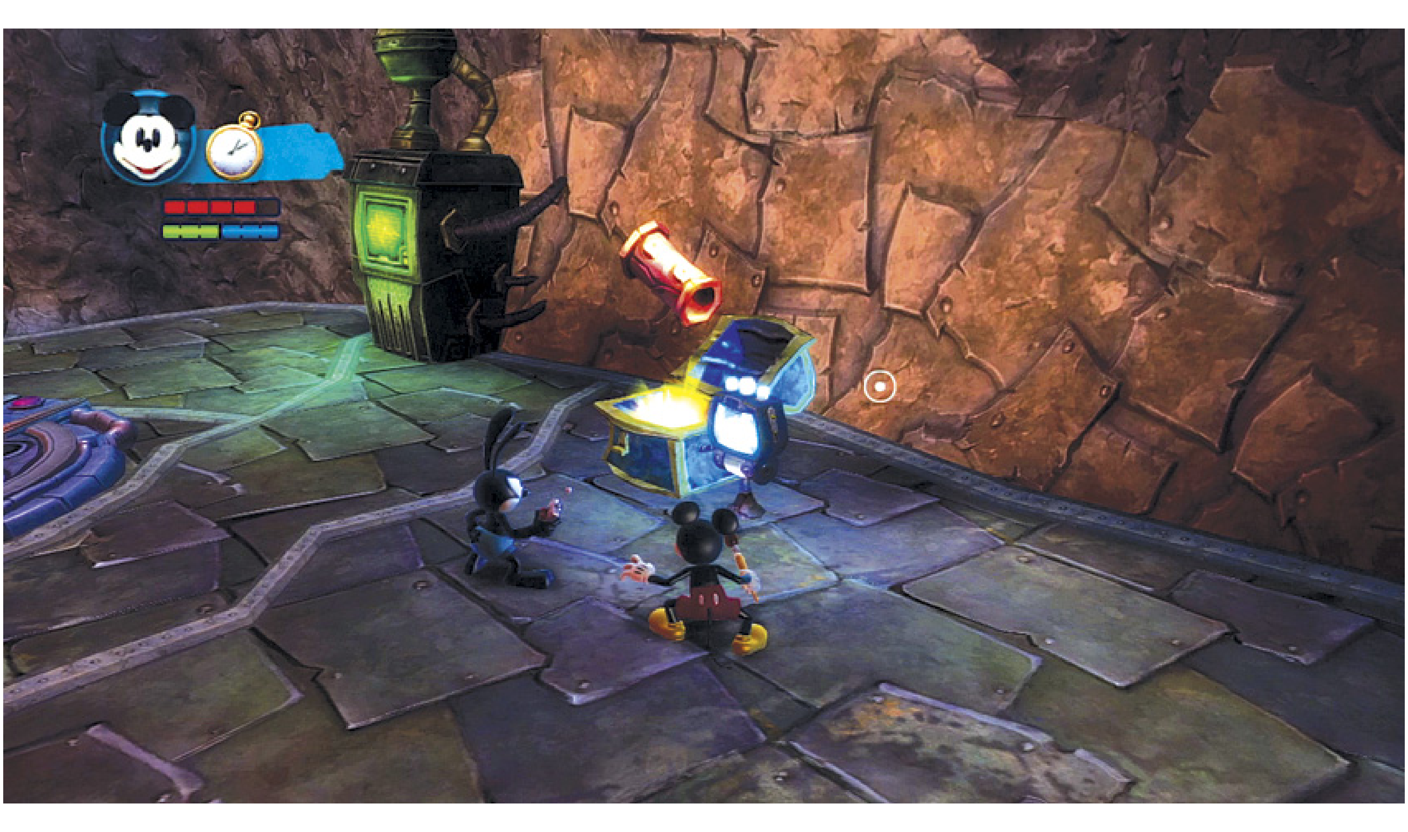


A rare Gold Pin sits inside the red chest in the D.E.C. entrance. To gain access, you must blow open the rock wall with fireworks from the construction area.

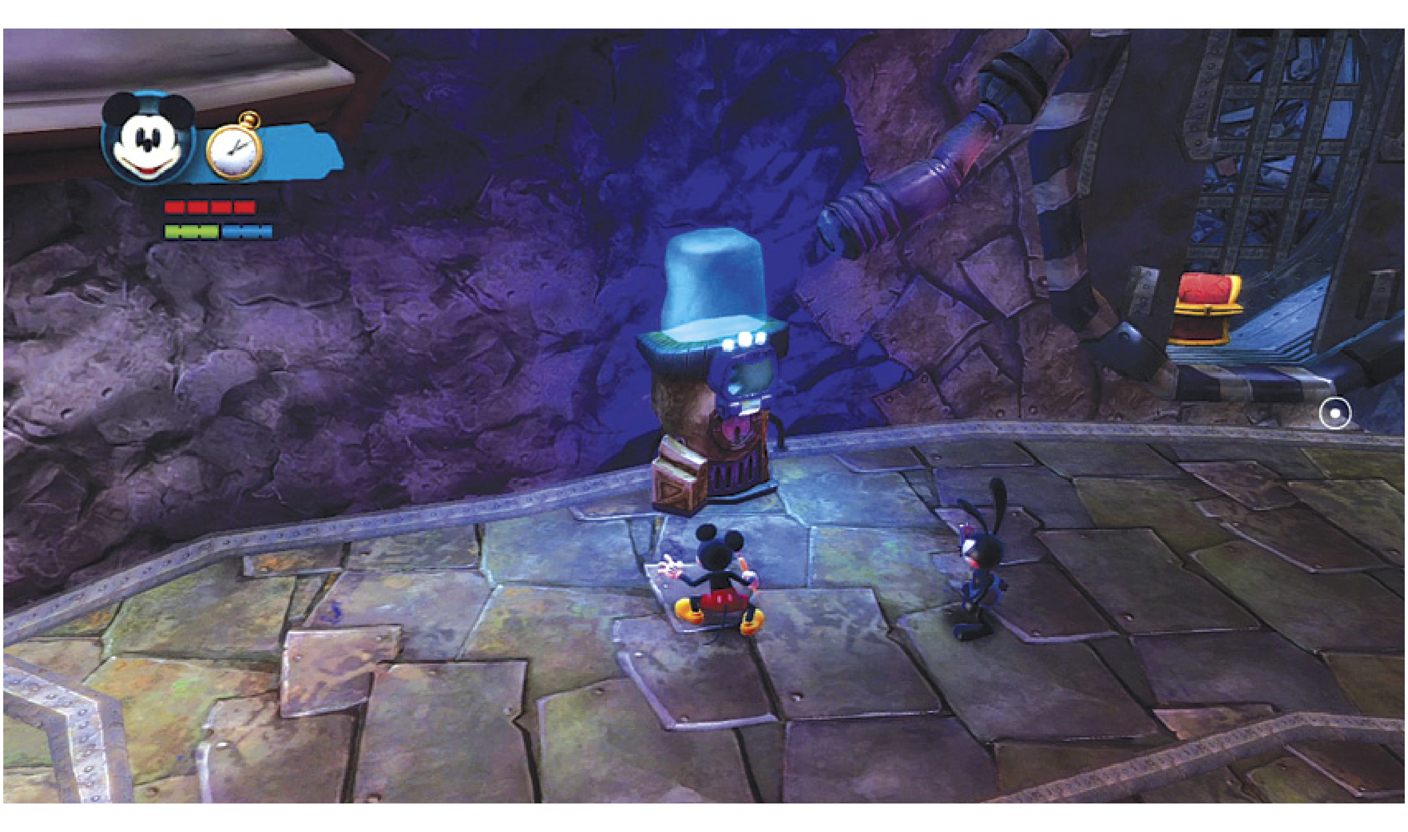


Oswald can zap the blue chest's control panel to open the lid. Inside you'll find Part 79-B, which Jamface needs to fix the Transport Tubes in town.

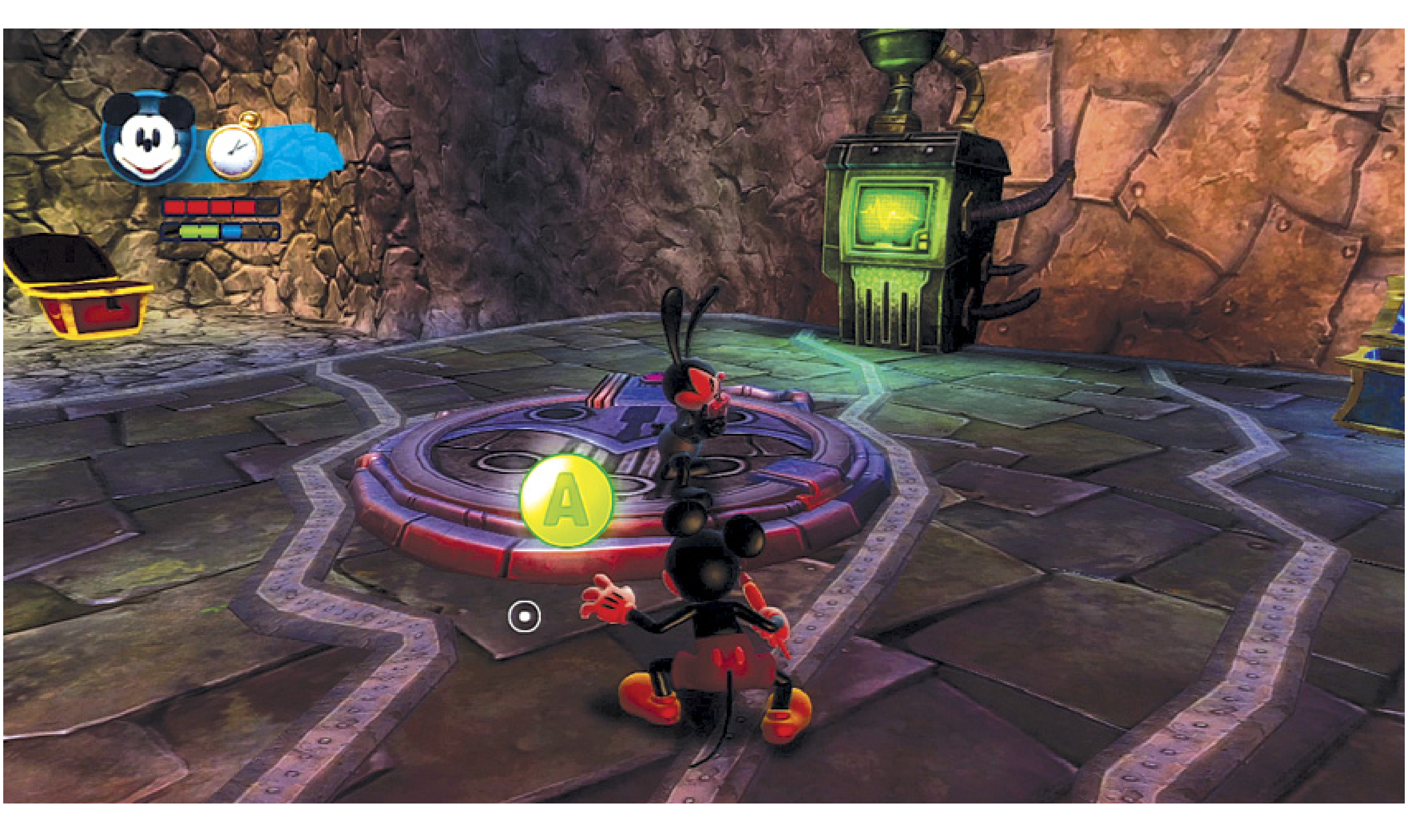
Part 79-B



Obtain Part 79-B from the blue chest in the D.E.C. entrance. Return the part to Jamface at the top of the construction site, adjacent to the fireworks shed. He will use the part to repair the Transport Tubes. Now you can stand on the circular area next to the fireworks shed, and it will shoot you out of a hole up on the roof of the Penny Arcade.



Oswald can zap the control panel on the north side of the room to open the sliding door in the corner. Step inside, conduct a Spin Attack, and gather up extra resources from the shattered chest.



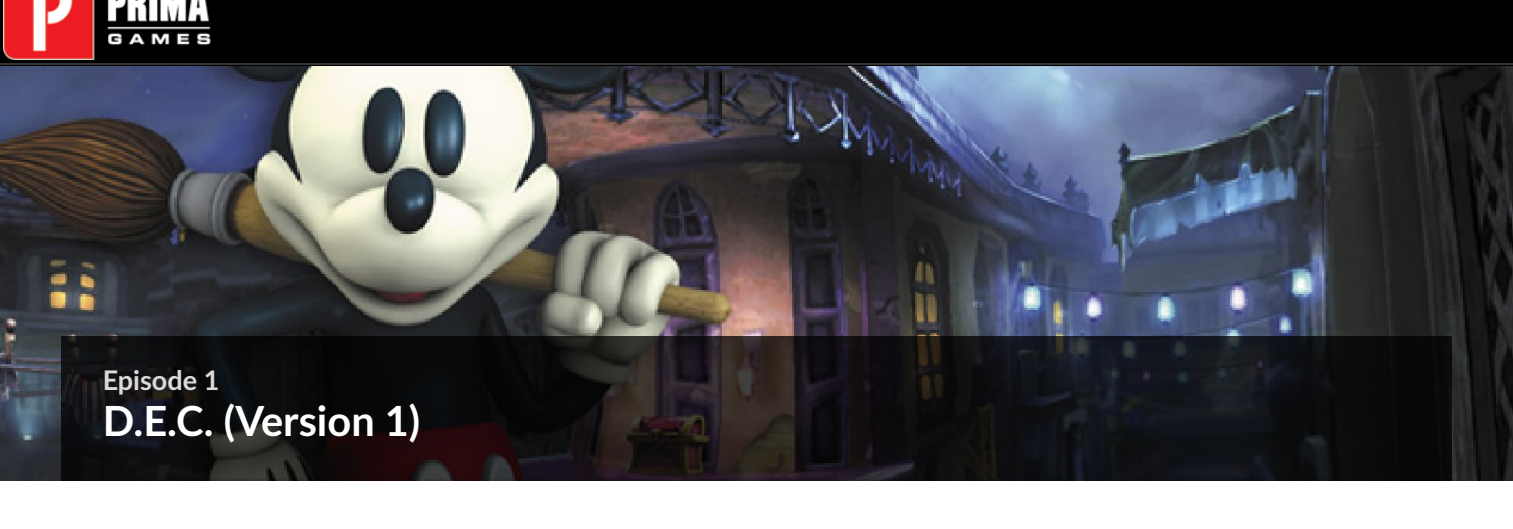
Once you've completed everything in Mean Street North, open the access hatch to the D.E.C. and continue your journey toward OsTown.

WALKING THE MEAN STREETS

Playstation 3 Trophy: Bronze

Xbox 360 Gamer Points: 20

It may be an effort to cross the big gulf that the quakes have left on Mean Street, but when you do finally navigate both Mean Street South and Mean Street North, you complete this challenge. Now get cracking on completing all the quests the denizens of Mean Street have given you.



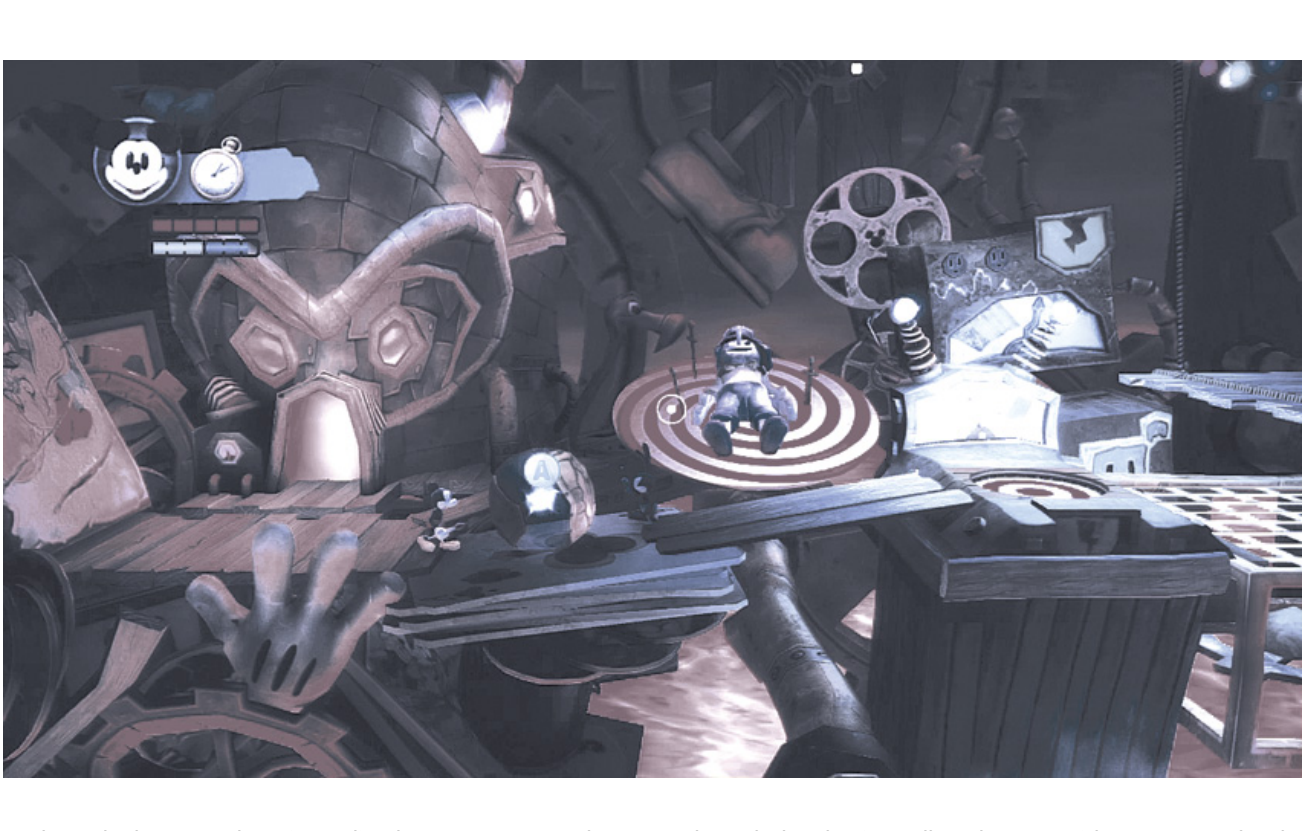
Episode 1

D.E.C. (Version 1)

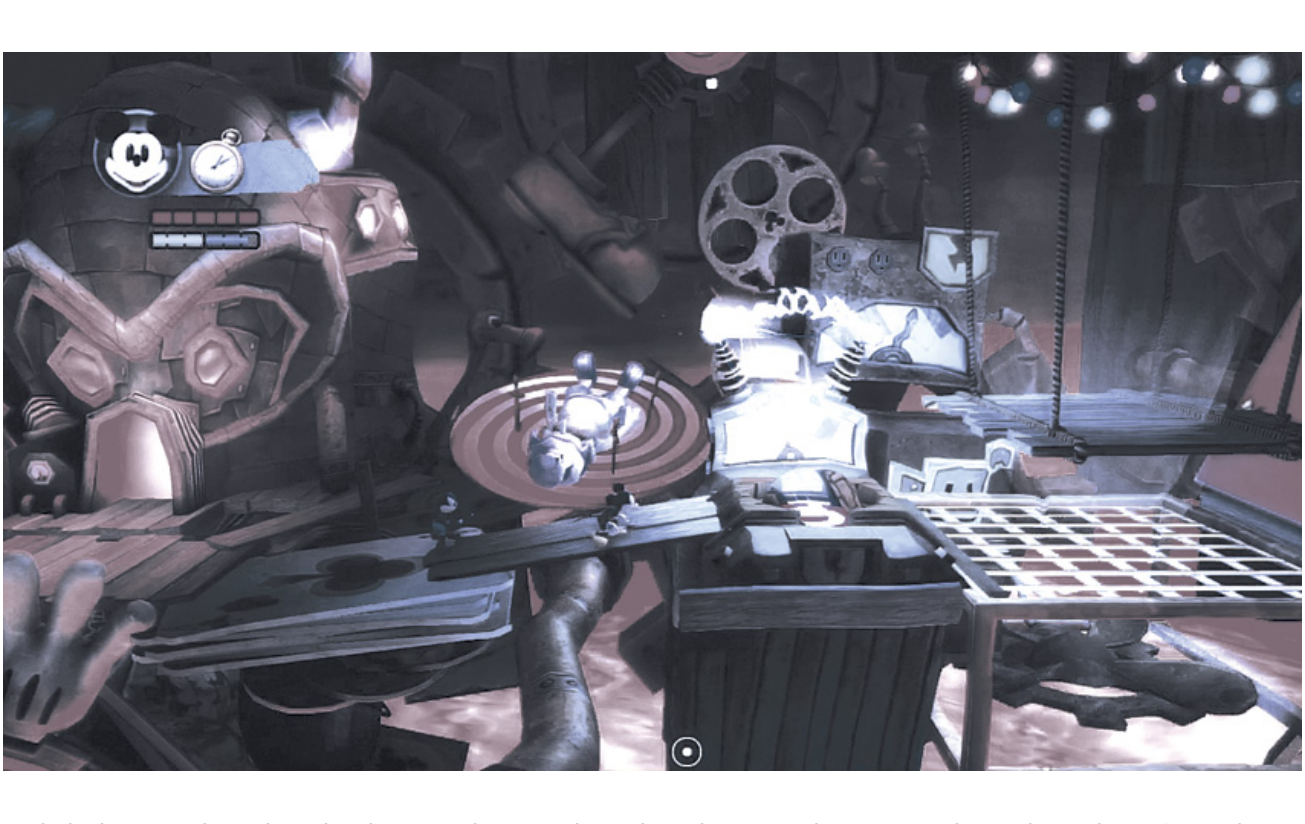
LEVEL BREAKDOWN

Collectibles

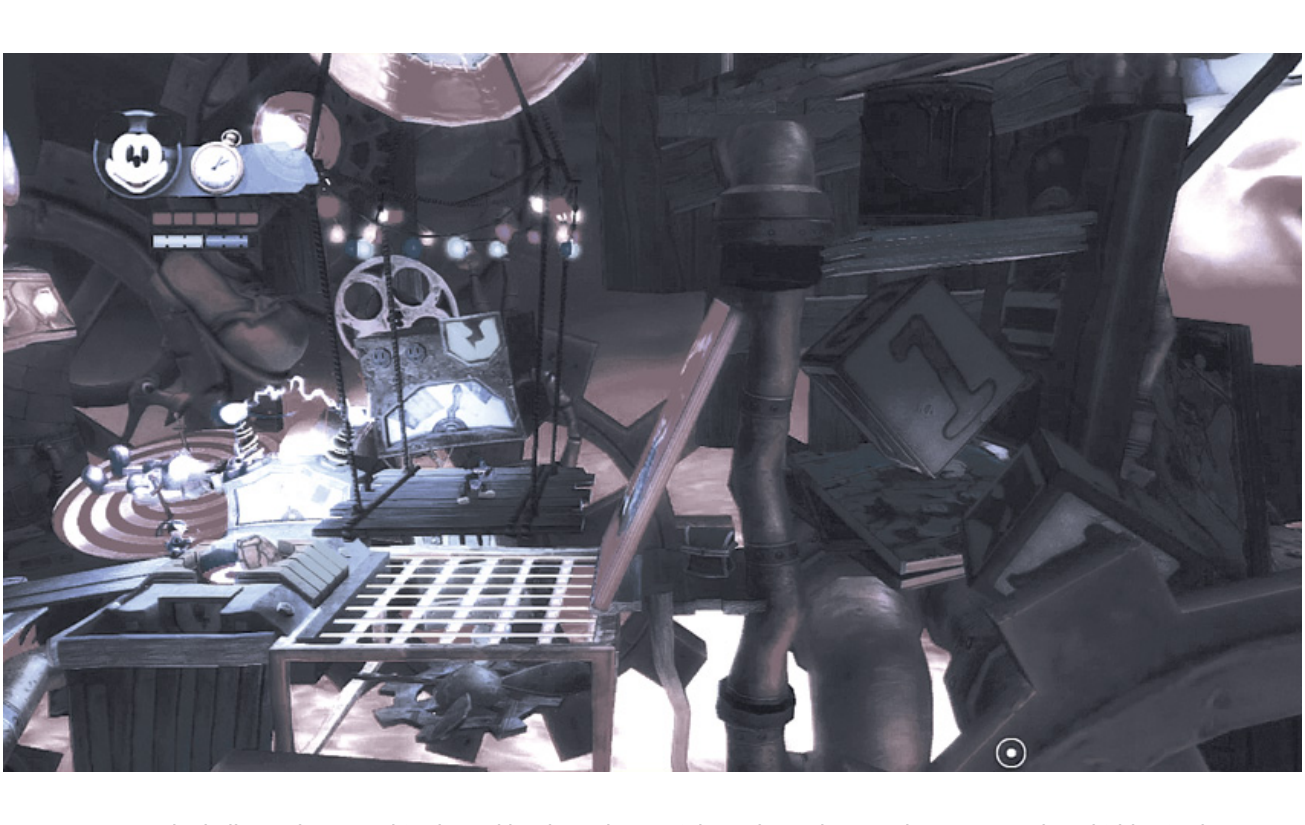
- Bronze Pin (x2)
- Concept Art 31
- Silver Pin



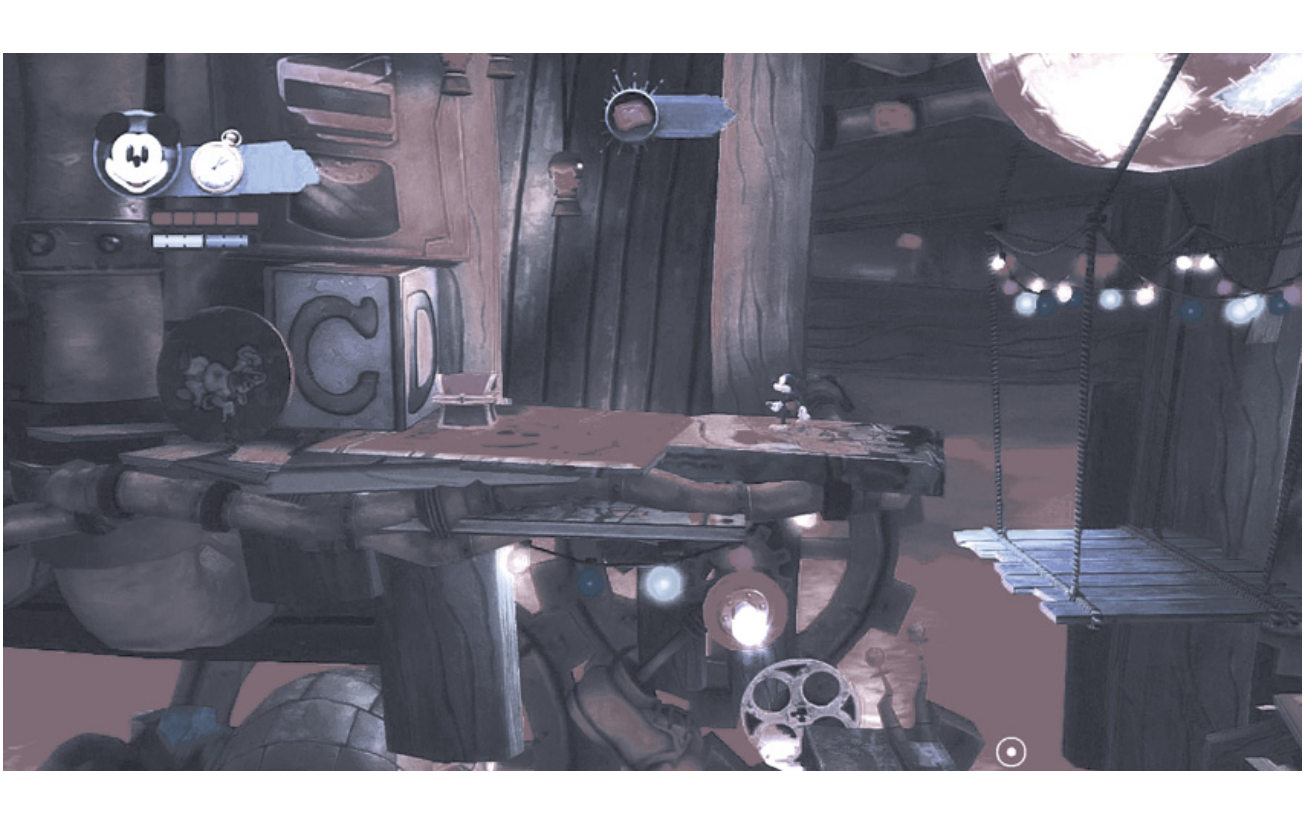
Look for the battery sphere immediately after you enter the D.E.C. through the glowing yellow door. As with most D.E.C. levels, there are three paths to navigate if you want all the rewards: lower, middle, and upper. You begin on the middle path.



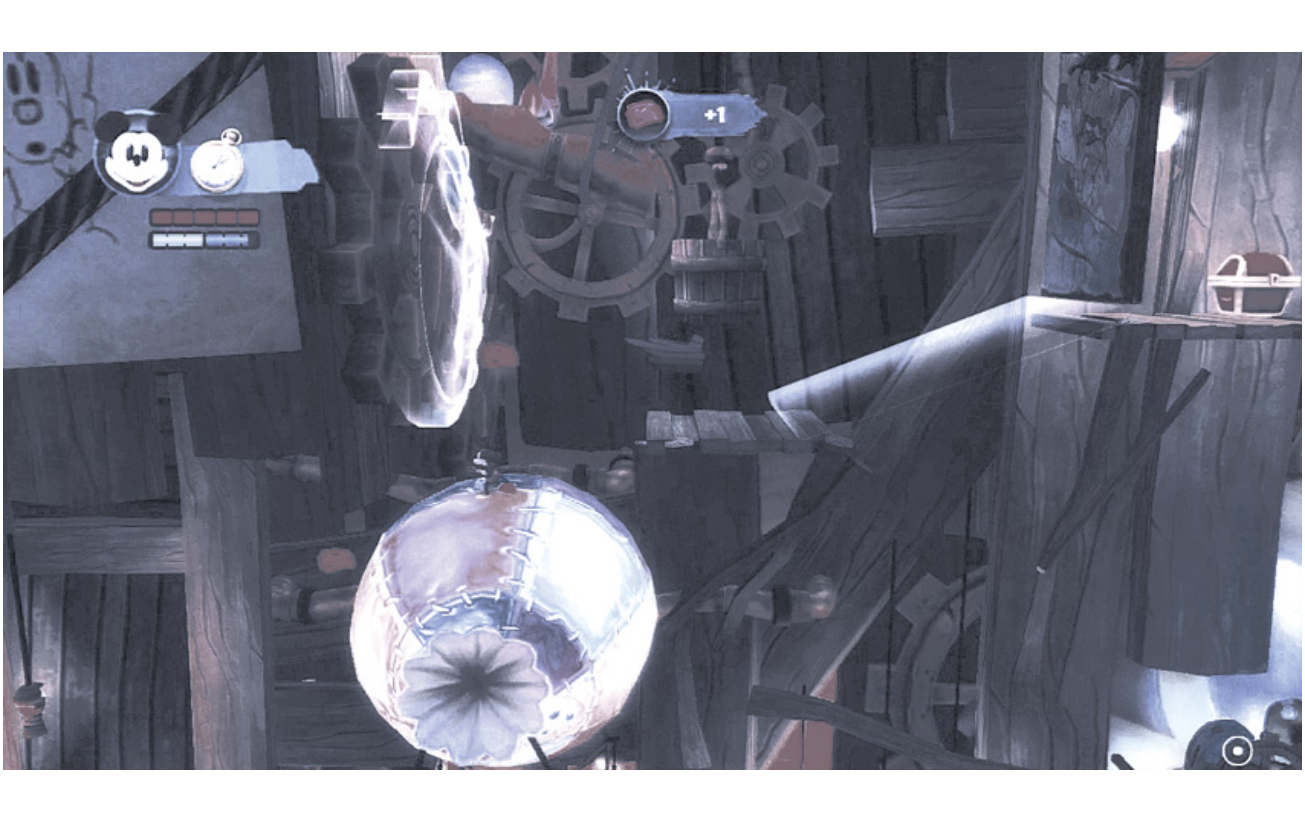
Push the battery sphere along the playing card ramp and into the red target circle in front of the machine. This activates the balloon platform so you can reach the next section of the middle path and all of the upper path.



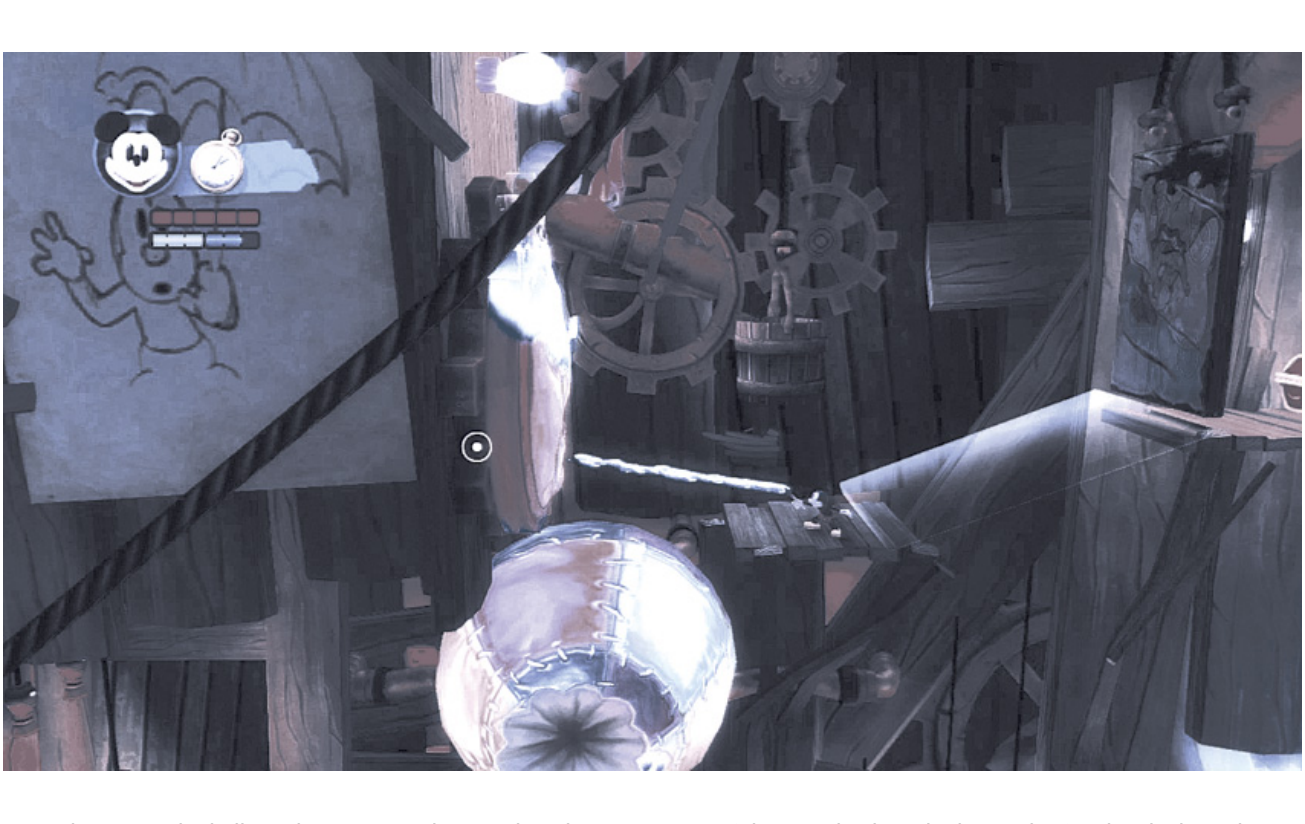
Before you use the balloon platform, thin the red book on the far right and smash open the resource chest hidden in the shadows. Jump up on the balloon platform and let it carry you up to the next section.



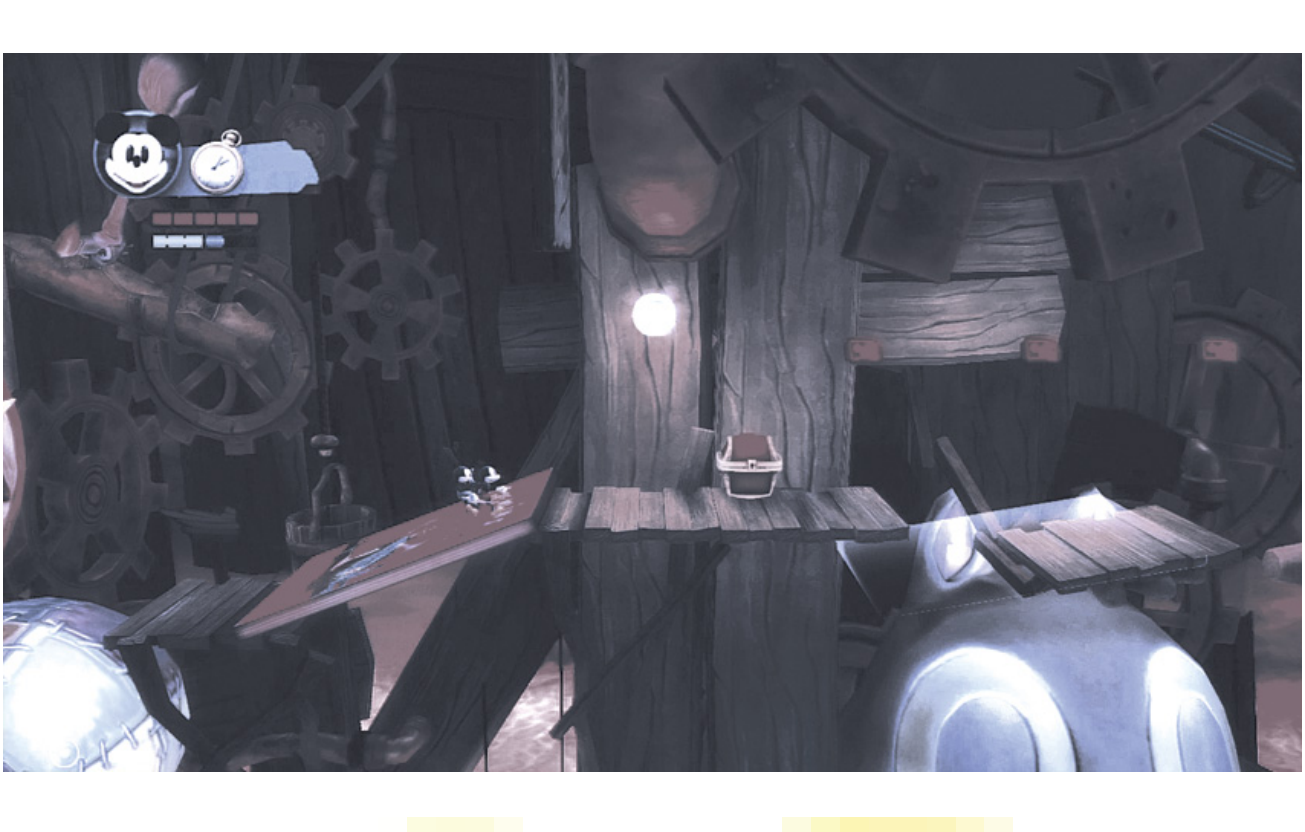
Jump off the balloon platform to the ledge on your left. You'll find another resource chest in front of the giant block. Collect more red E-tickets along the way, too.



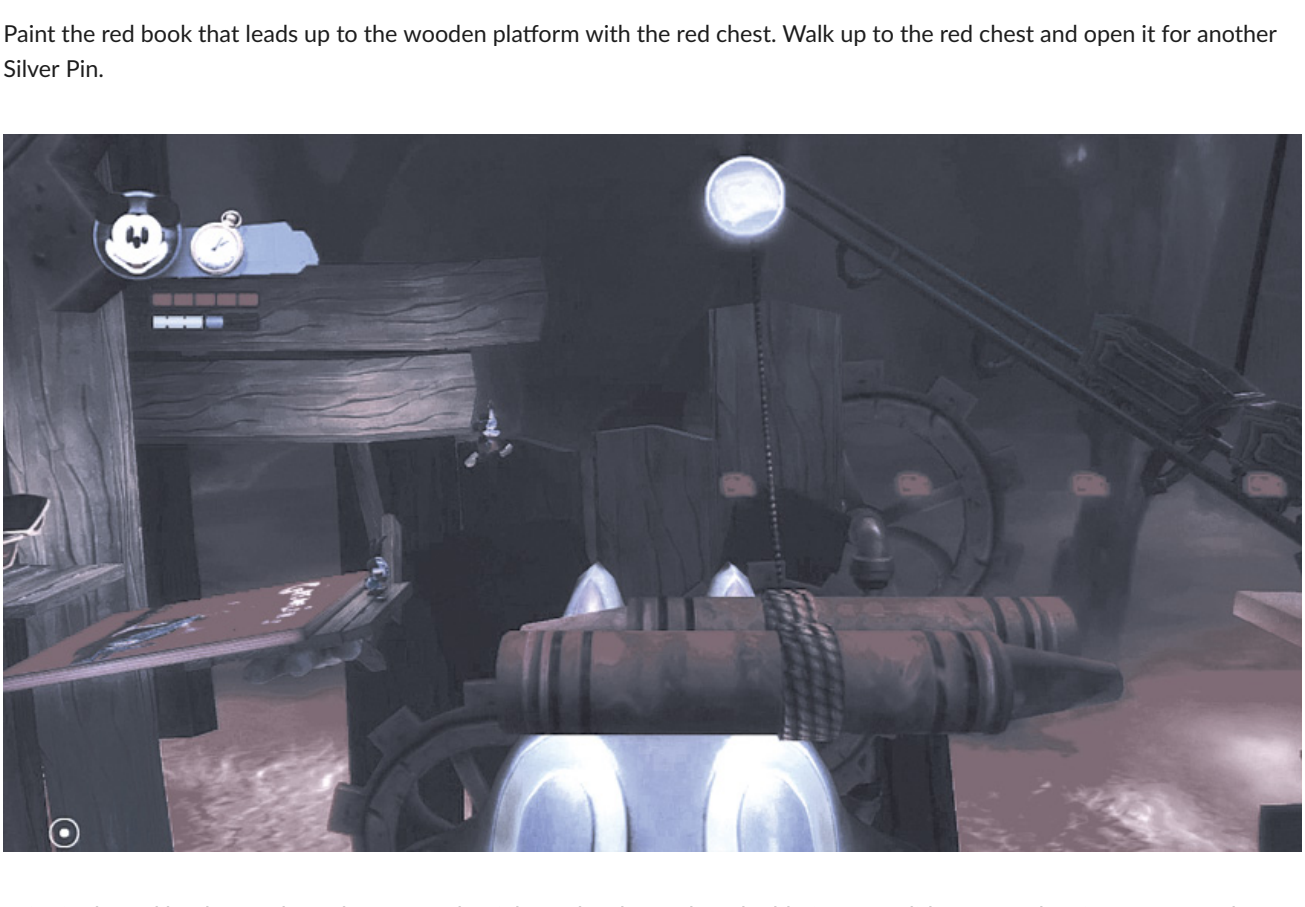
Double-jump or glide over until you are standing on top of the balloon, and when it rises you'll reach the upper path. Scoop up more E-tickets, but don't get too careless or you'll slide off the rounded balloon surface and have to restart at the bottom.



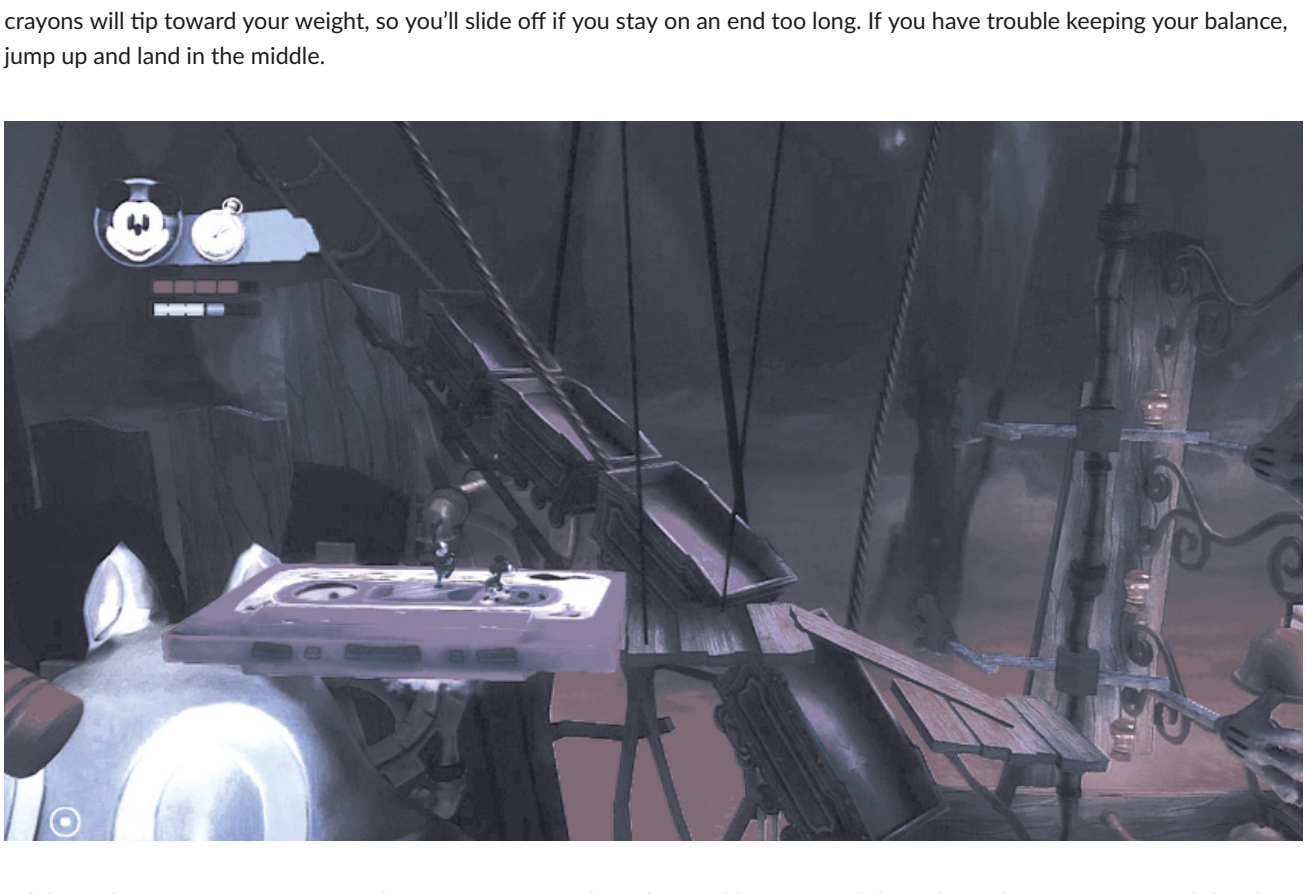
From the top of the balloon, leap over to the wooden platform to your right. Turn back to the left and paint the clock on the wall. This opens the secret door to the red chest to your left on the upper path.



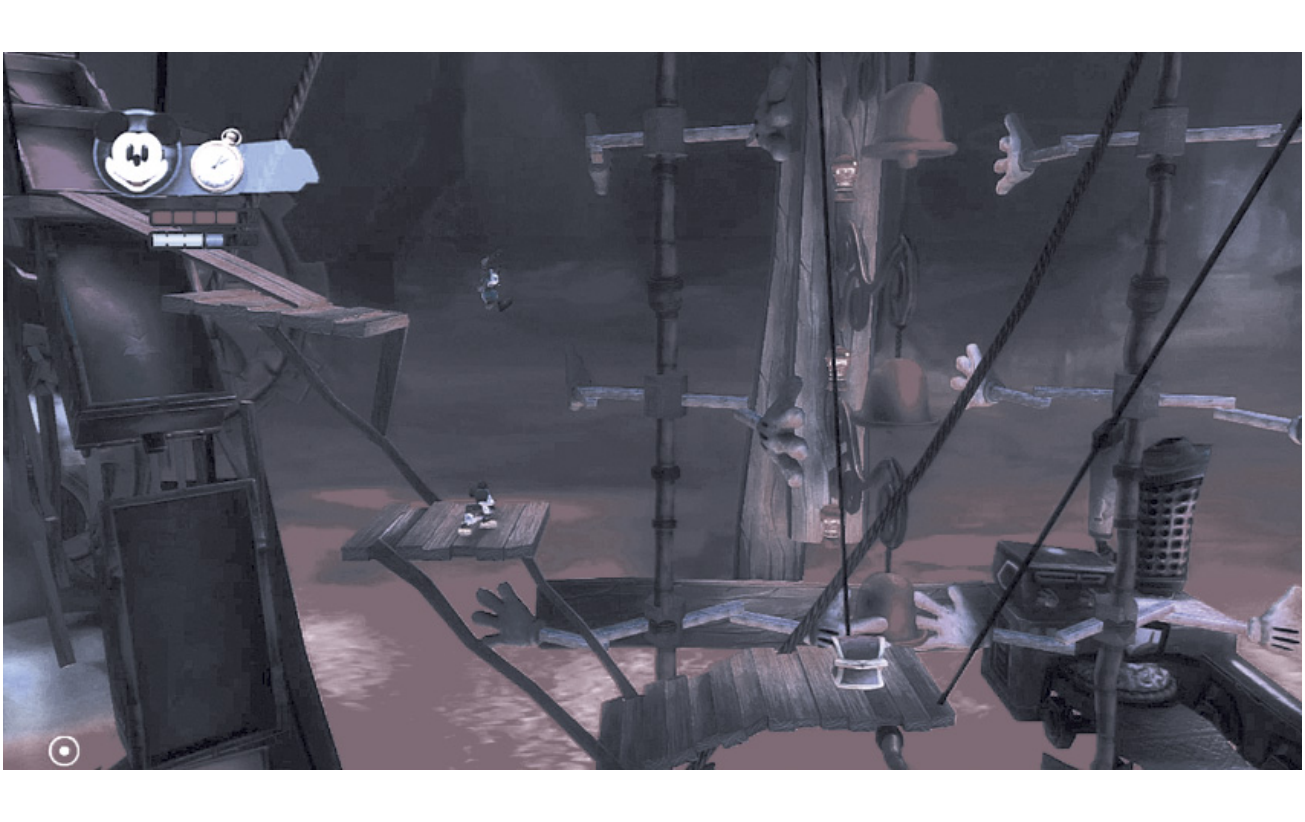
Paint the red book that leads up to the wooden platform with the red chest. Walk up to the red chest and open it for another Silver Pin.



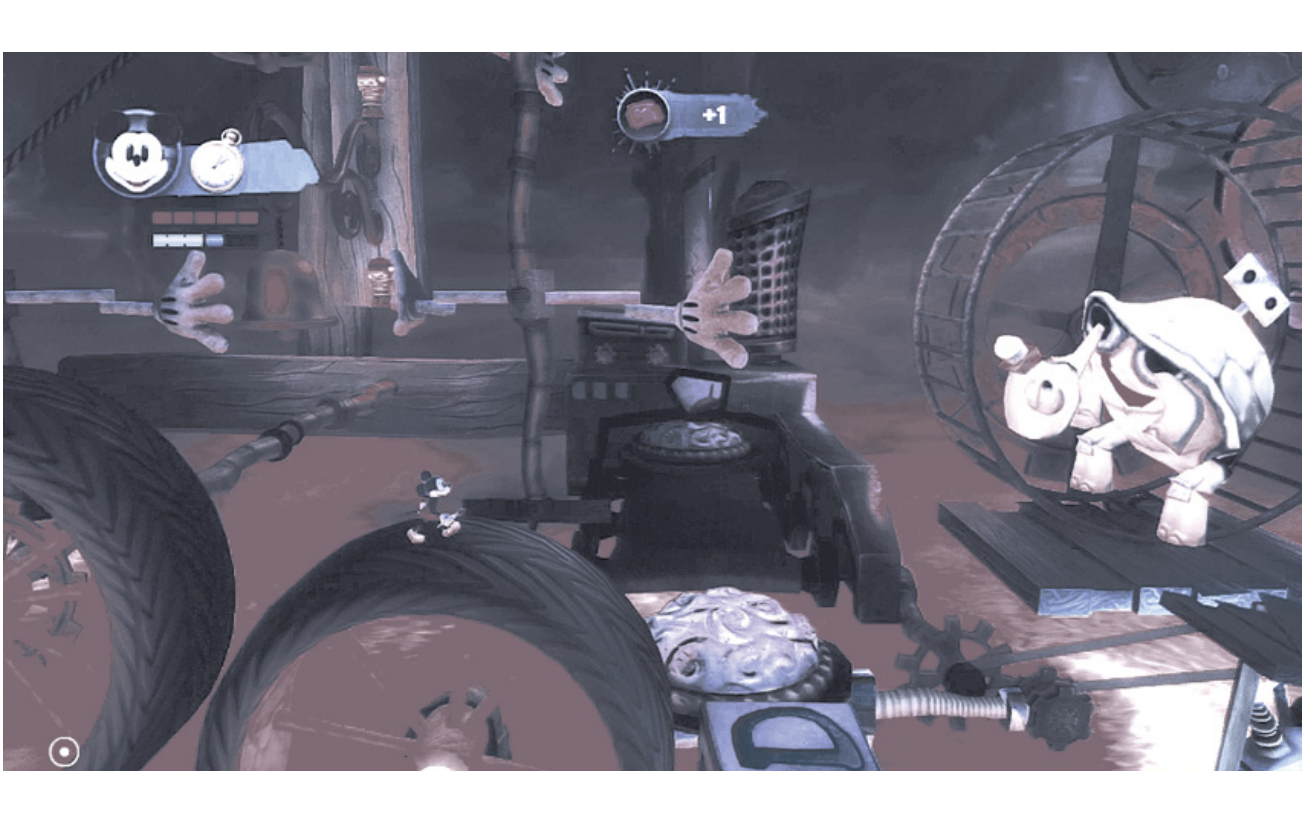
Paint in the red book to make a platform to the right of the chest. Then double-jump or glide over to the giant crayons. The crayons will tip toward your weight, so you'll slide off if you stay on an end too long. If you have trouble keeping your balance, jump up and land in the middle.



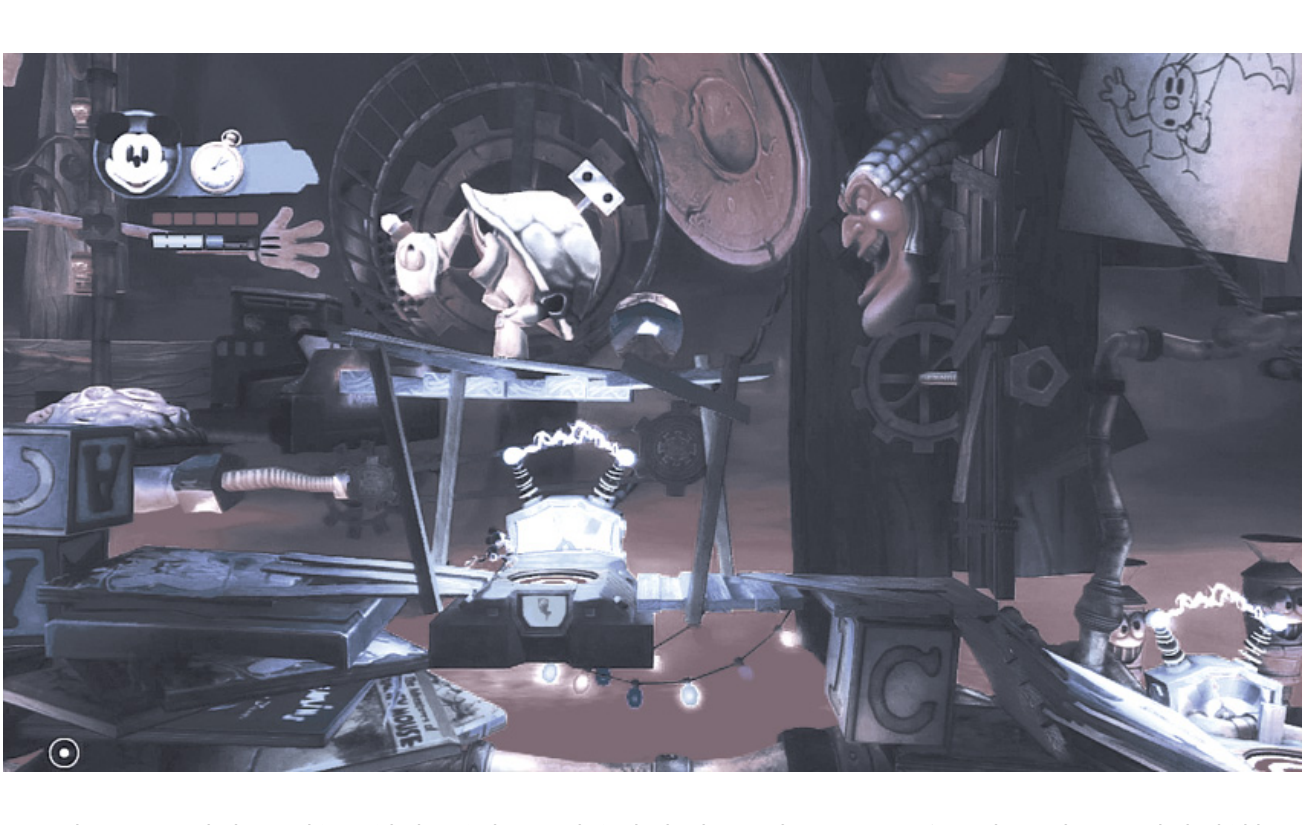
While on the giant crayons, paint in the cassette tape to the right. Double-jump or glide to the pink cassette tape and then hop onto the small wooden platforms to the right.



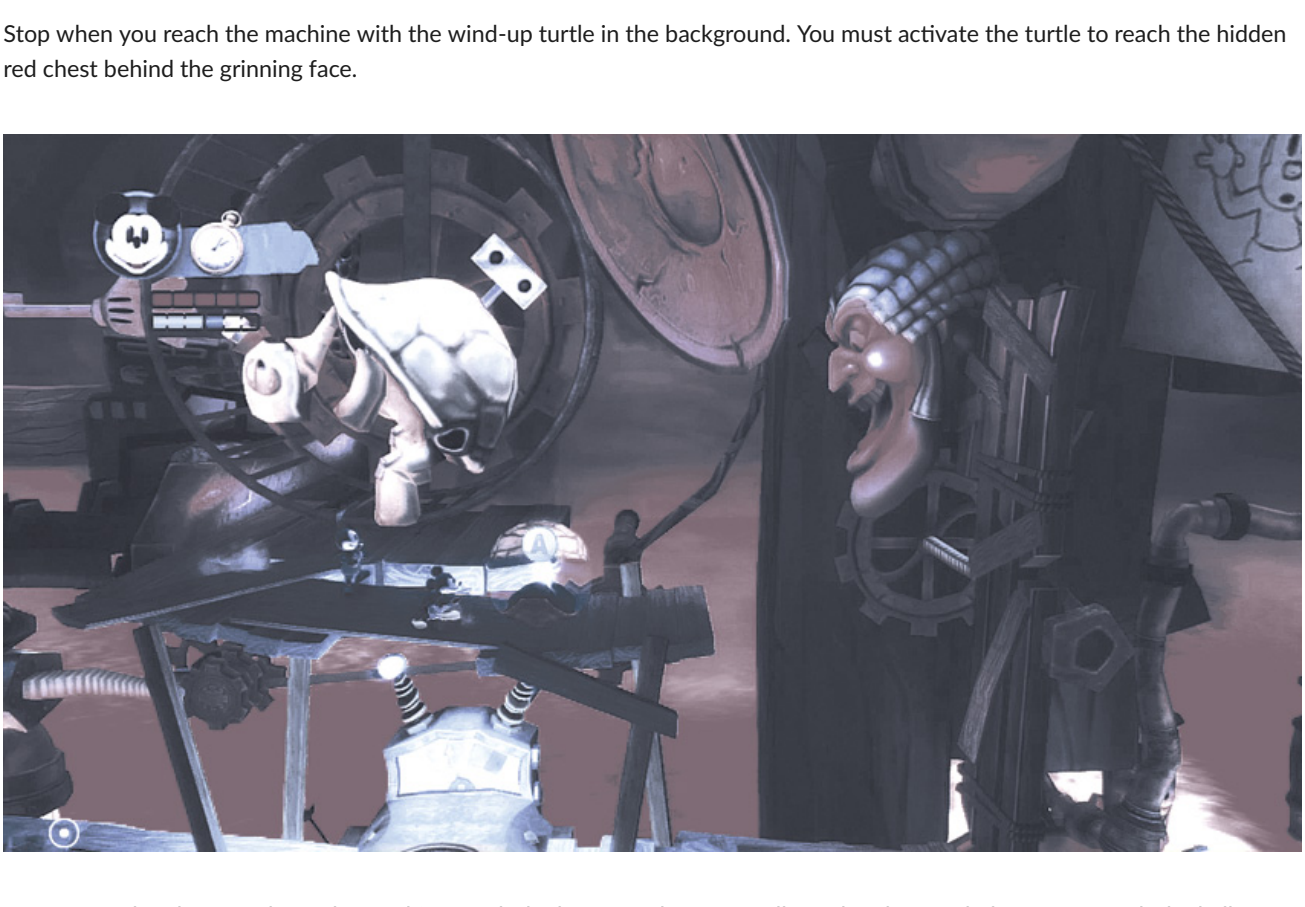
Continue down the wooden platforms until you find a resource chest on the last one. You're now almost even with the middle path again.



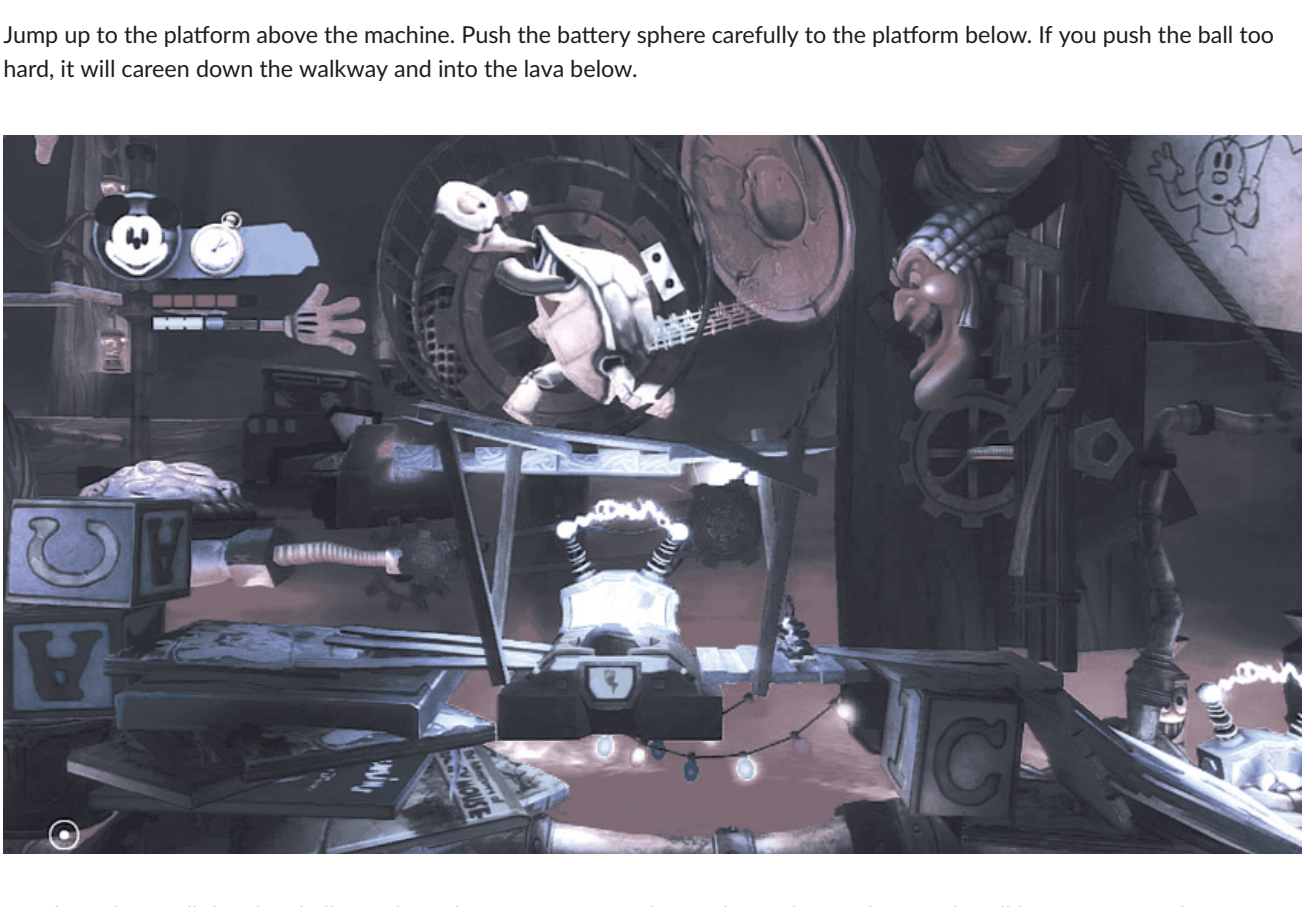
Fall off the last wooden platform and hop on the spinning bicycle tires below. You'll come back to these tires later to get the Concept Art 31 sketch, but if you continue forward you'll reach the next red chest.



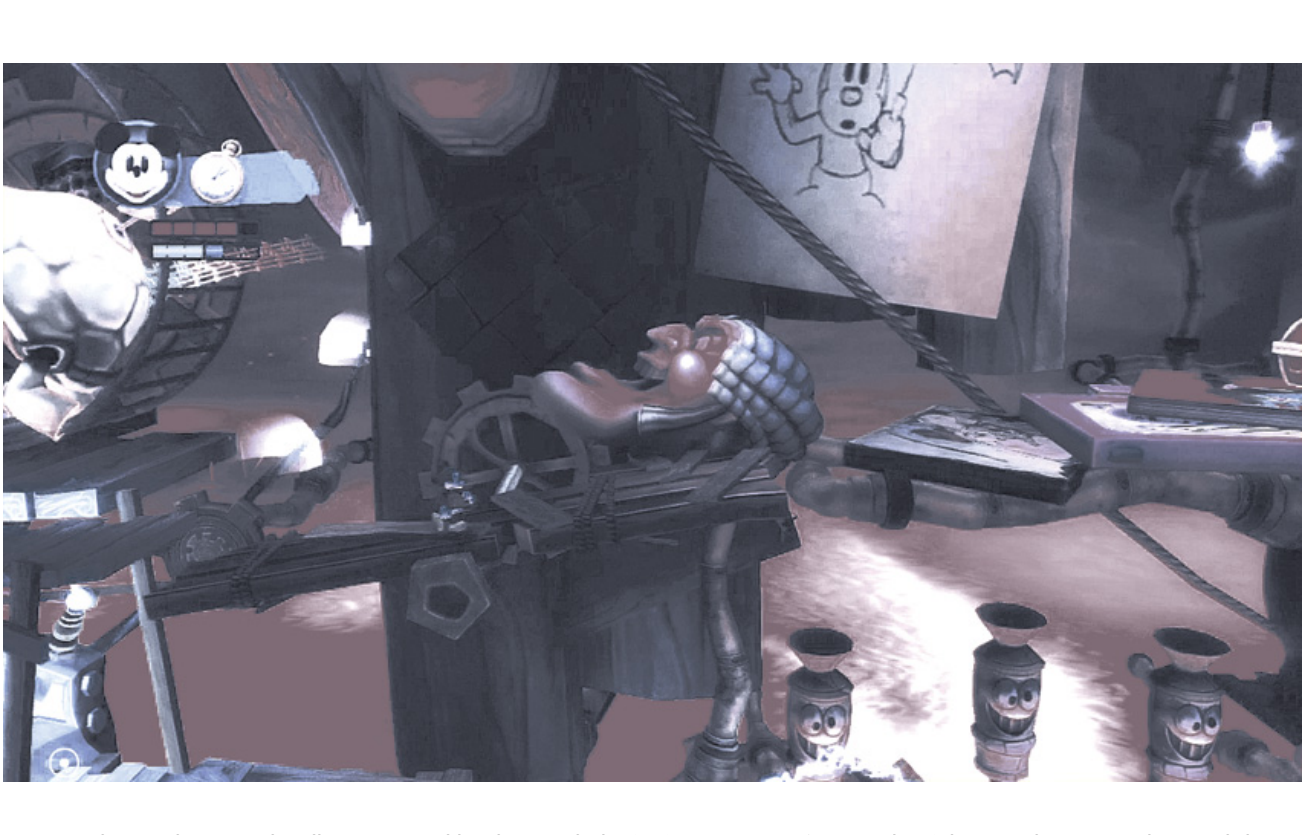
Stop when you reach the machine with the wind-up turtle in the background. You must activate the turtle to reach the hidden red chest behind the grinning face.



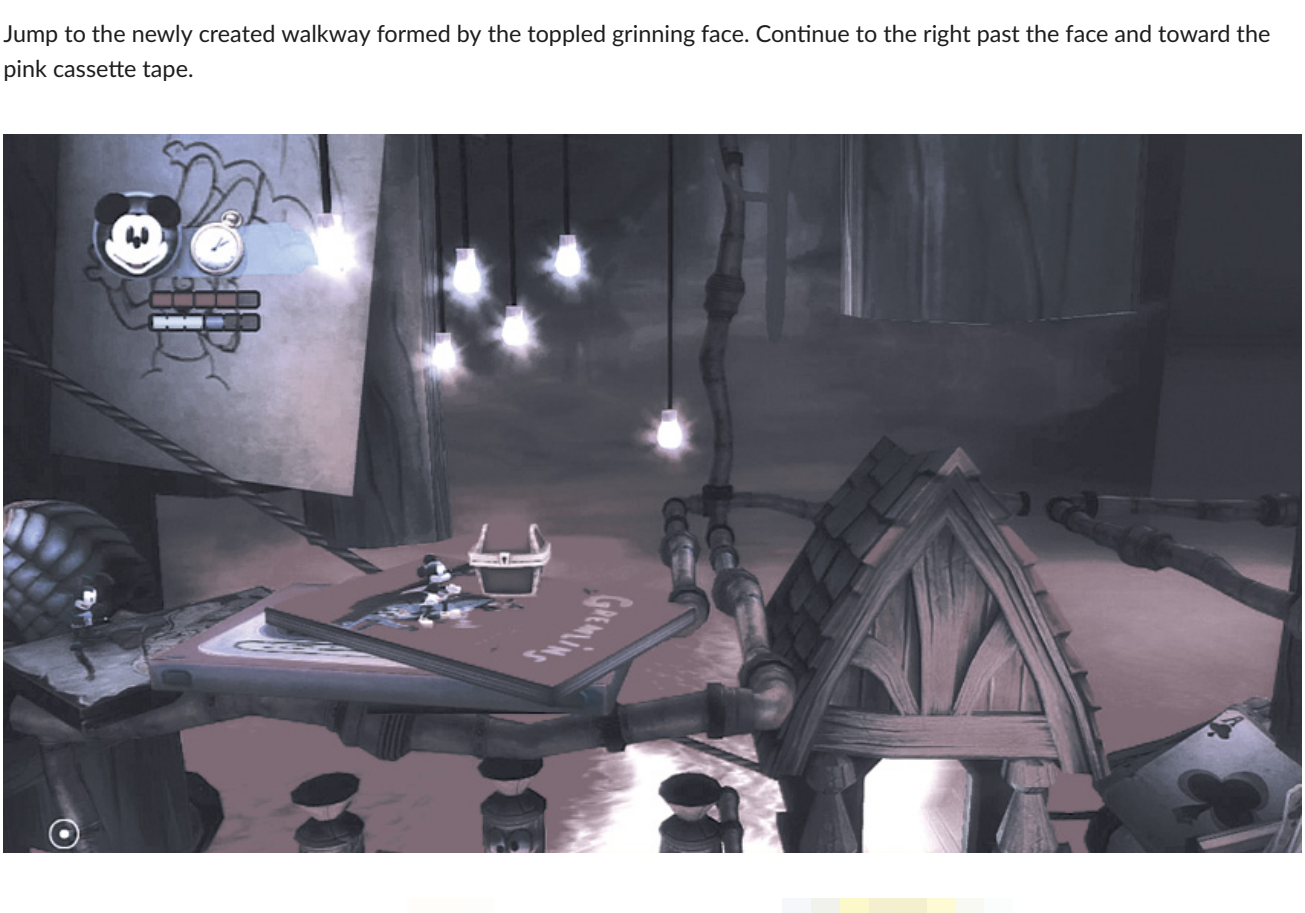
Jump up to the platform above the machine. Push the battery sphere carefully to the platform below. If you push the ball too hard, it will careen down the walkway and into the lava below.



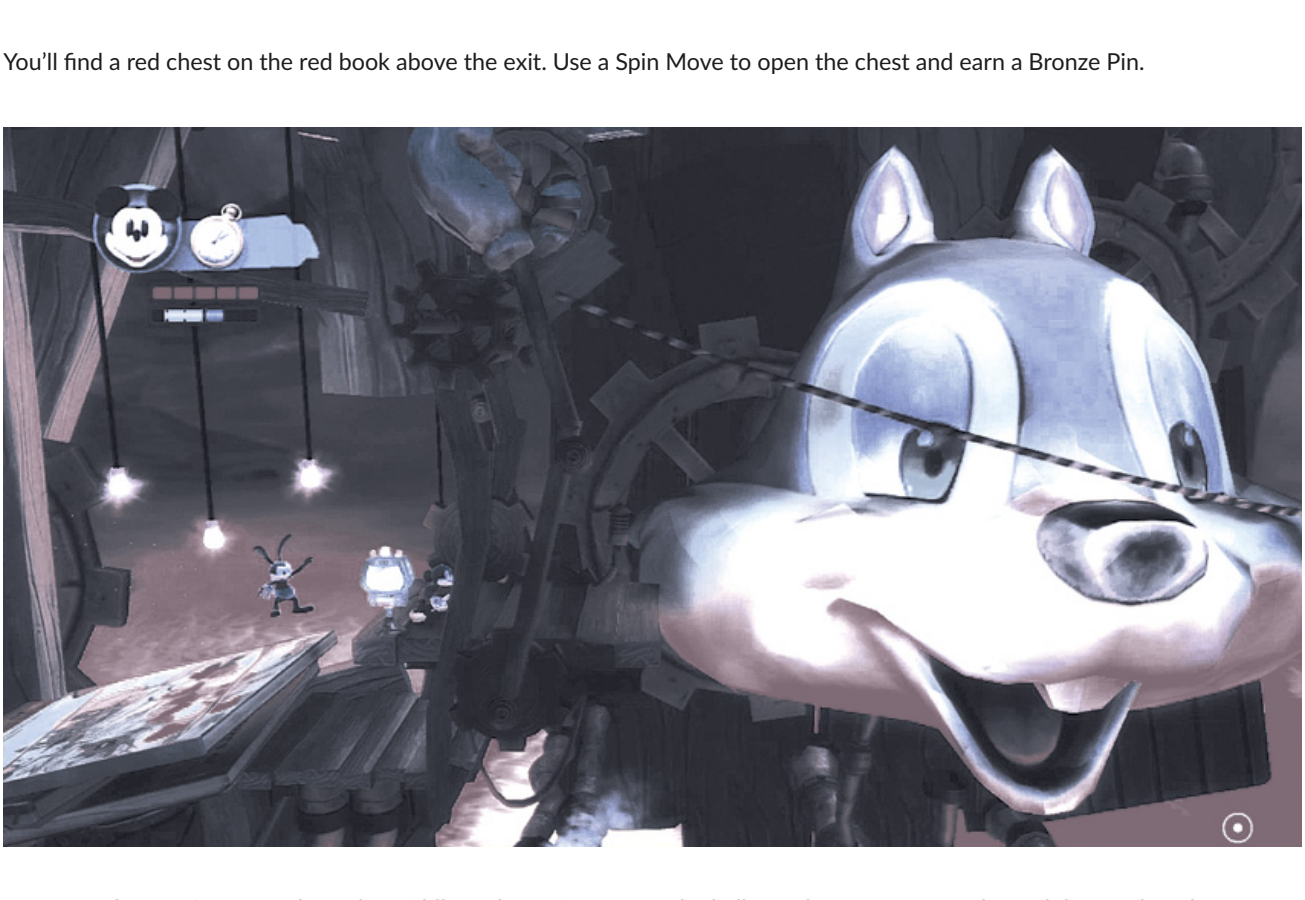
Gently push or pull the glass ball into the red target in front of the machine. The wind-up turtle will begin to run and start up the pie-throwing apparatus. Three pies will shoot across the gap and strike the grinning face, slowly lowering a new walkway.



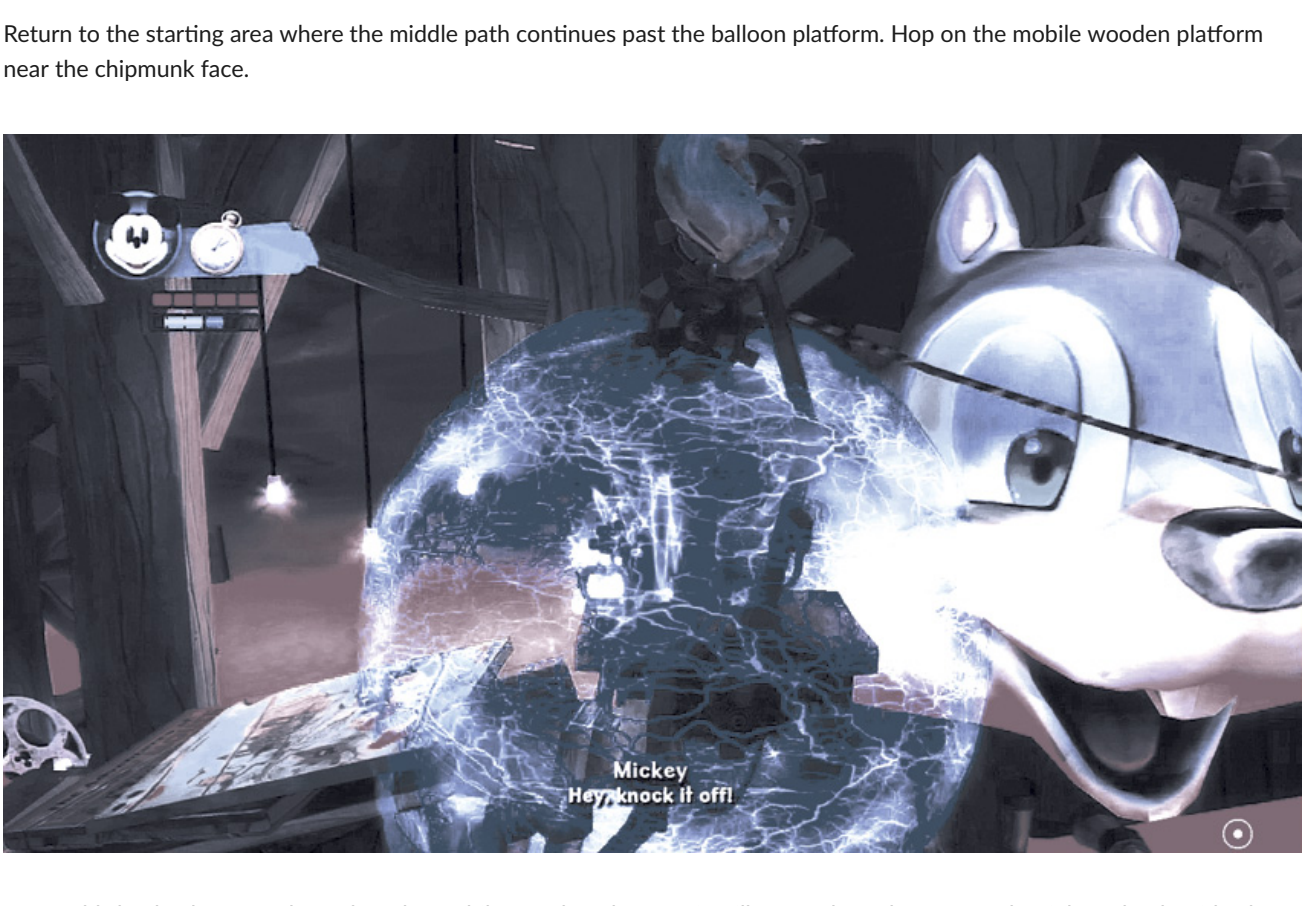
Jump to the newly created walkway formed by the toppled grinning face. Continue to the right past the face and toward the pink cassette tape.



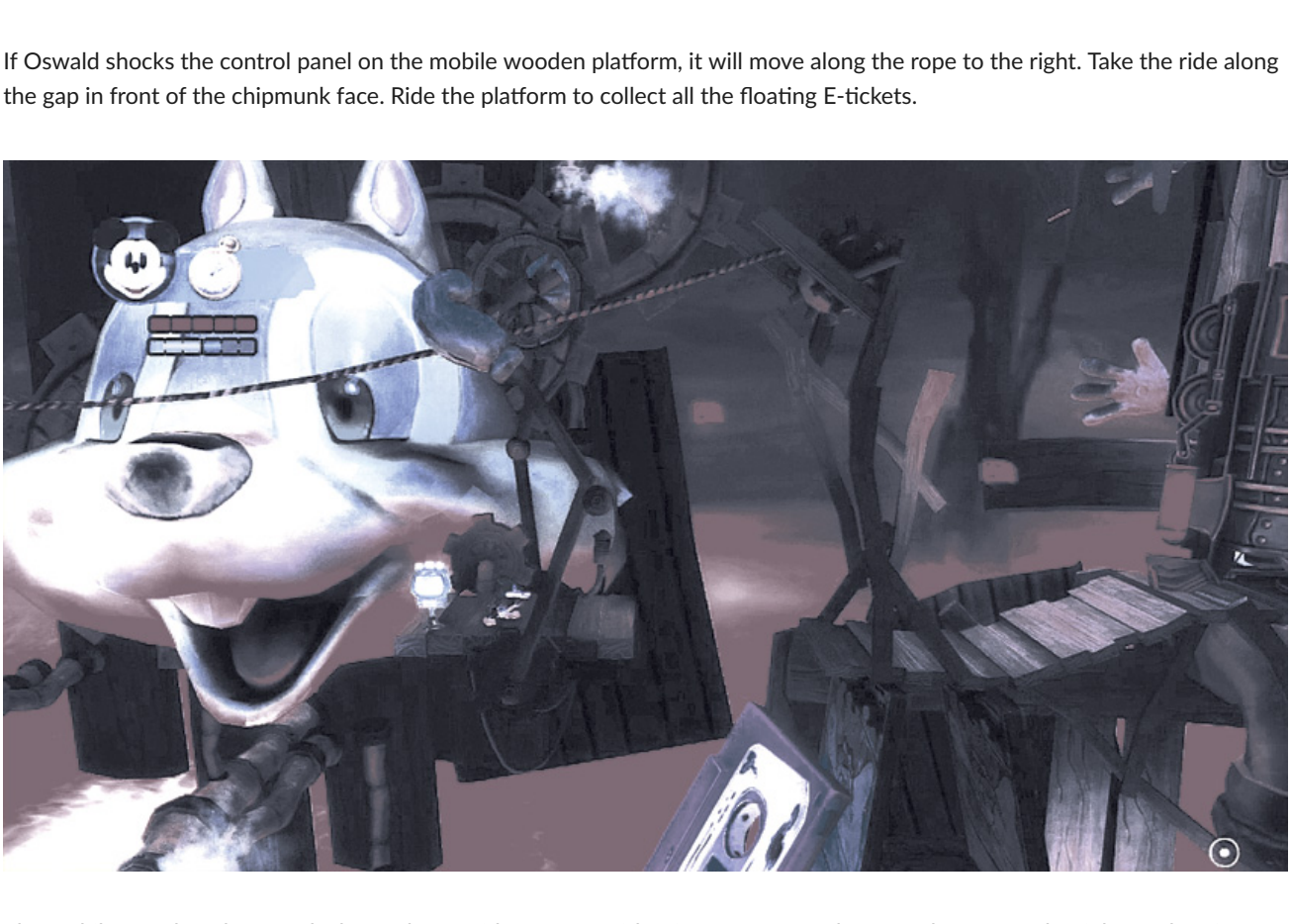
You'll find a red chest on the red book above the exit. Use a Spin Move to open the chest and earn a Bronze Pin.



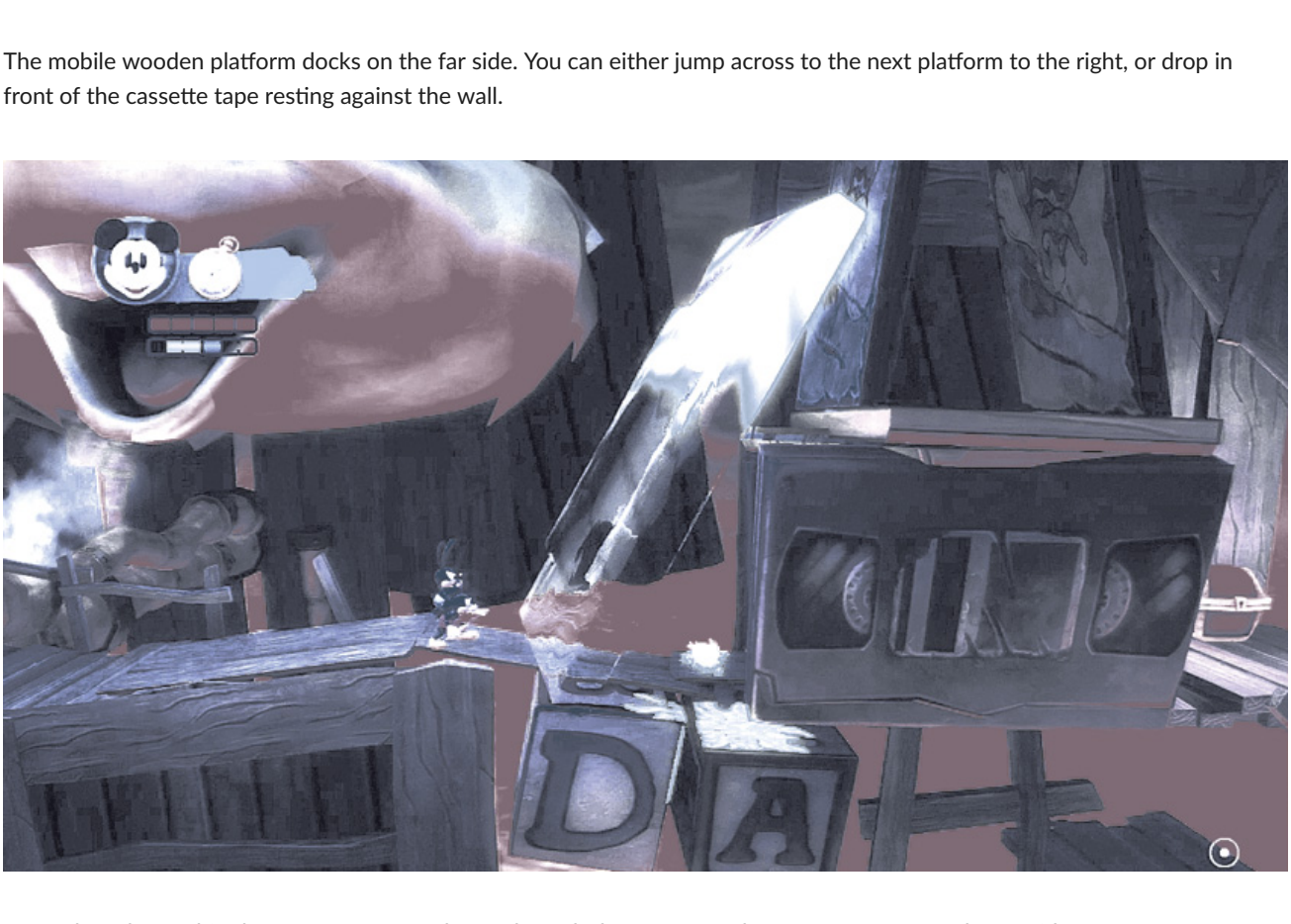
Return to the starting area where the middle path continues past the balloon platform. Hop on the mobile wooden platform near the chipmunk face.



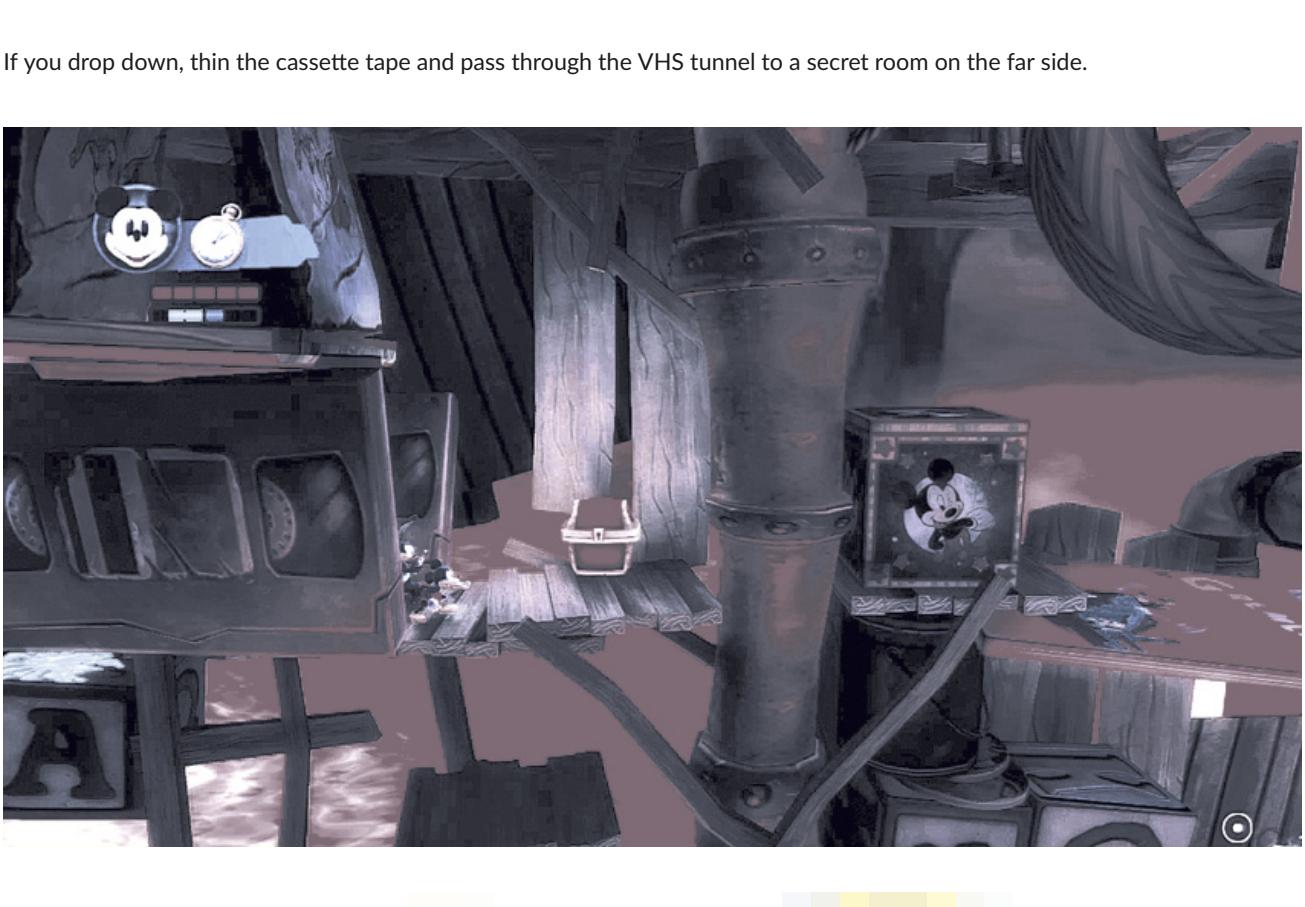
If Oswald shocks the control panel on the mobile wooden platform, it will move along the rope to the right. Take the ride along the gap in front of the chipmunk face. Ride the platform to collect all the floating E-tickets.



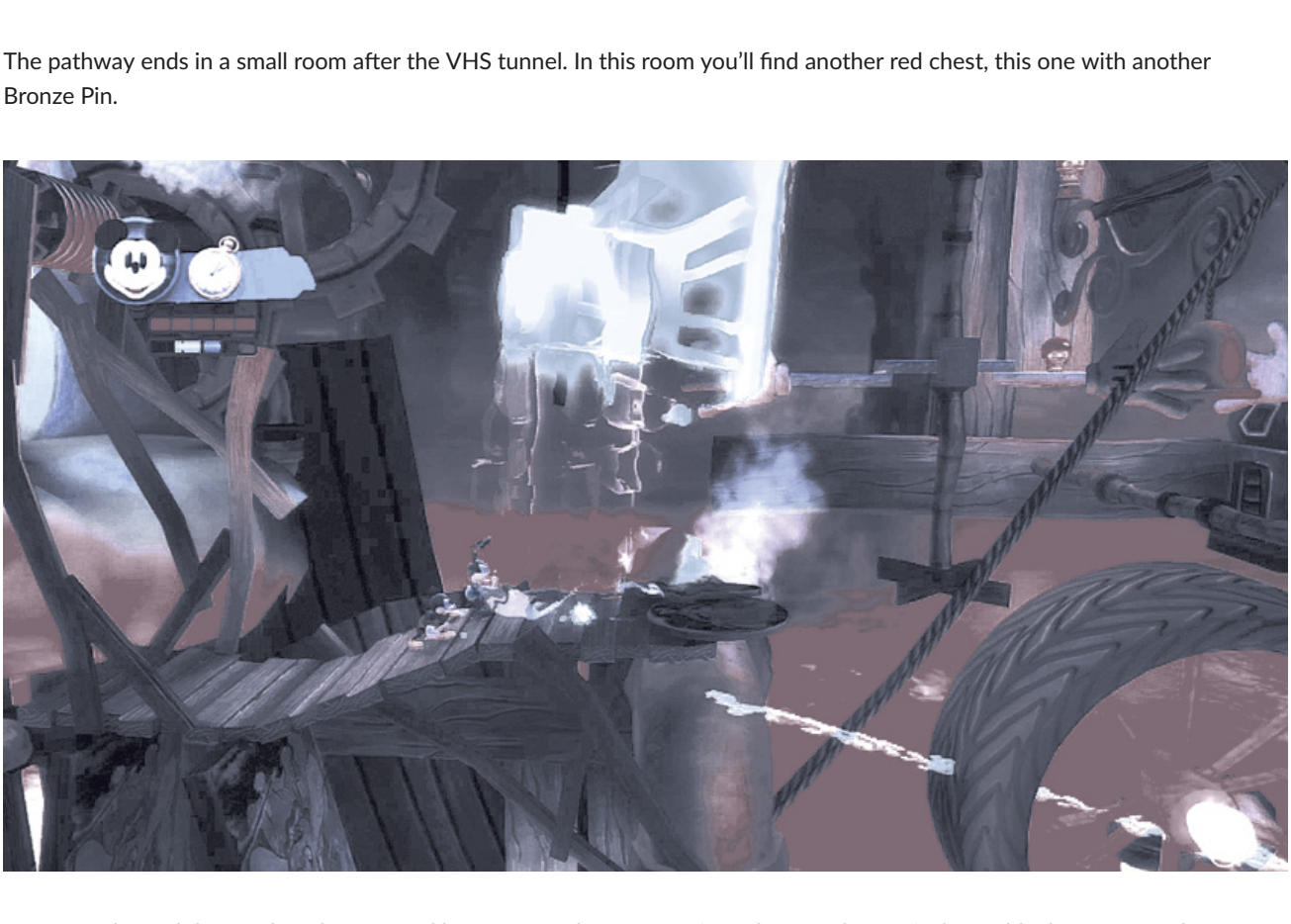
The mobile wooden platform docks on the far side. You can either jump across to the next platform to the right, or drop in front of the cassette tape resting against the wall.



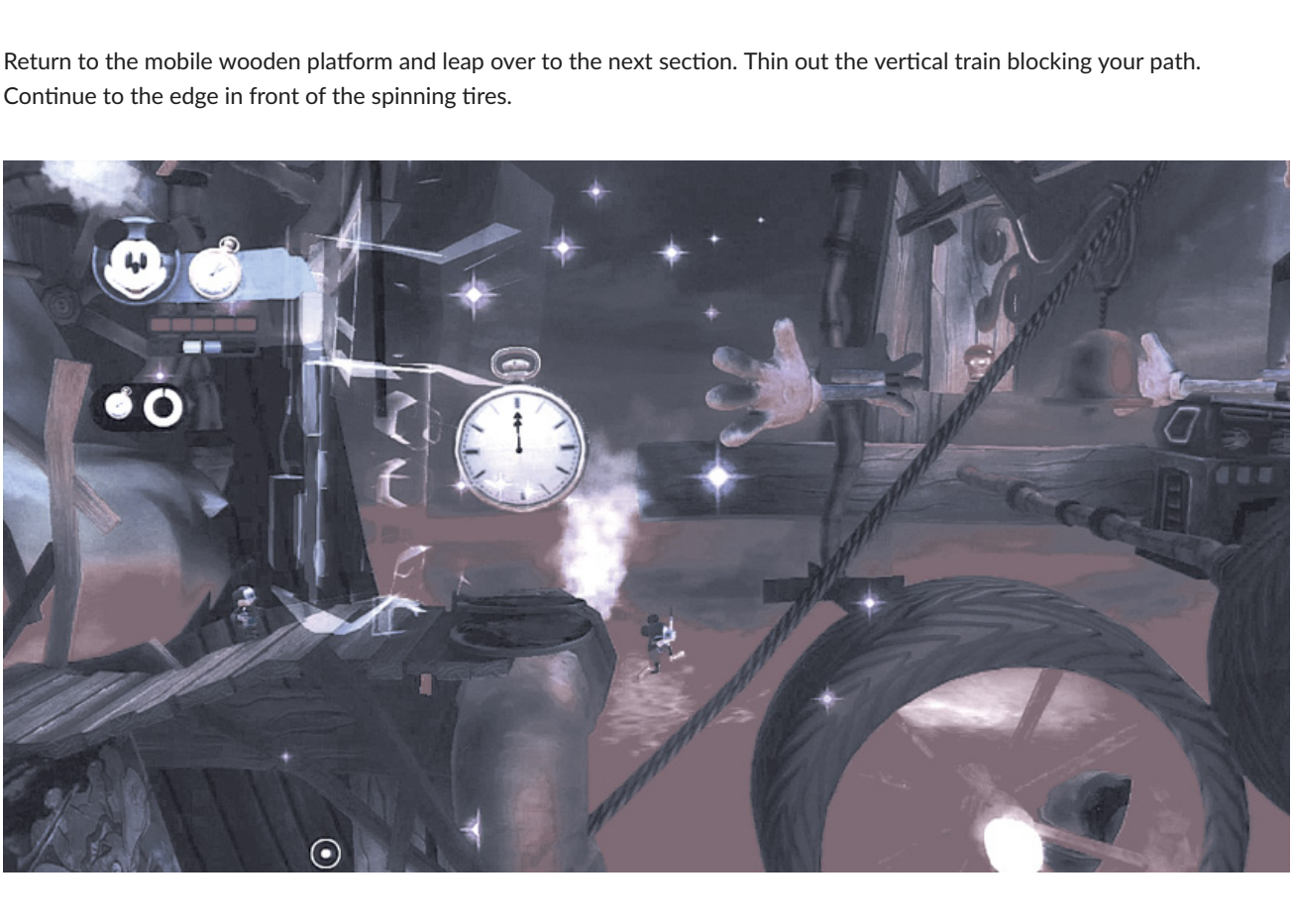
If you drop down, thin the cassette tape and pass through the VHS tunnel to a secret room on the far side.



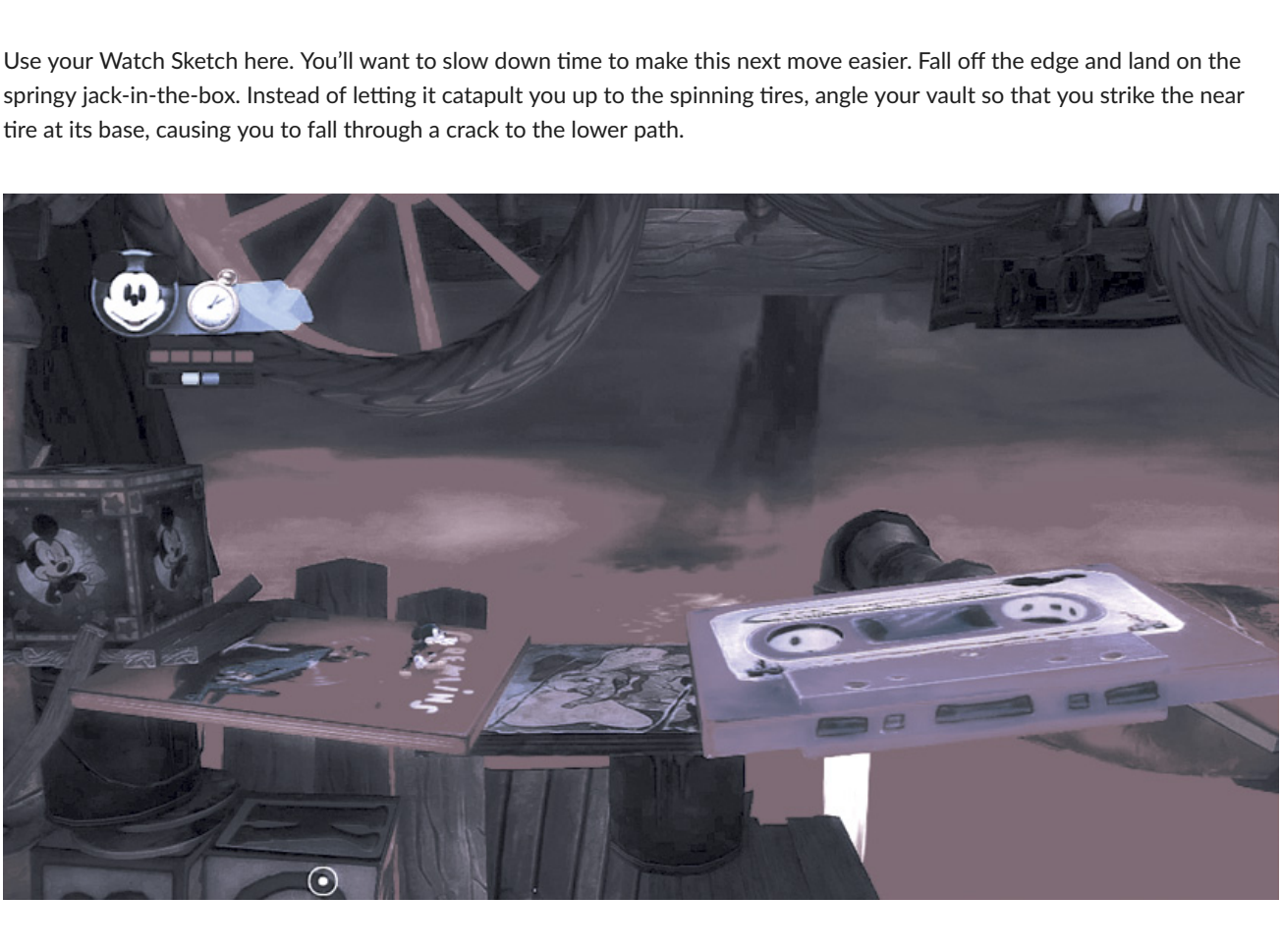
The pathway ends in a small room after the VHS tunnel. In this room you'll find another red chest, this one with another Bronze Pin.



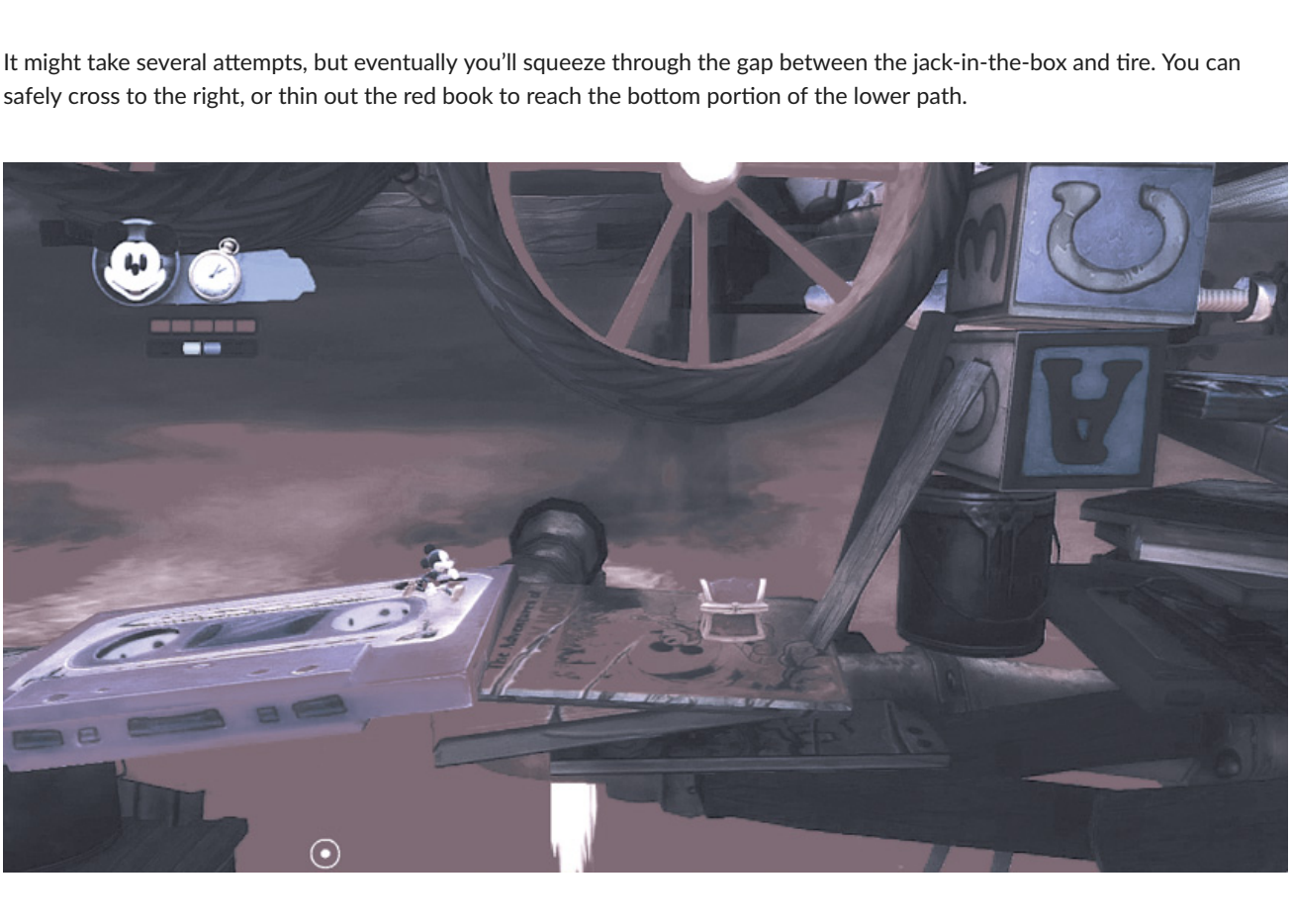
Return to the mobile wooden platform and leap over to the next section. Thin out the vertical train blocking your path. Continue to the edge in front of the spinning tires.



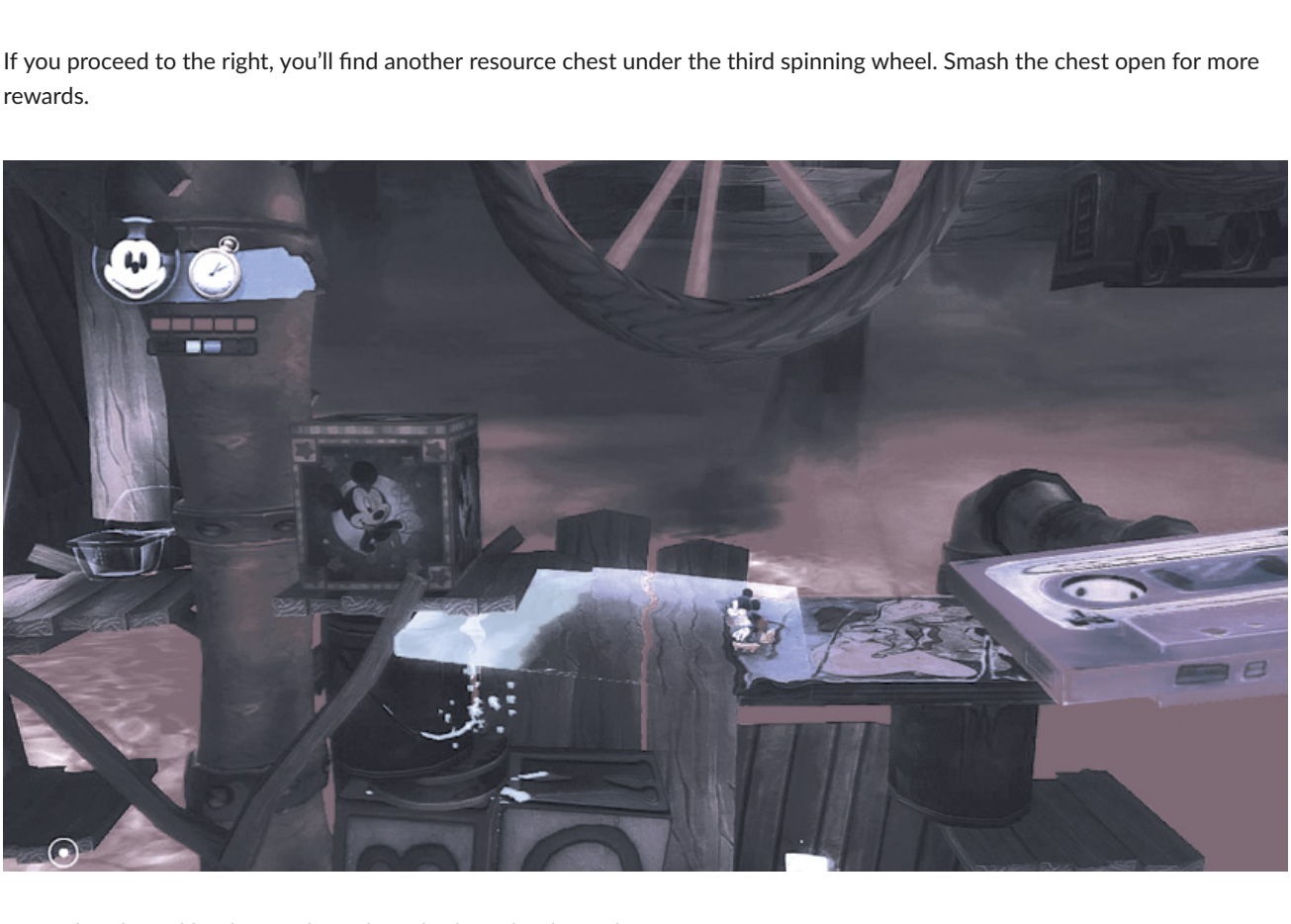
Use your Watch Sketch here. You'll want to slow down time to make this next move easier. Fall off the edge and land on the springy jack-in-the-box. Instead of letting it catapult you up to the spinning tires, angle your vault so that you strike the near tire at its base, causing you to fall through a crack to the lower path.



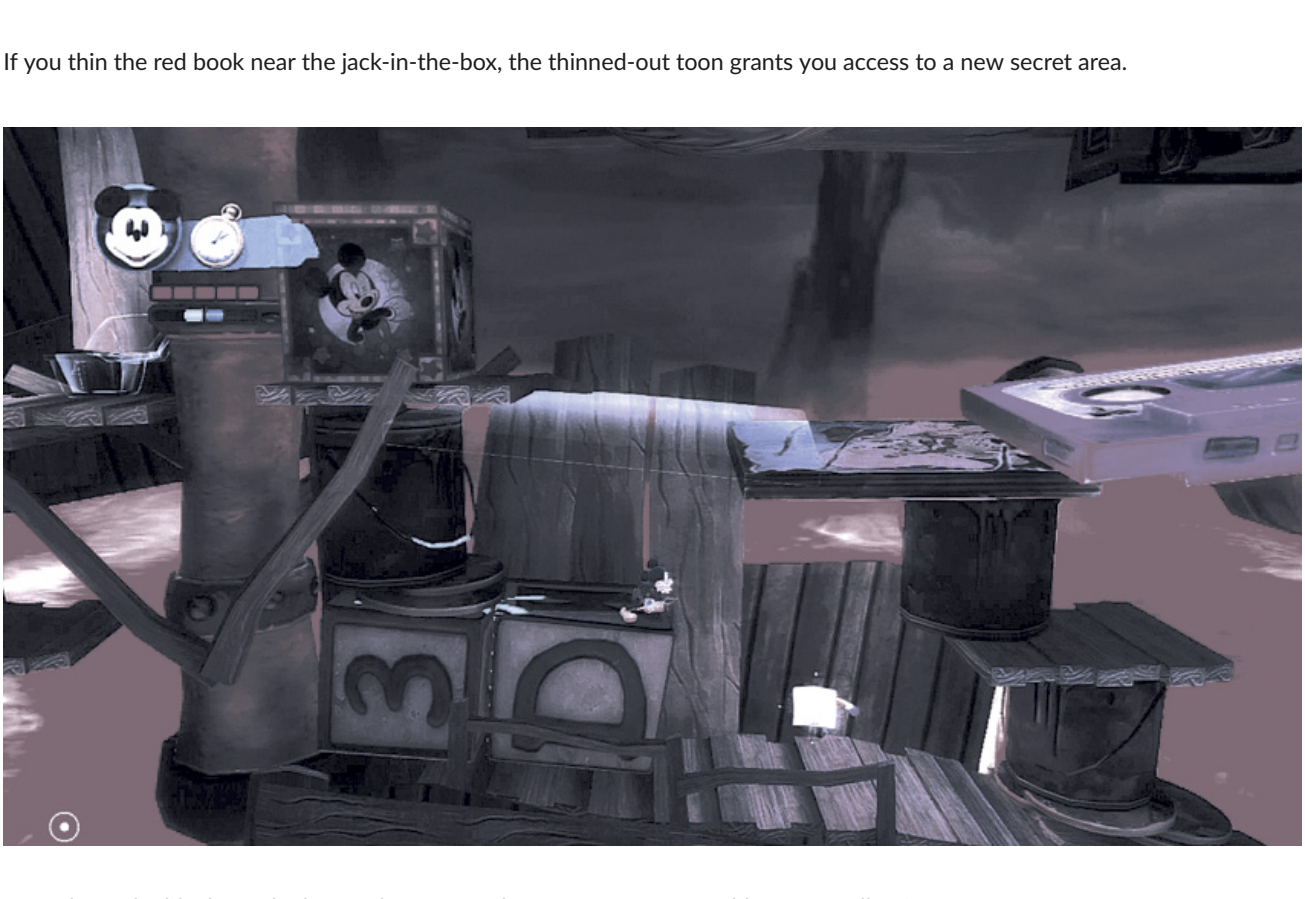
It might take several attempts, but eventually you'll squeeze through the gap between the jack-in-the-box and tire. You can safely cross to the right, or thin out the red book to reach the bottom portion of the lower path.



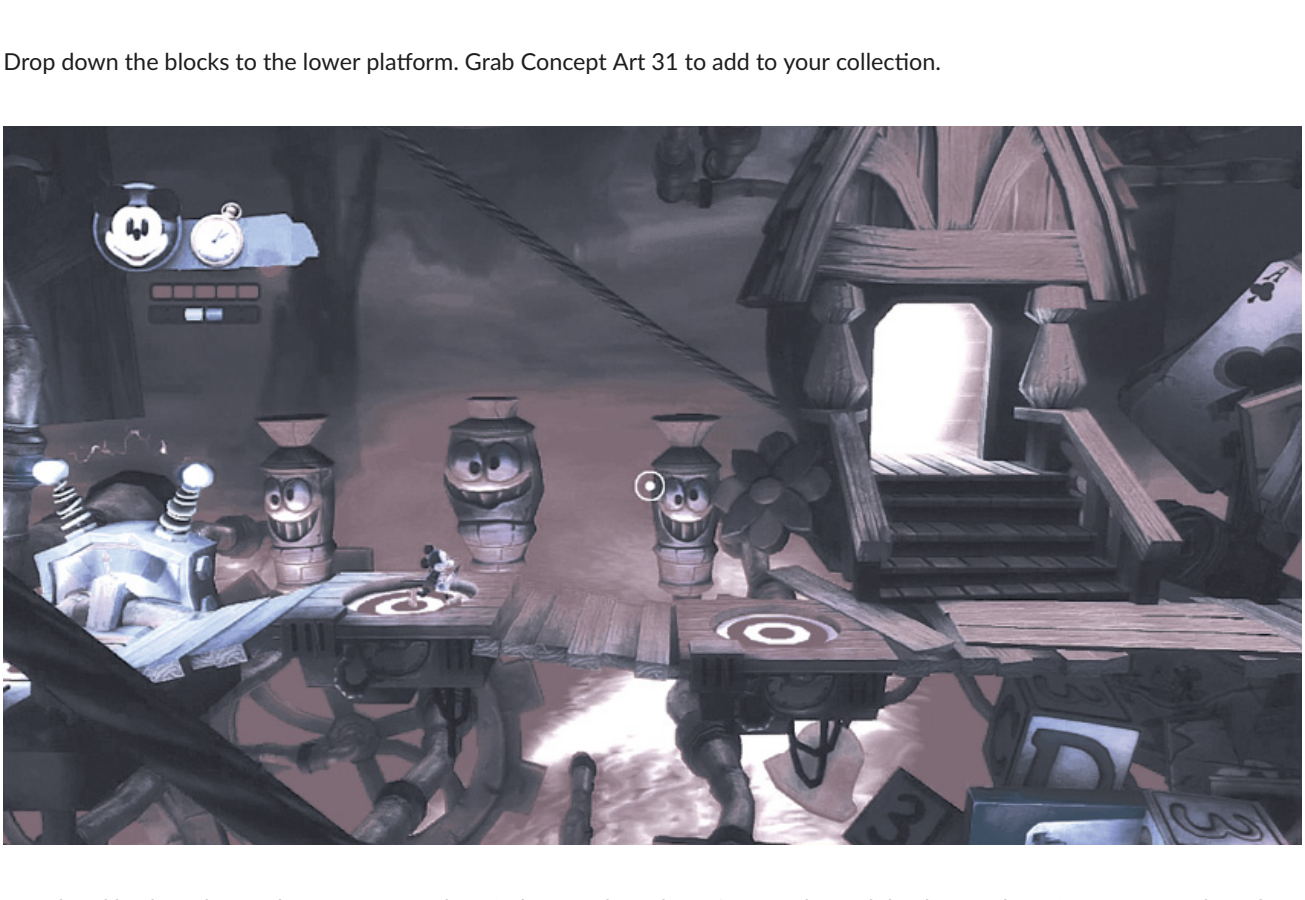
If you proceed to the right, you'll find another resource chest under the third spinning wheel. Smash the chest open for more rewards.



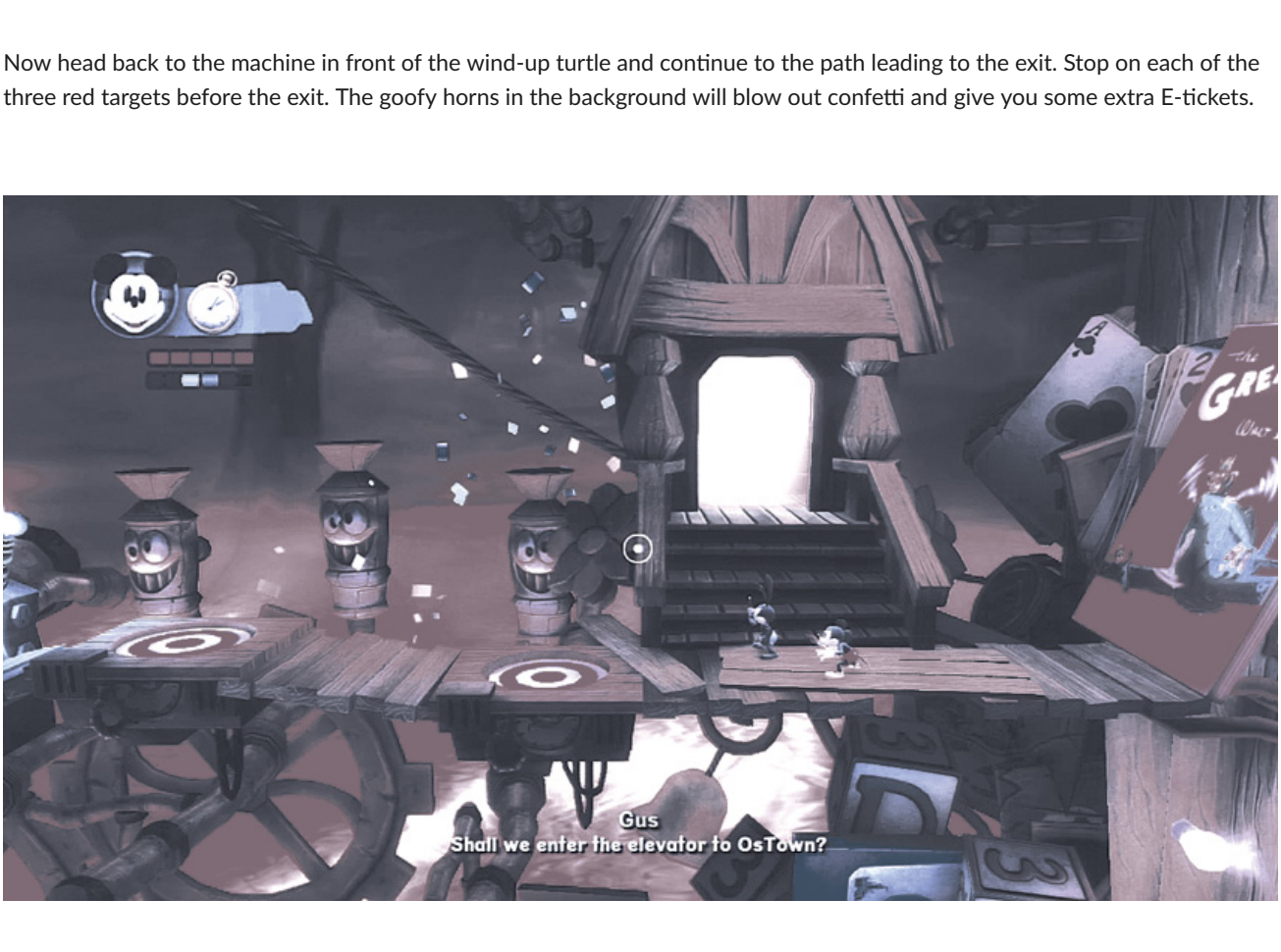
If you thin the red book near the jack-in-the-box, the thinned-out toon grants you access to a new secret area.



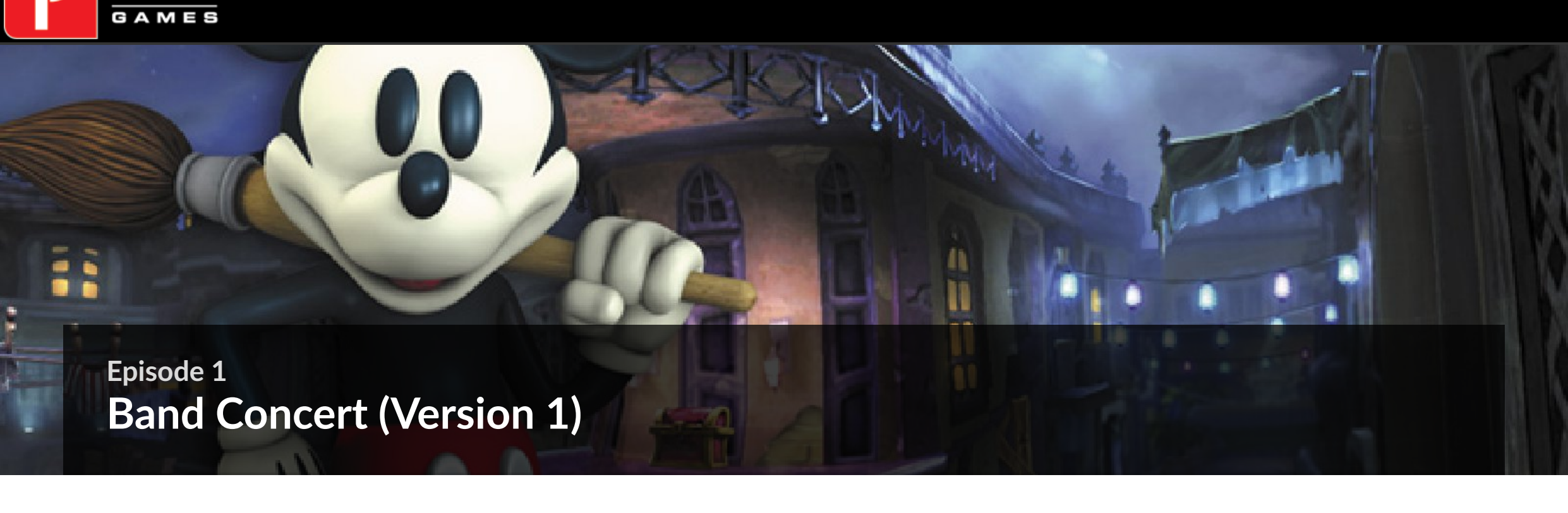
Drop down the blocks to the lower platform. Grab Concept Art 31 to add to your collection.



Now head back to the machine in front of the wind-up turtle and continue to the path leading to the exit. Stop on each of the three red targets before the exit. The goofy horns in the background will blow out confetti and give you some extra E-tickets.



You've reached the exit! Jump through the glowing door to travel to OsTown.



Episode 1

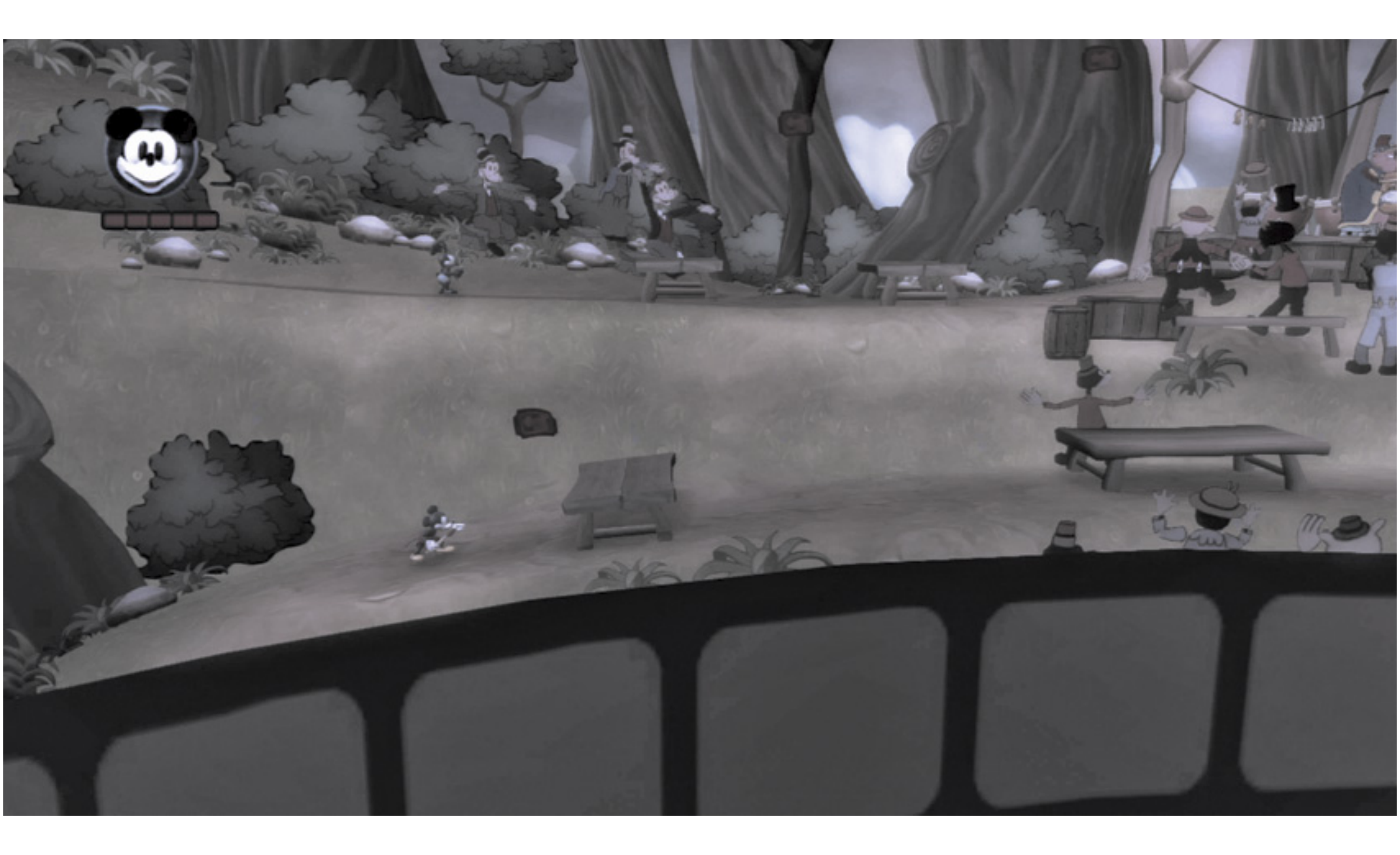
Band Concert (Version 1)

LEVEL BREAKDOWN

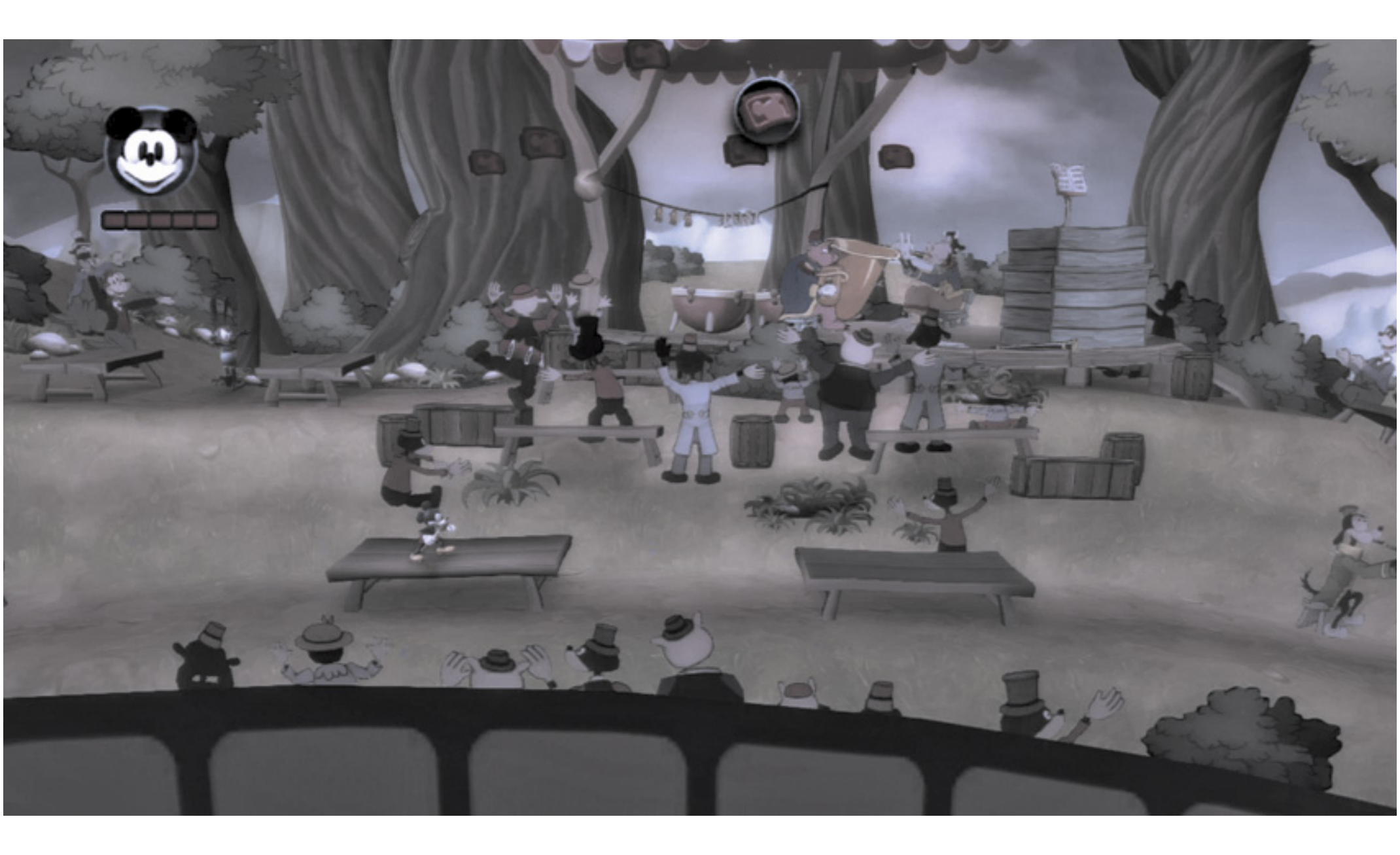
Collectibles

- Film Reel
- Golden E-tickets (x2)
- Gold Pin

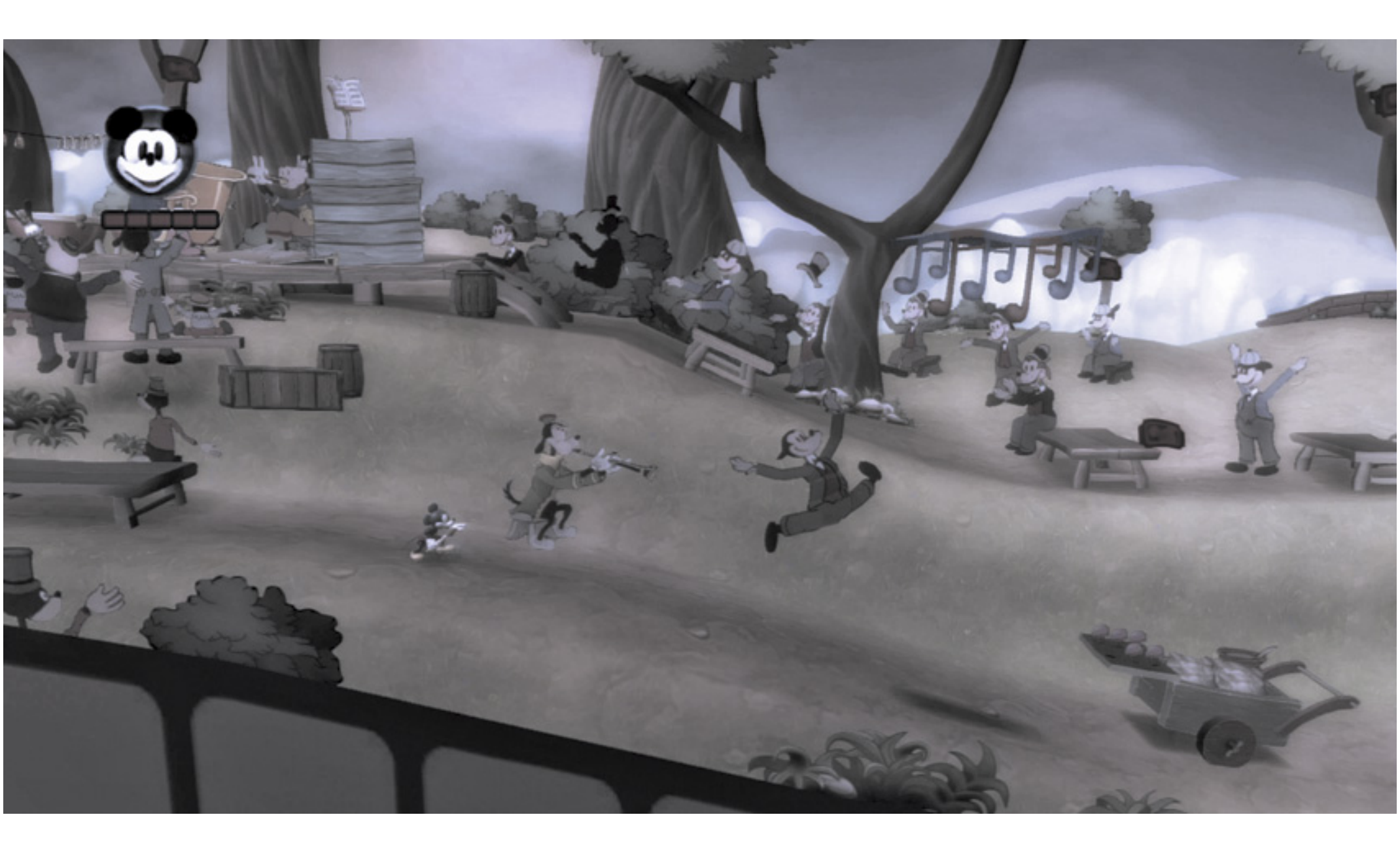
Note: The Band Concert cartoon is only accessible after you fix the projectors. You can then access it to travel back and forth between Mean Street North and OsTown.



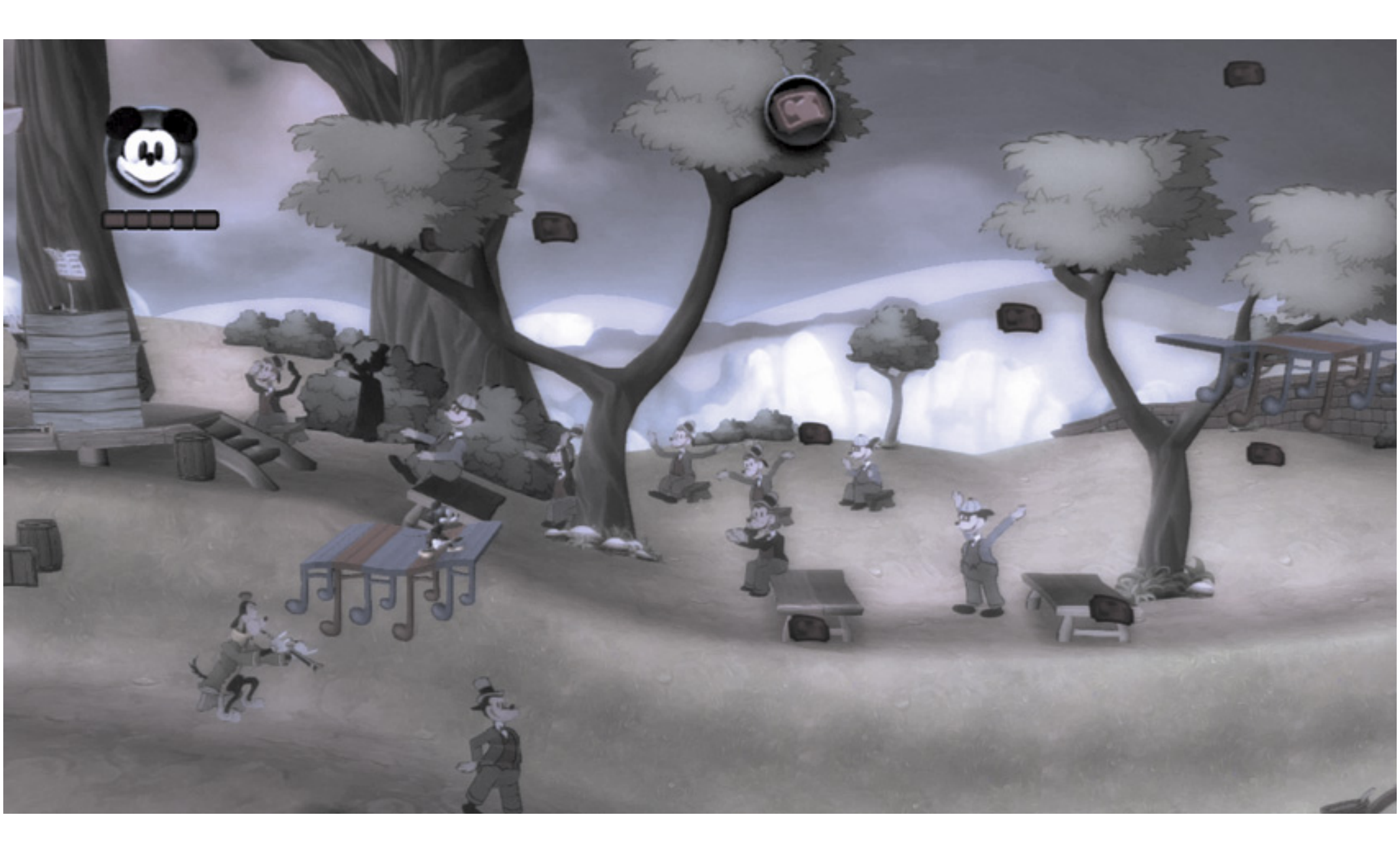
All 2D levels for the projectors have two paths: lower and upper. Mickey starts in the lower and Oswald in the upper. To get all the special items, you'll need to cooperate and play through the level more than once.



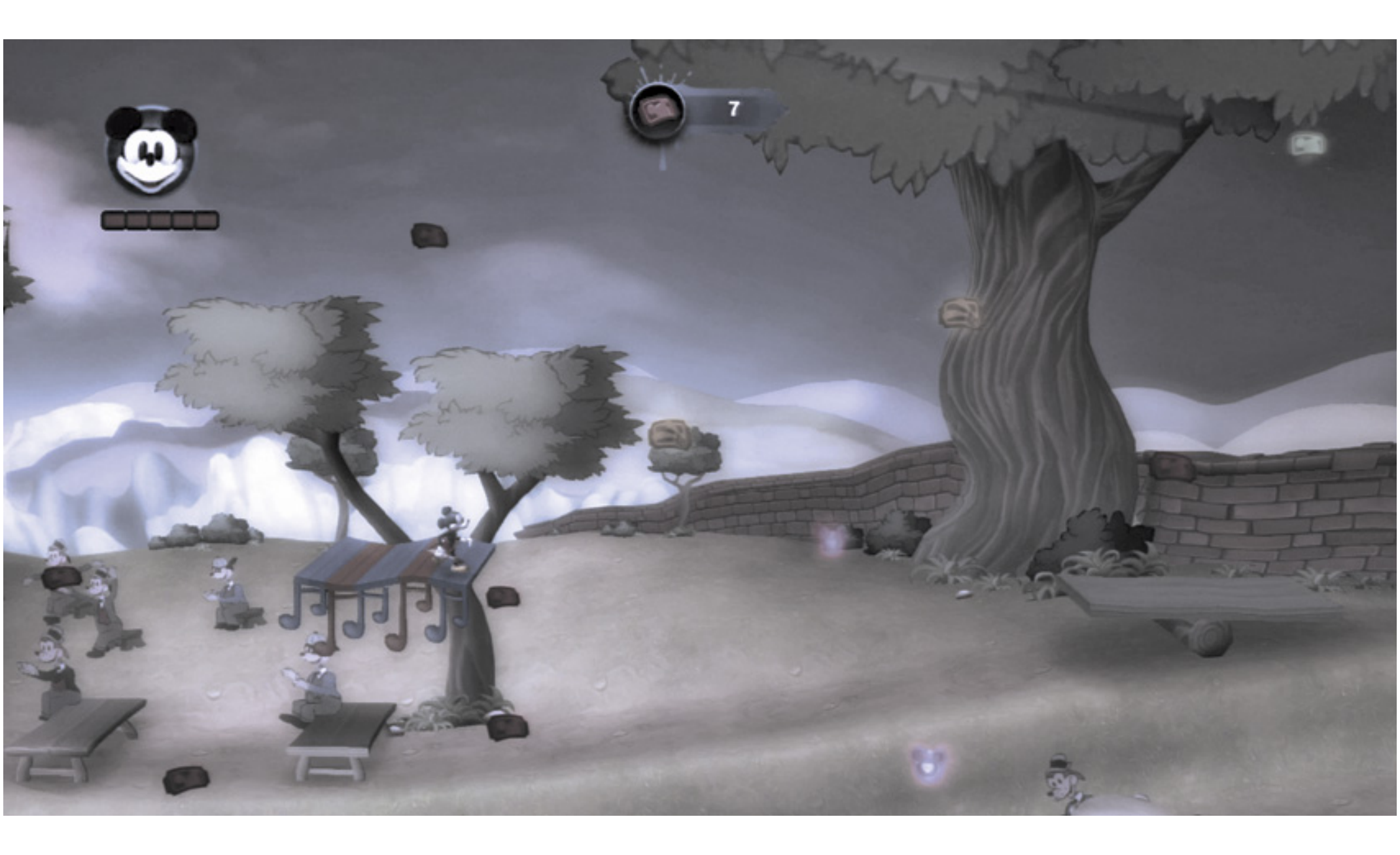
On the lower path, jump up on the table and wait for one of the patrons to sit on the end and launch you skyward. Scoop up the E-tickets floating in the air.

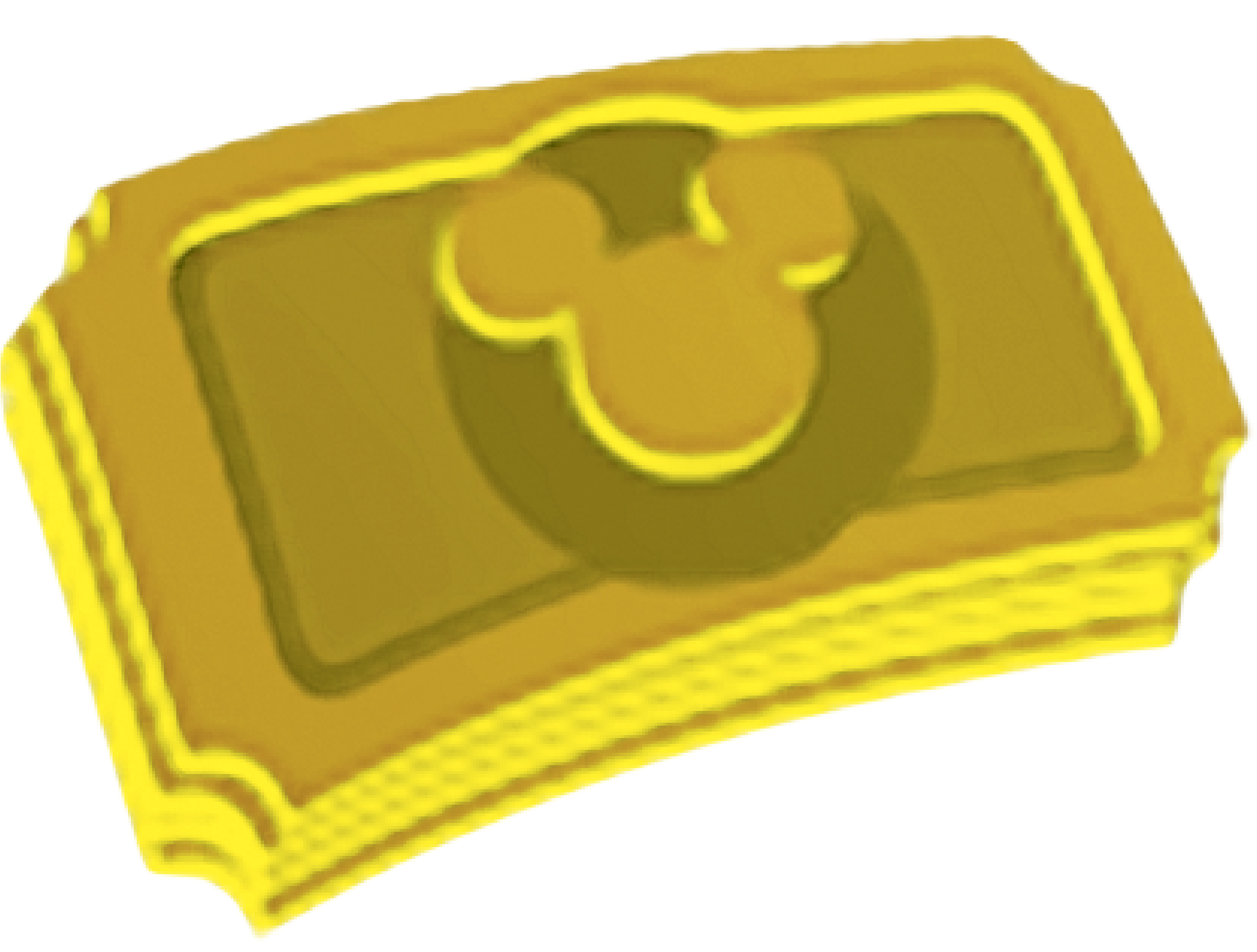


Continue to the flute player and stop just to the left of him. He plays musical notes that manifest in front of him and float up into the air.

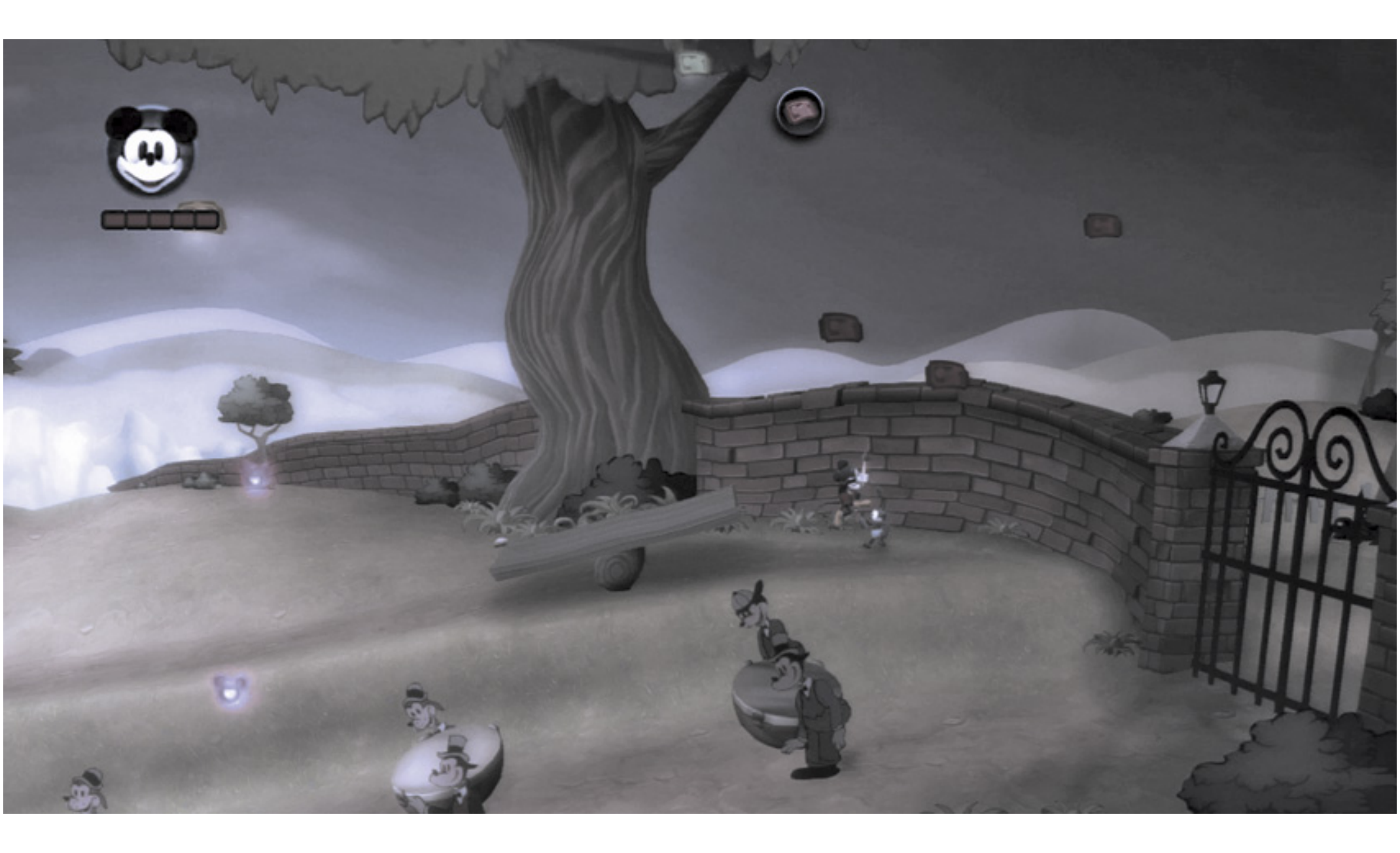


When the first note appears, jump and land on the note. Let the note take you skyward as it drifts up slowly.

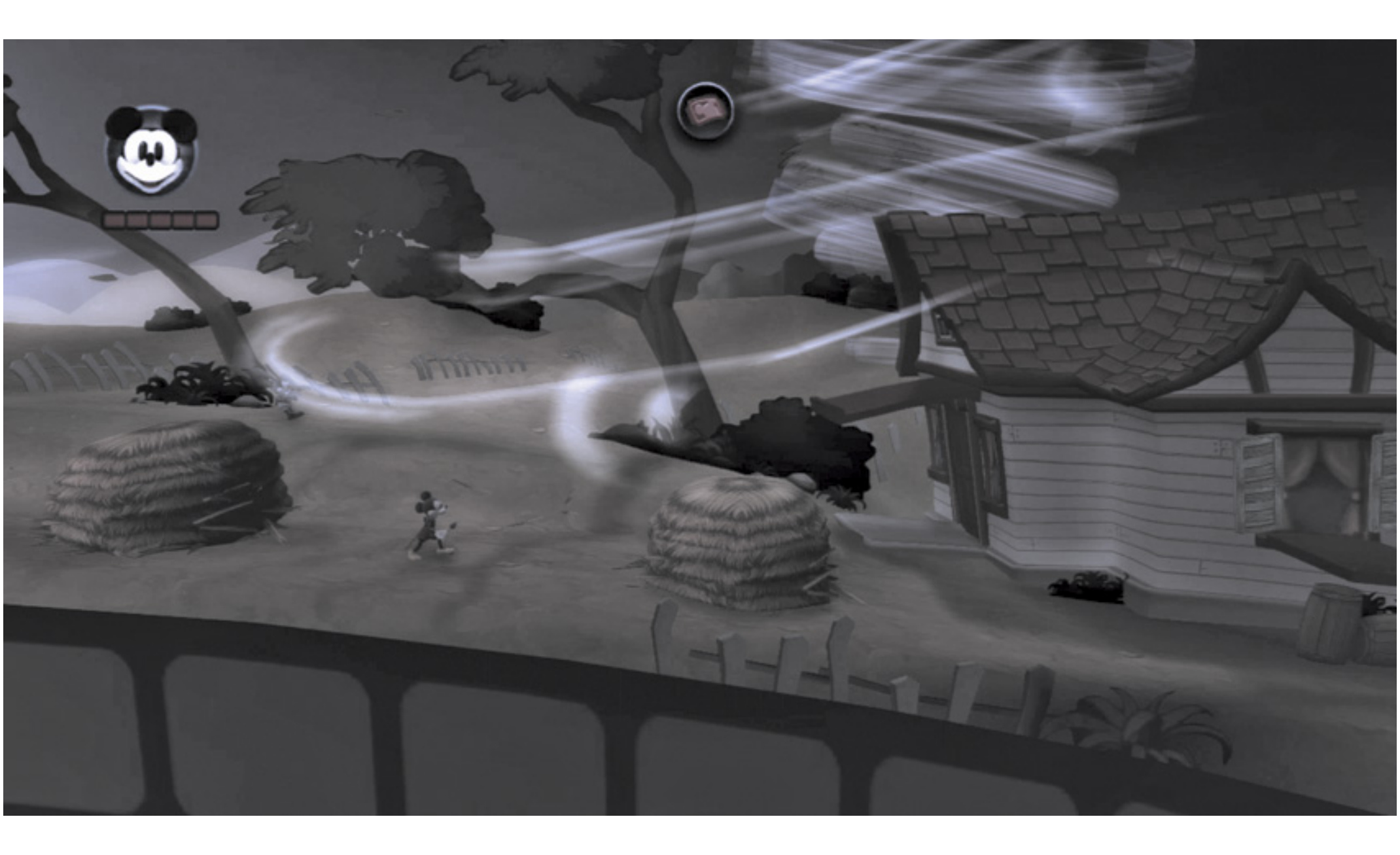




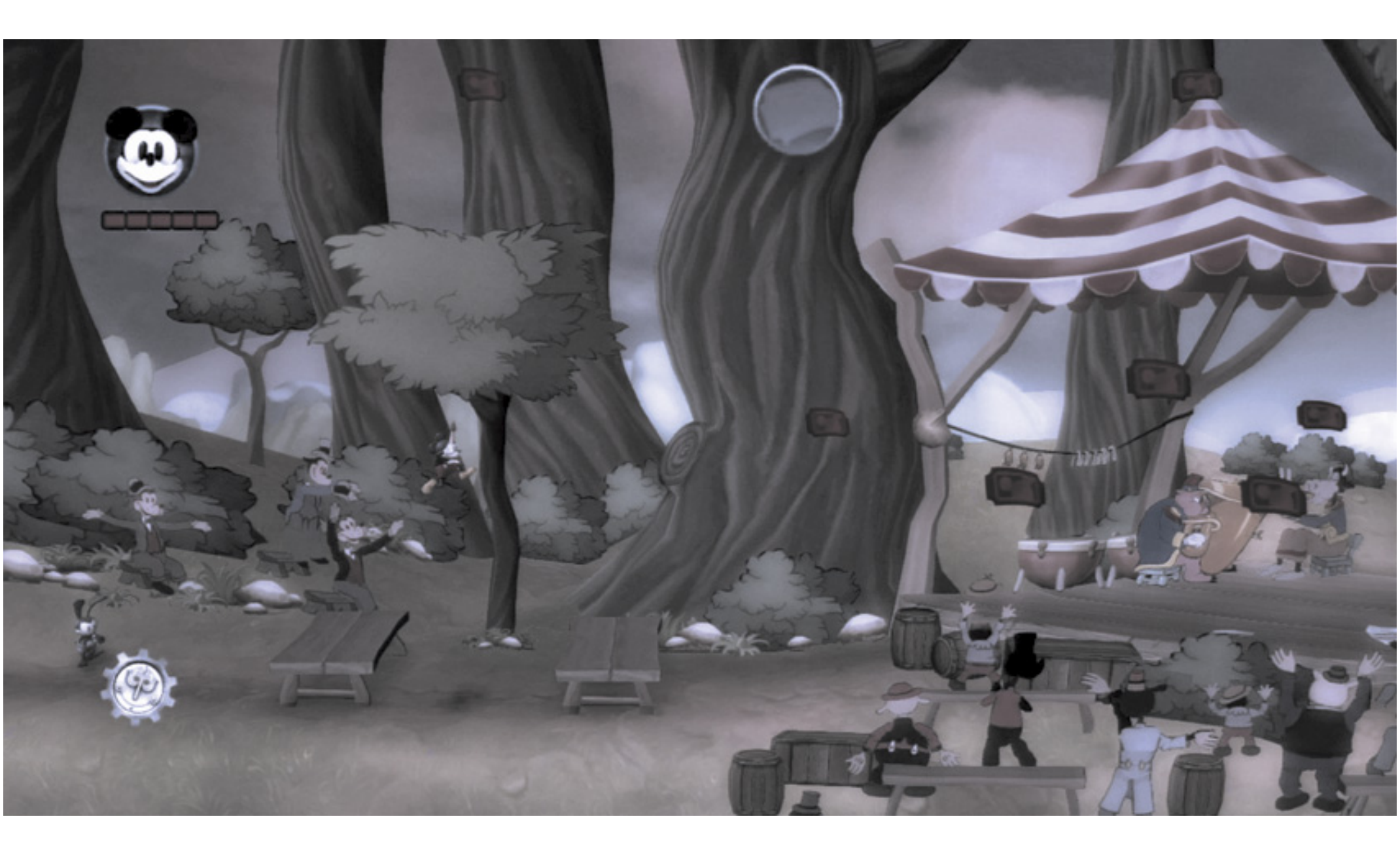
You'll see two golden E-tickets. You can reach the first one easily with a double-jump or glide. For the second golden E-ticket, you'll need both heroes on the lower path. Have Mickey throw Oswald as high as possible, then Oswald can glide over and pick it up.



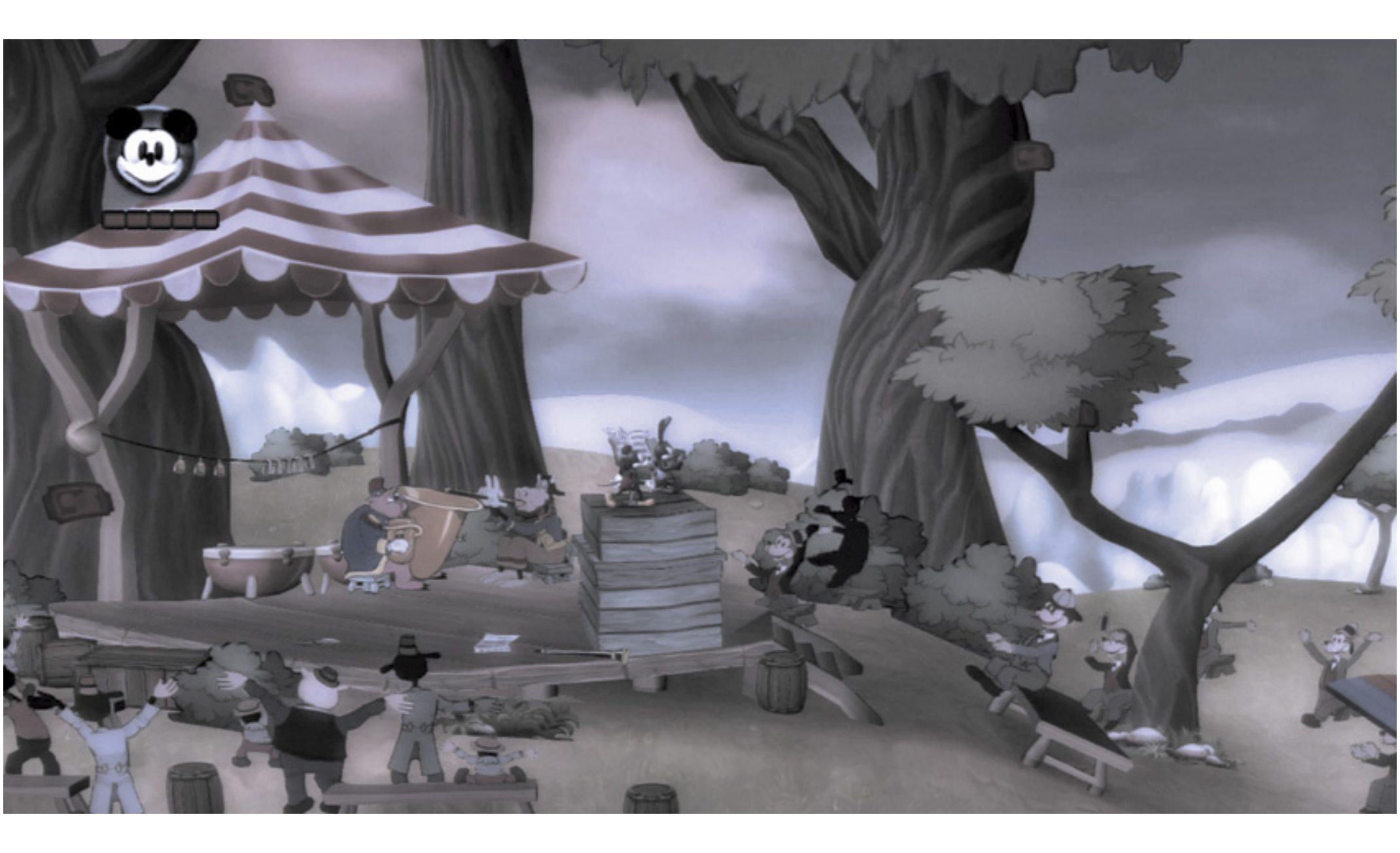
Continue along the path to the right. Two pairs of festival folks will walk toward you carrying large drums. Use the drums to leap high into the air and snatch more E-tickets.



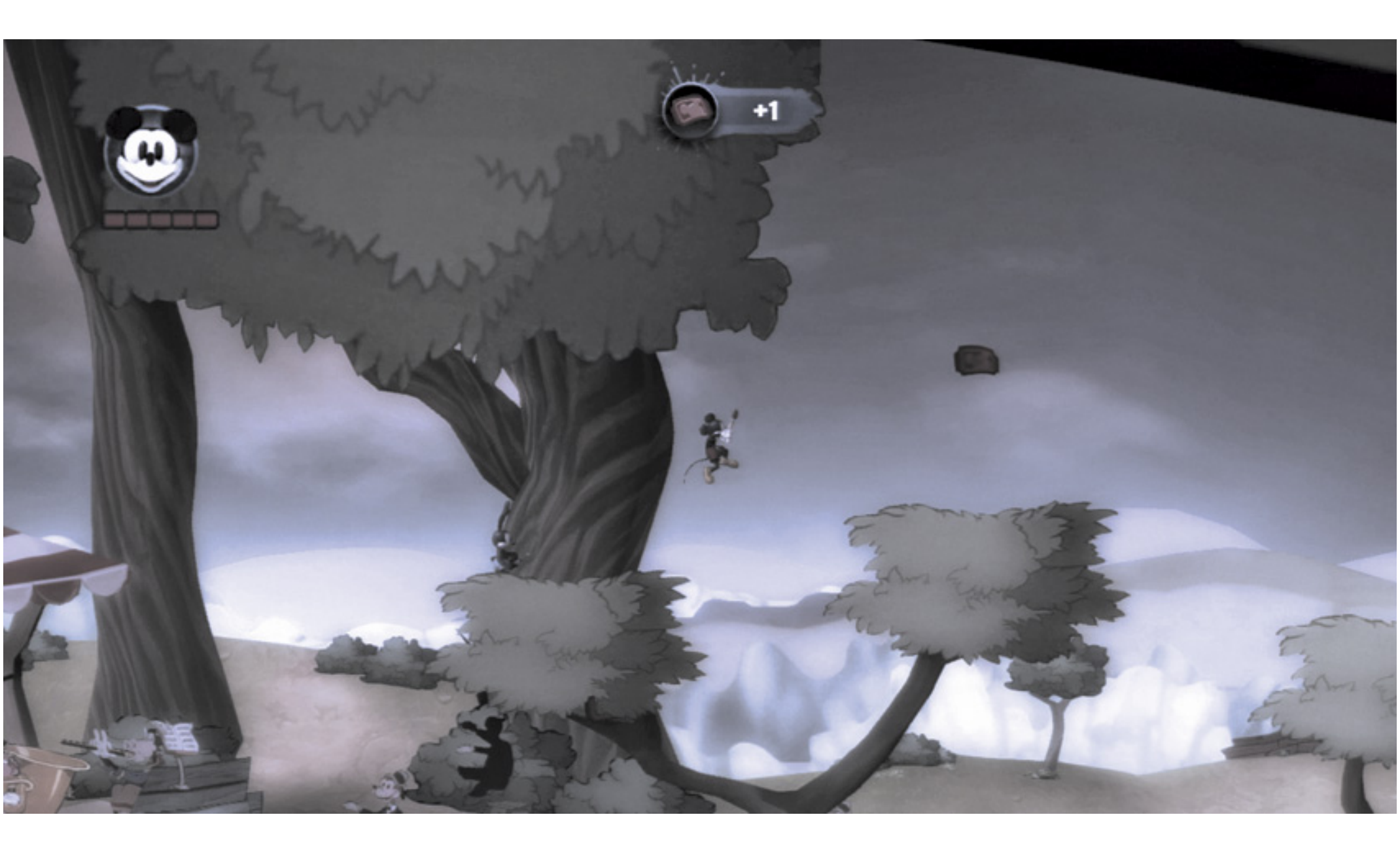
Hop the wall and approach the house. A large storm blows through the area and knocks you back with strong gusts. Time your run between the gusts to reach the exit projector.



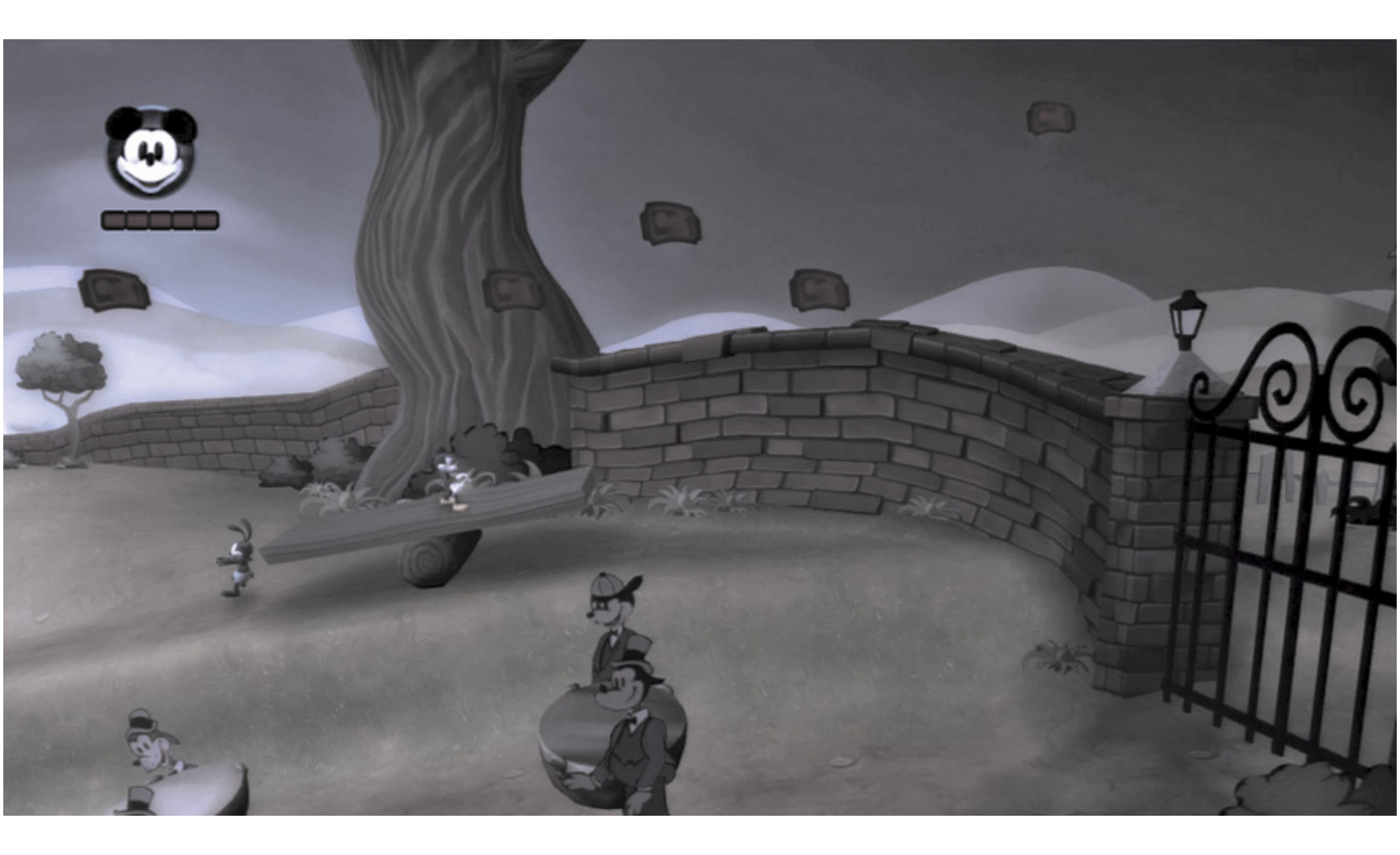
The upper path has more to do. Start by leaping off the tables and grabbing E-tickets that hang in the air above the partying townsfolk.



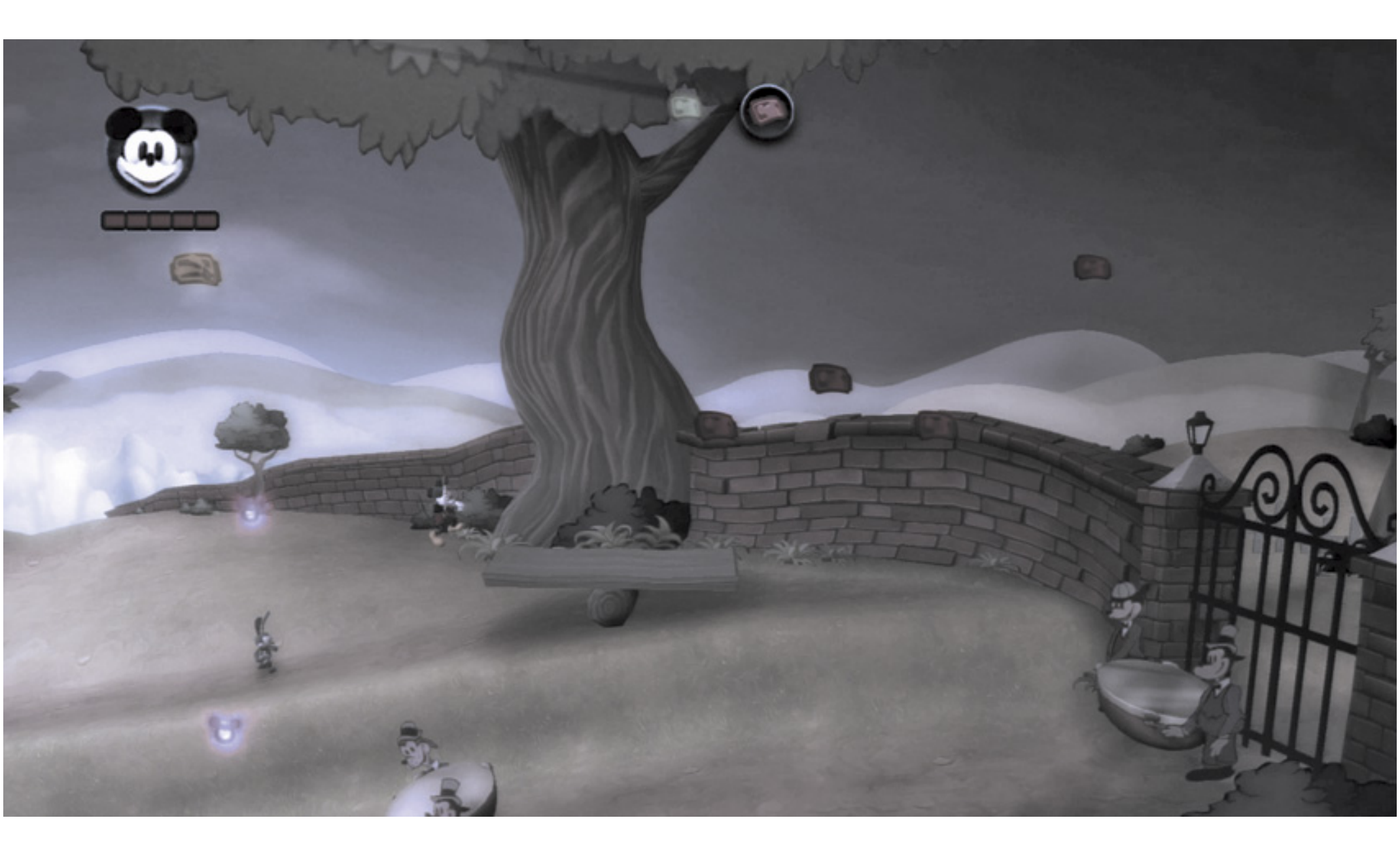
Run up on stage and jump on the conductor stand to the right. If you double-jump or glide, you can reach the top of the tent and score another E-ticket.



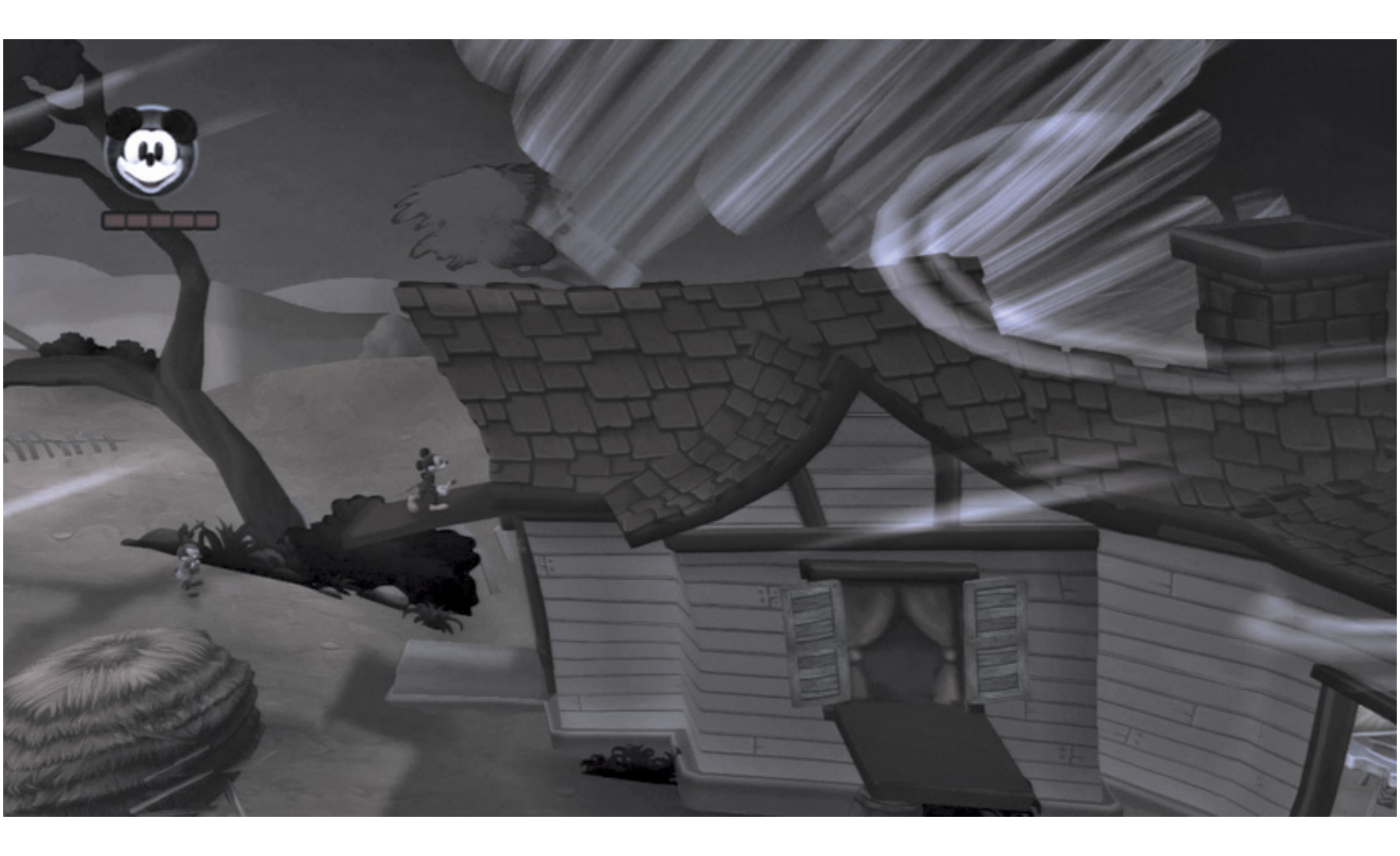
Now jump to your right and reach the treeline. You can hop from tree to tree and gather more E-tickets up here.



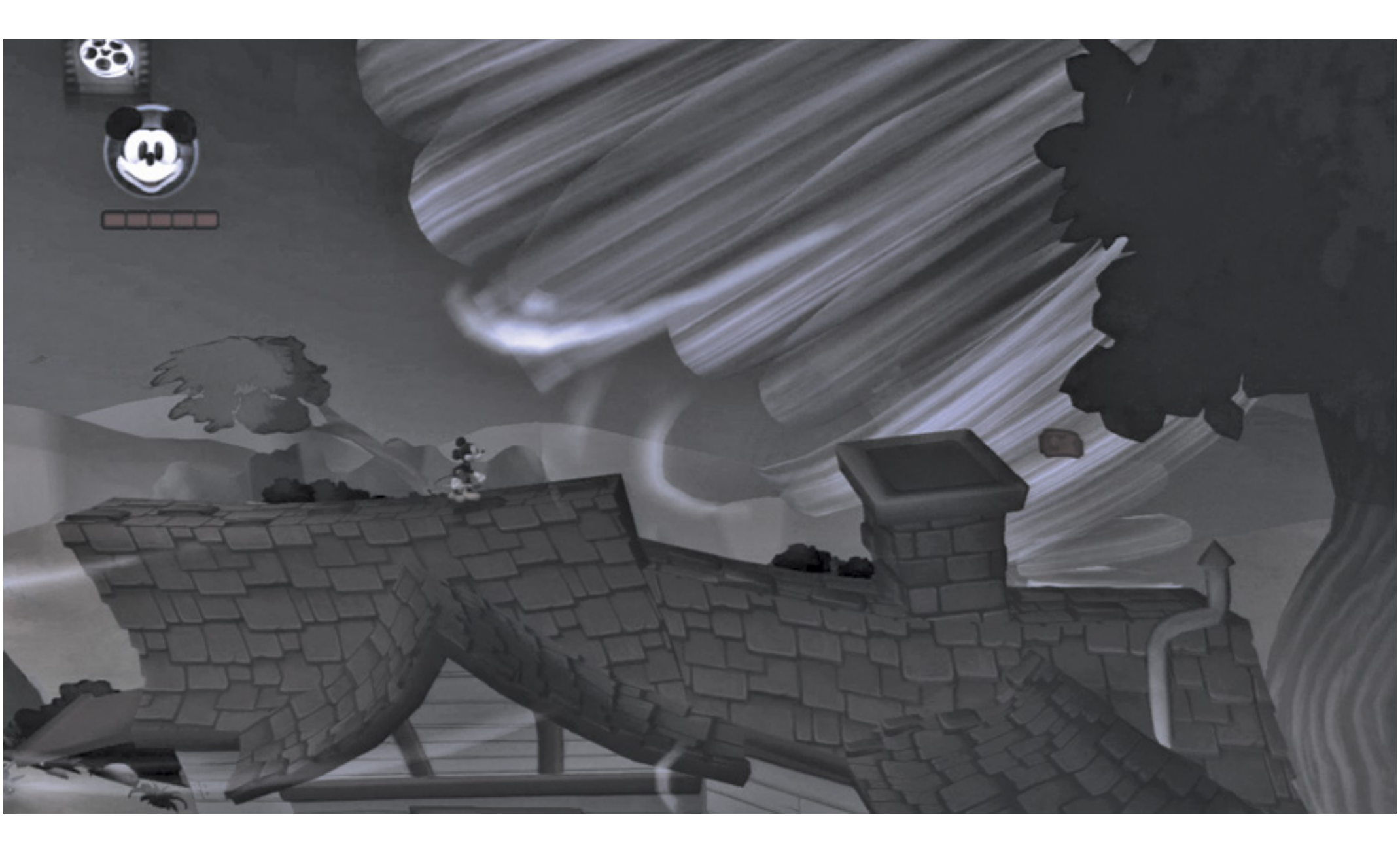
If Mickey is wearing the Steamboat Willie Costume, you'll see a Gold Pin under the seesaw. The only way to recover the Gold Pins in the cartoon levels is to buy the Steamboat Willie Costume at the Mad Hatter shop in Mean Street South.



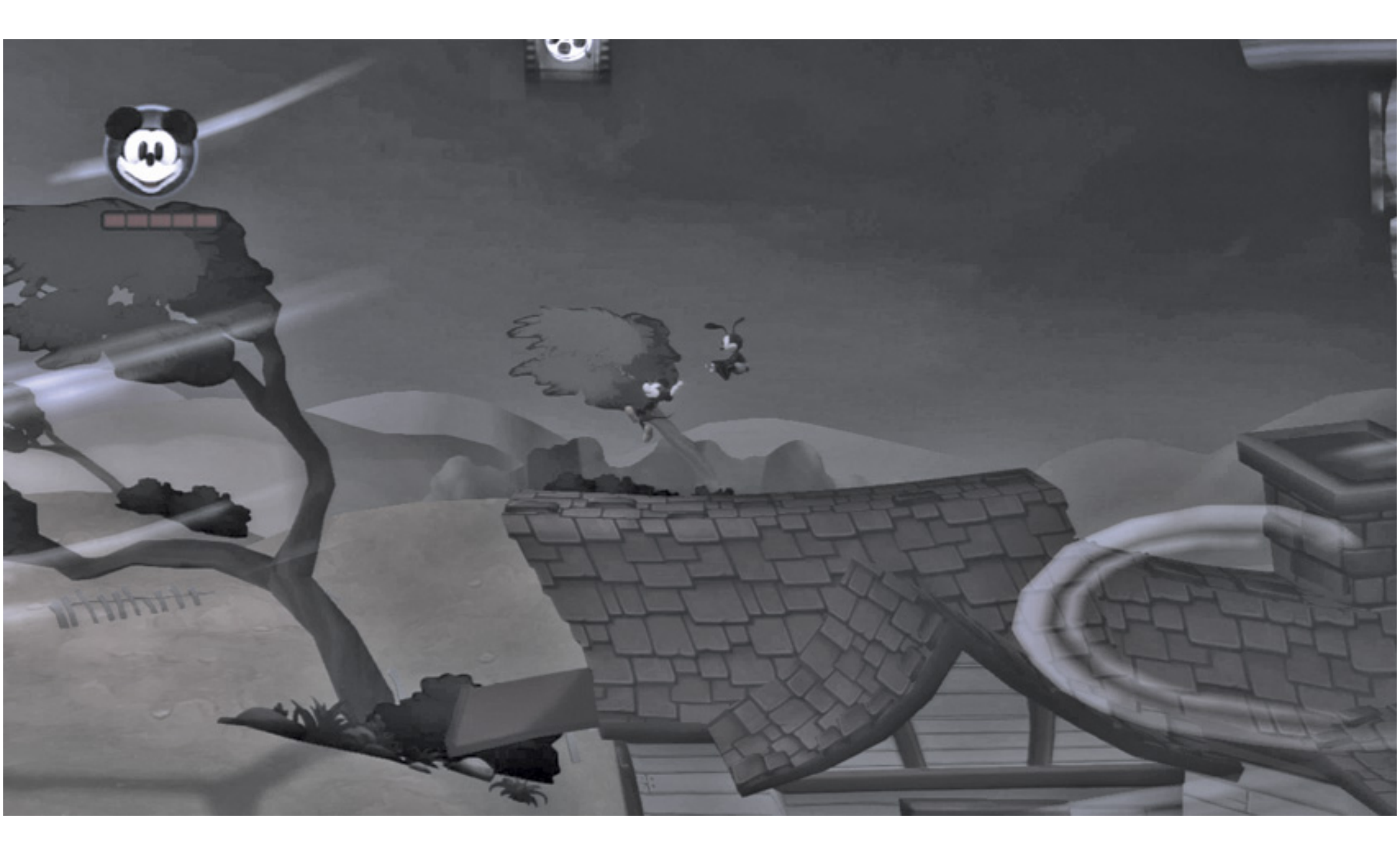
There's a green E-ticket high up in the tree above the seesaw. You can't reach this ticket alone. You'll need Mickey and Oswald together, with one heaving the other up to reach it.



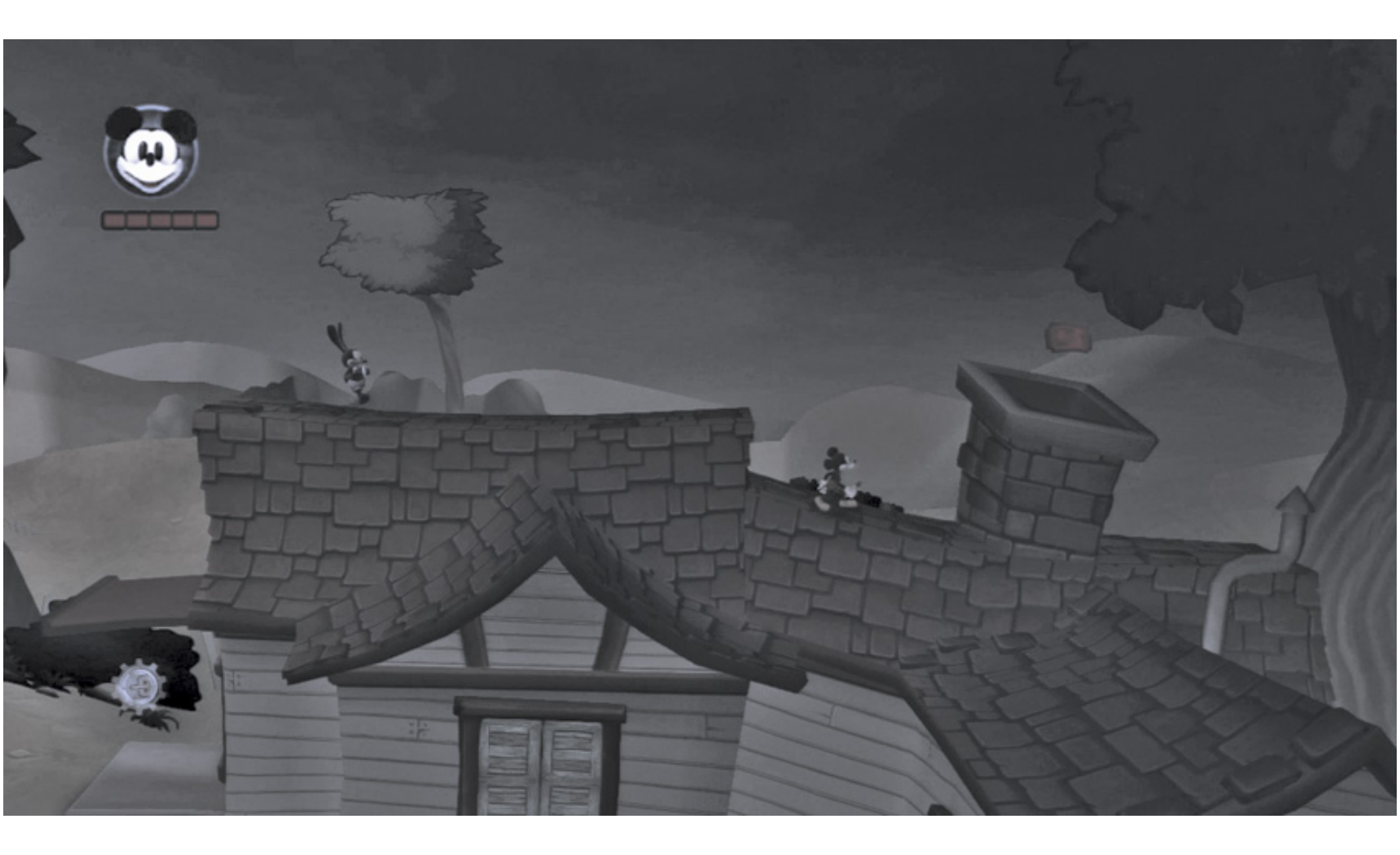
Grab the remaining E-tickets next to the seesaw and hop the wall into the house's backyard. Run past the hay bales and jump up on the short roof above the side entrance. You can hide from the wind here until the storm pauses.



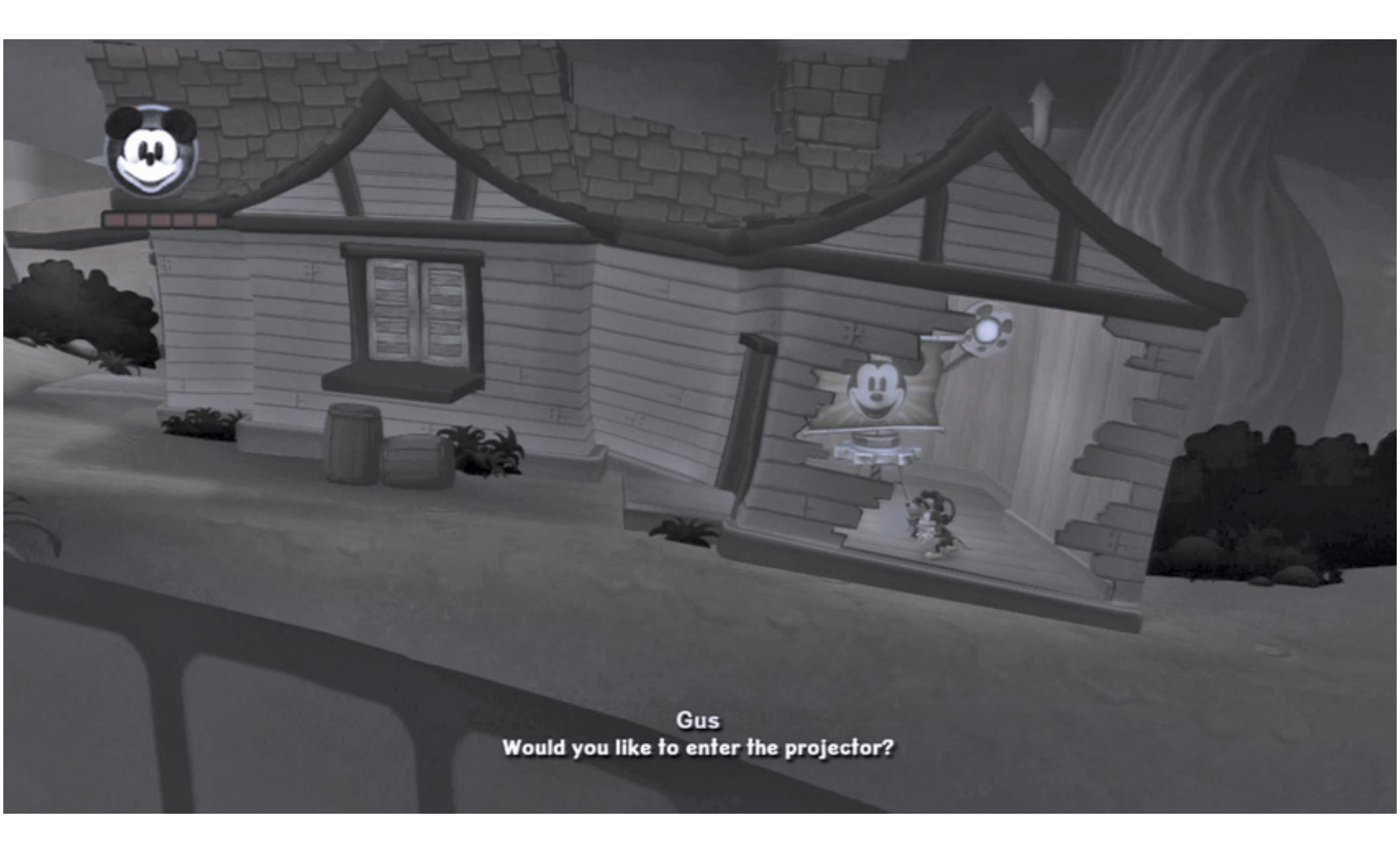
In the seconds between storm blasts, jump up onto the roof and run to the far side. Be ready to push against the wind as it will do its best to throw you off the roof.



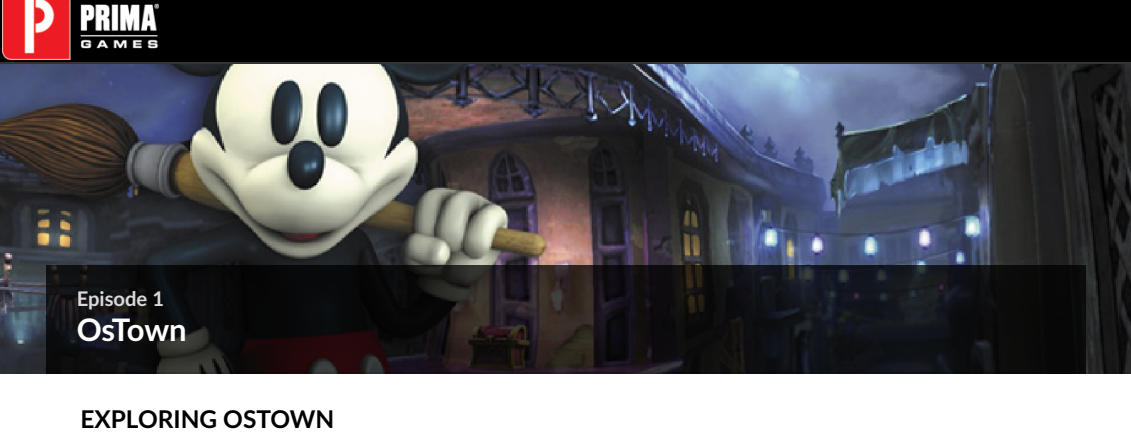
You need both Mickey and Oswald on the house roof to recover the Film Reel. After the storm winds pass, quickly throw Oswald skyward and let him glide into the floating Film Reel to collect it.



Now scoot along the rooftop and jump into the chimney. You'll snatch the last E-ticket before falling to the ground floor.



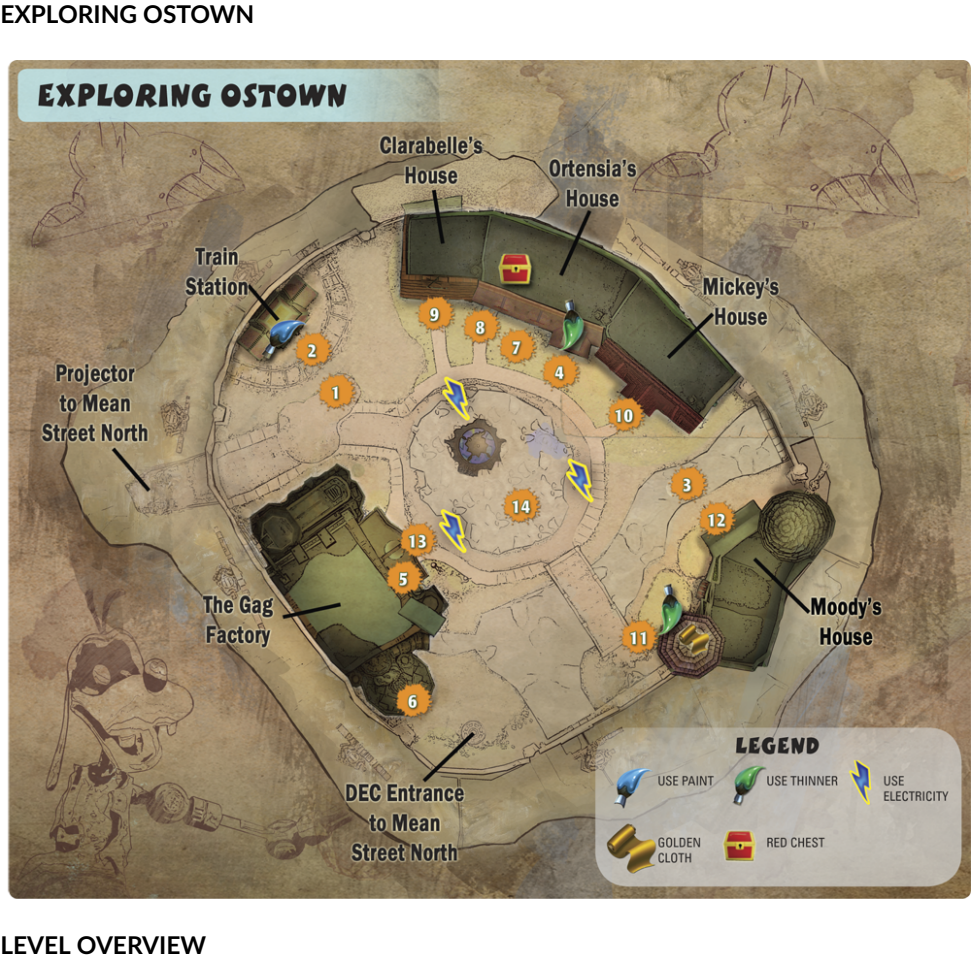
The chimney (or the door if you're coming from the lower path) leads you to the exit projector. Take the projector to OsTown or back to Mean Street North, depending on which direction you're heading.



Episode 1

OsTown

EXPLORING OSTOWN



LEVEL OVERVIEW

OsTown is a mess when you arrive. Animatronic Goofy let things get a little haywire, and Thinner is spraying all over the place. To continue on your quest to fix the projectors, you'll have to drain the Thinner from the town and speak with Prescott and Goofy as you decide which path to take saving OsTown. Prescott asks you to use one supercharged pump, and Goofy wants you to use three normal pumps. You can also pick up a couple of optional quests that will keep you busy.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- Don't Know My Own Strength Pin (if you listen to Prescott)
- My Other House Is a Castle Pin
- OsTown Train Conductor Pin
- Pump It Up Pin (if you listen to Goofy)

Enemies

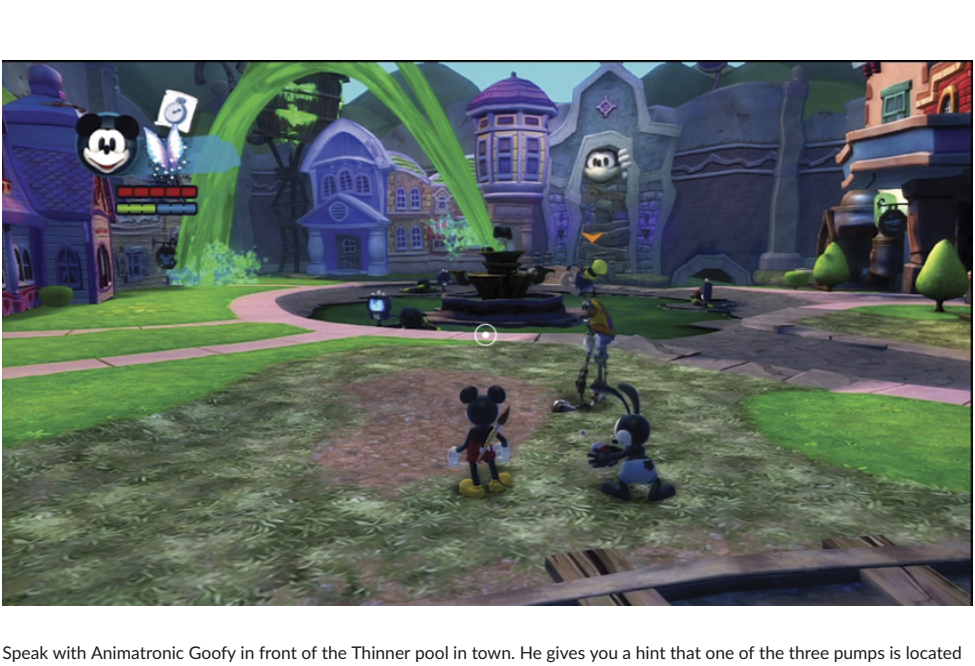
- None

Quests

- Thanks for the Memories
- The Wasteland Limited

Things to Do

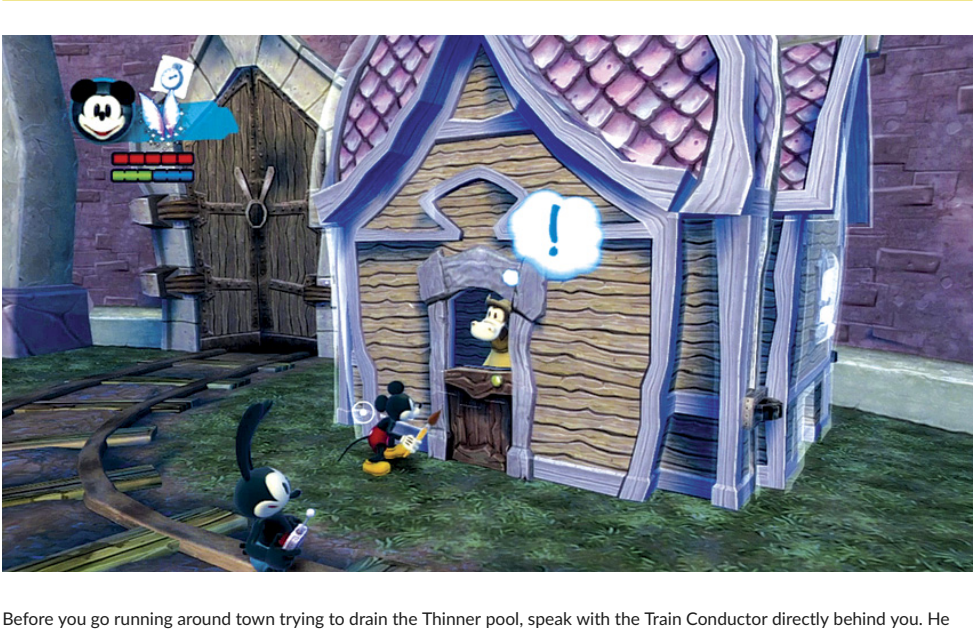
- Follow Goofy's or Prescott's advice on how to use the pumps to fix the Thinner mess
- Repair the train station
- Pick up the pin in Ortensia's house
- Grab the Golden Cloth near Moody's house
- Accept Moody's optional quest and track down pictures for him
- Use the turnstile platform to reach the D.E.C. access area



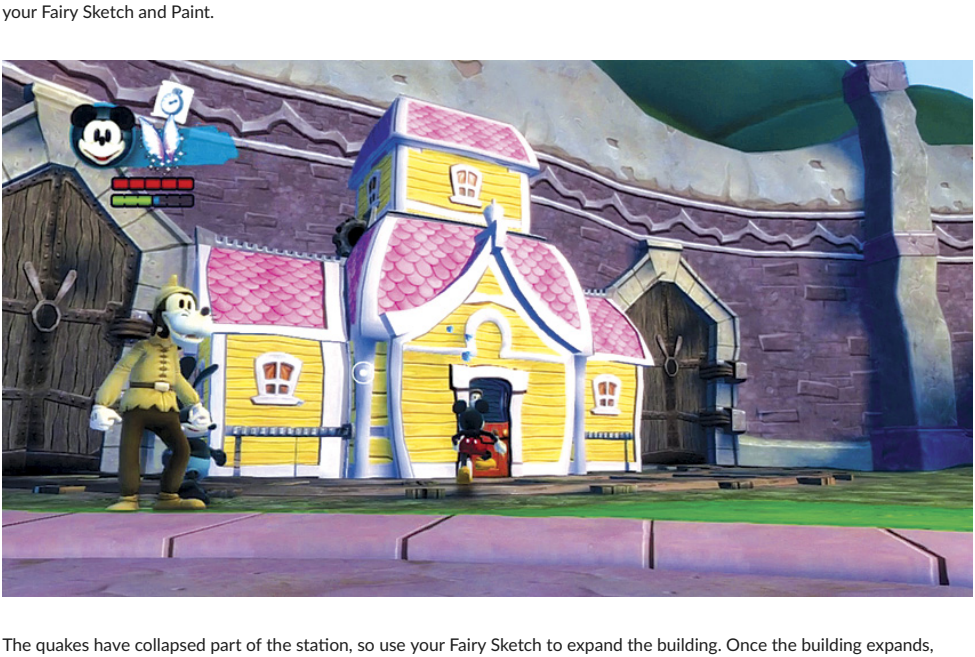
Speak with Animatronic Goofy in front of the Thinner pool in town. He gives you a hint that one of the three pumps is located on top of Ortensia's house. You can grab that when you head over to that side of town.

Note

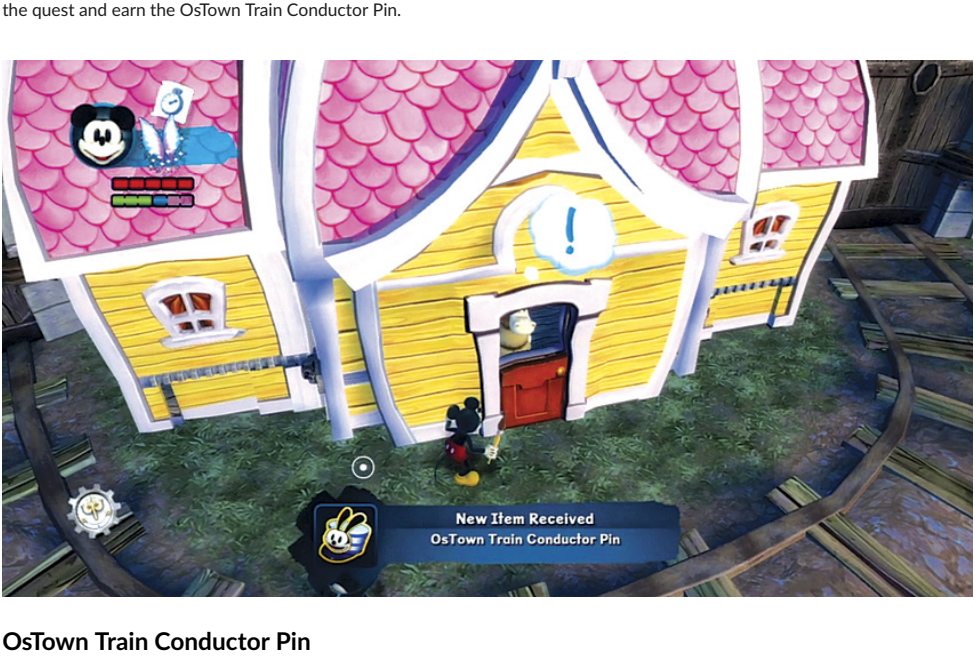
You receive the Fairy Sketch from Animatronic Goofy when you visit OsTown for the first time. You'll need that sketch to retrieve two of the pumps used to drain the Thinner pool.



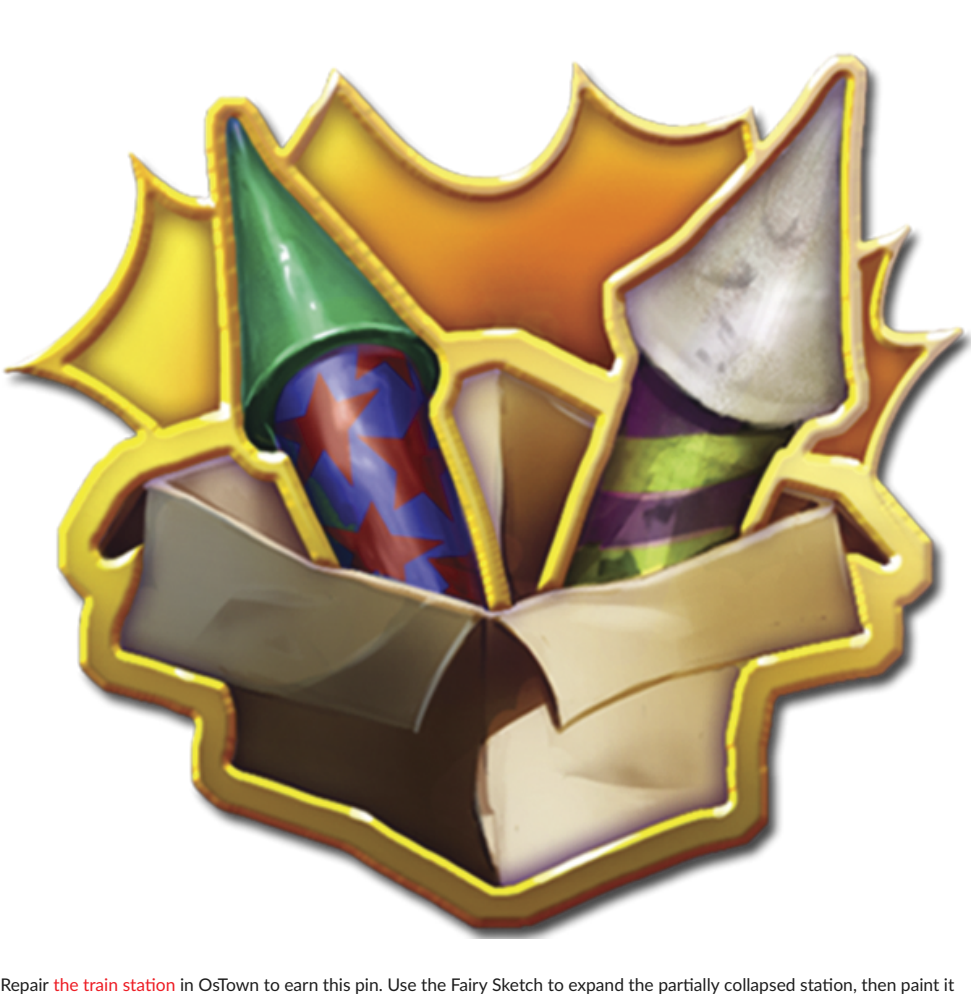
Before you go running around town trying to drain the Thinner pool, speak with the Train Conductor directly behind you. He gives you the second part of "The Wasteland Limited" optional quest. To complete it, you need to repair the train station with your Fairy Sketch and Paint.



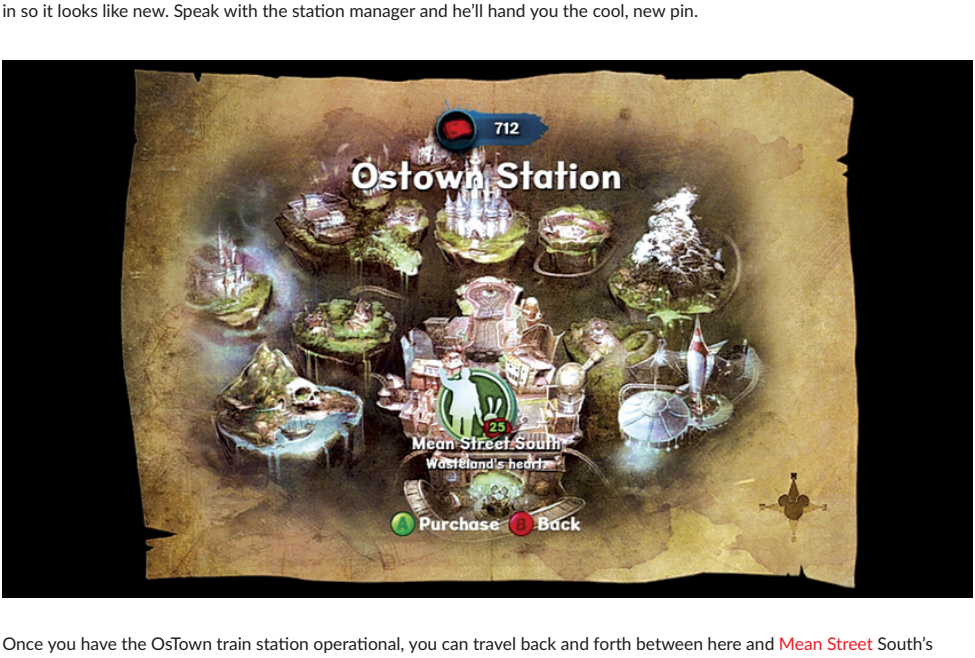
The quakes have collapsed part of the station, so use your Fairy Sketch to expand the building. Once the building expands, paint in the building until the station is bright yellow and pink. Speak with the station manager to complete the second leg of the quest and earn the OsTown Train Conductor Pin.



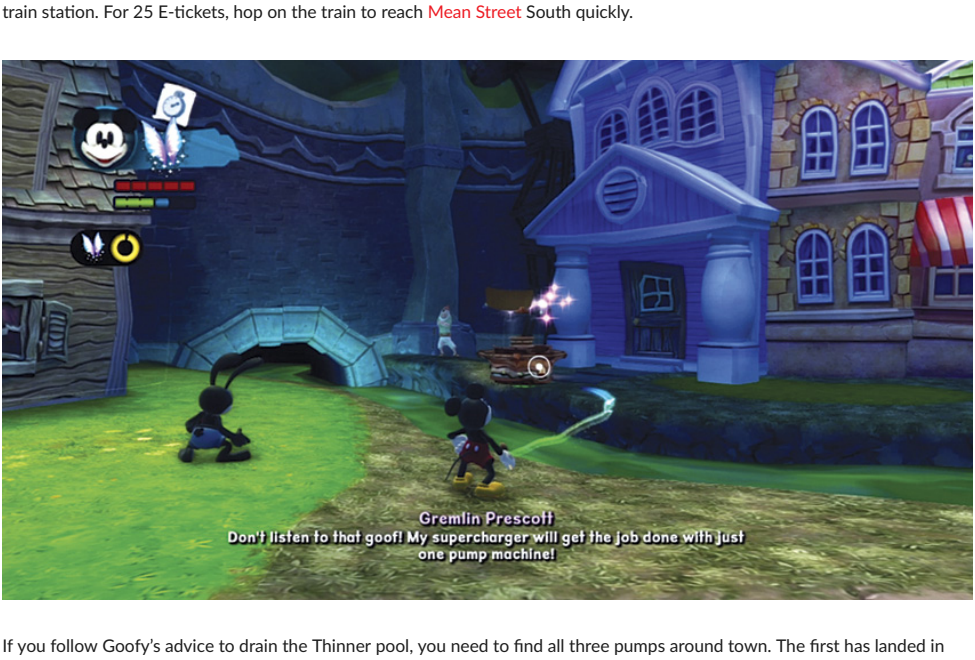
OsTown Train Conductor Pin



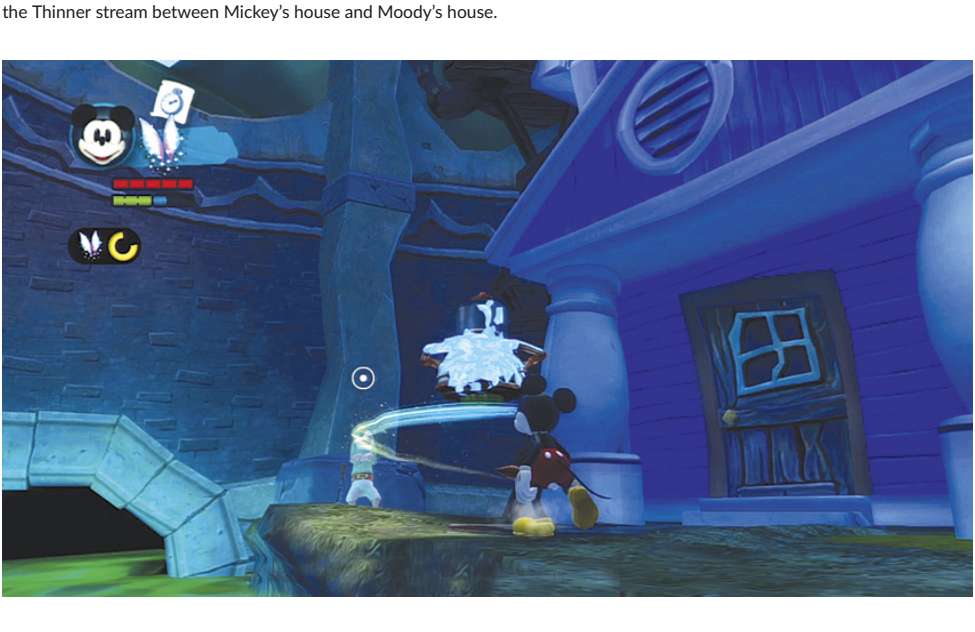
Repair the train station in OsTown to earn this pin. Use the Fairy Sketch to expand the partially collapsed station, then paint it in so it looks like new. Speak with the station manager and he'll hand you the cool, new pin.

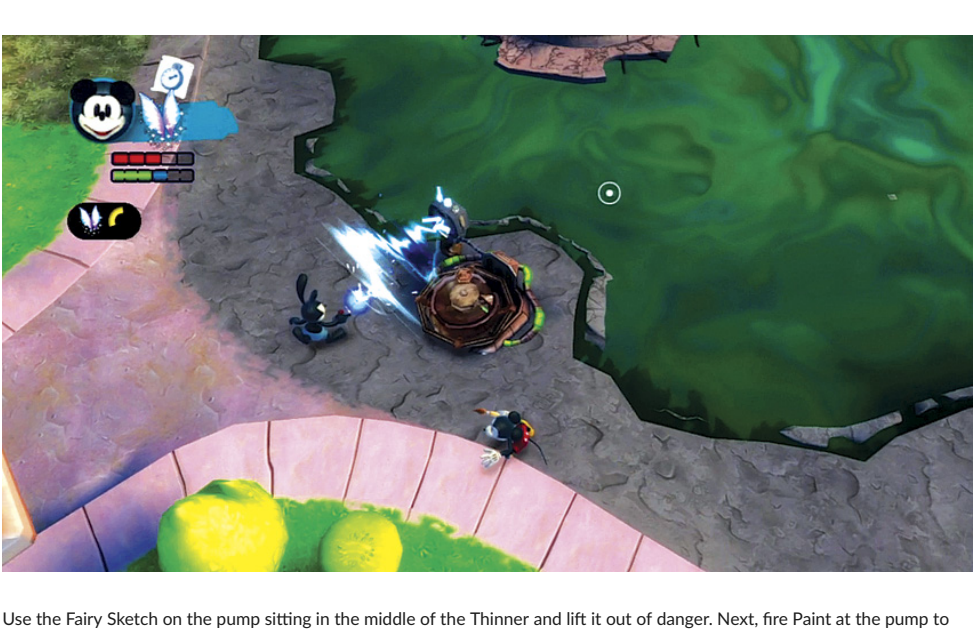


Once you have the OsTown train station operational, you can travel back and forth between here and Mean Street South's train station. For 25 E-tickets, hop on the train to reach Mean Street South quickly.

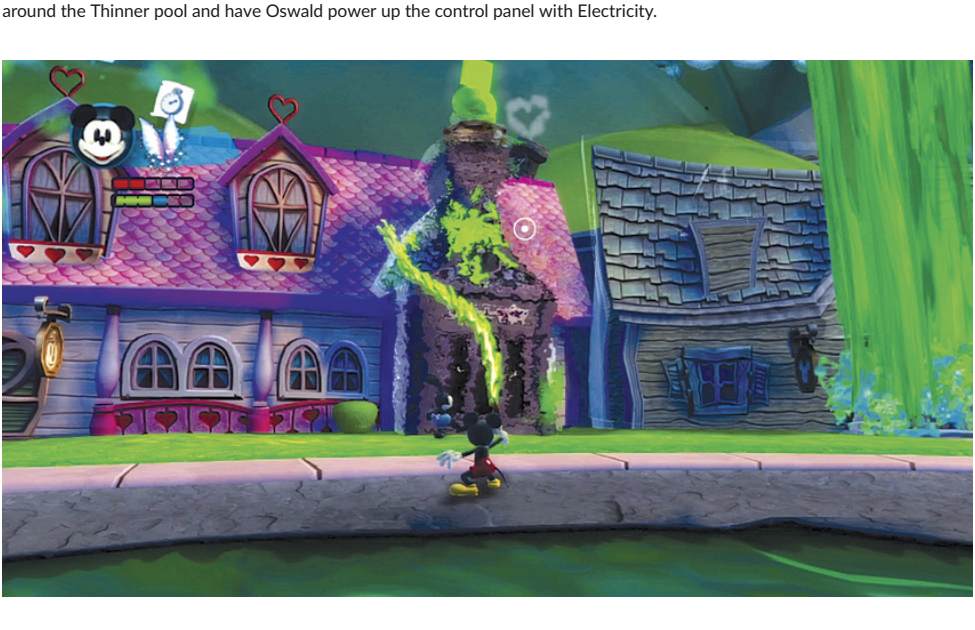

Gremlin Prescott
Don't listen to that goof! My supercharger will get the job done with just one pump machine!

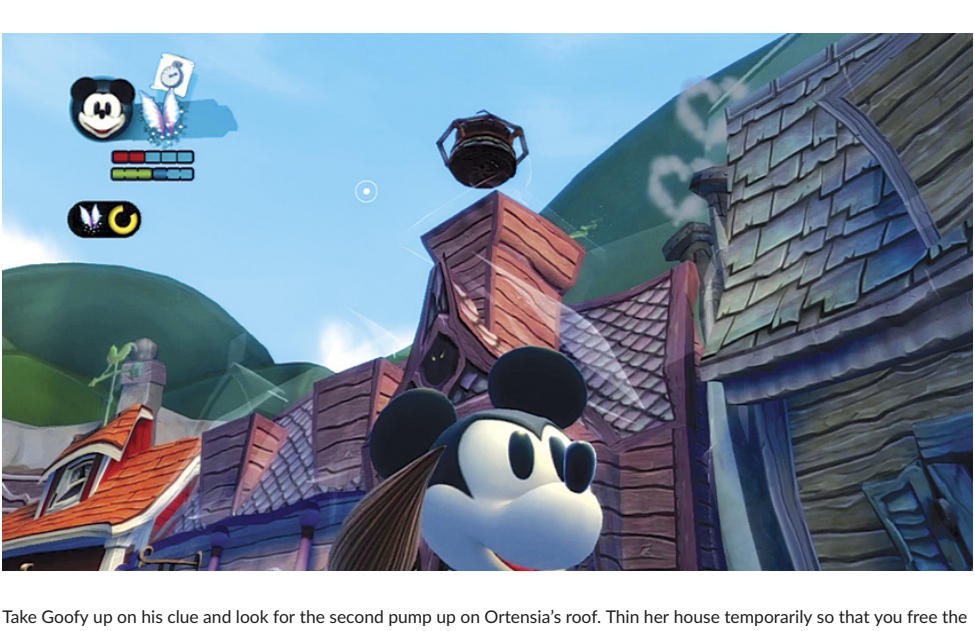
If you follow Goofy's advice to drain the Thinner pool, you need to find all three pumps around town. The first has landed in the Thinner stream between Mickey's house and Moody's house.



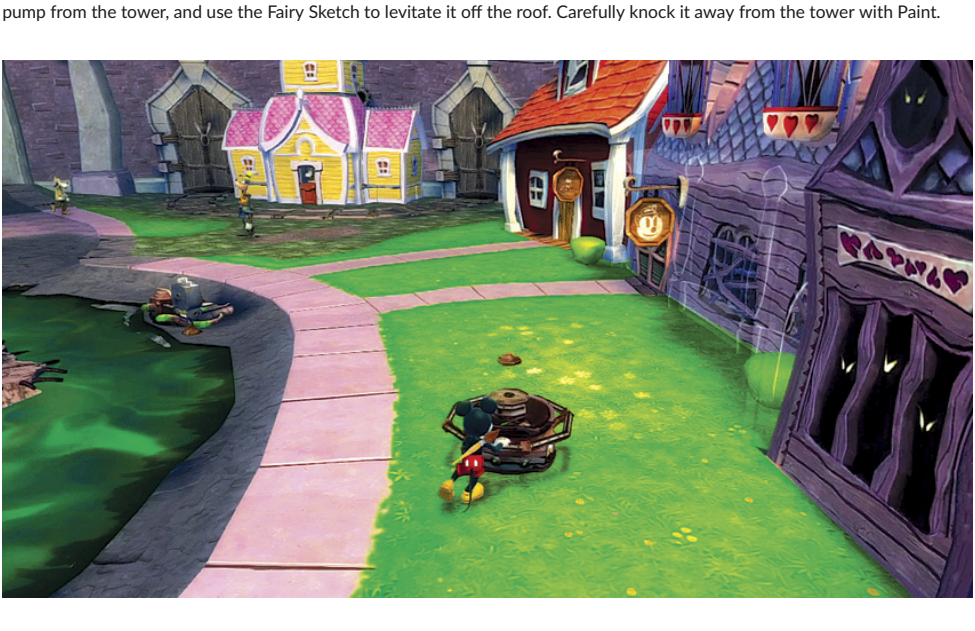


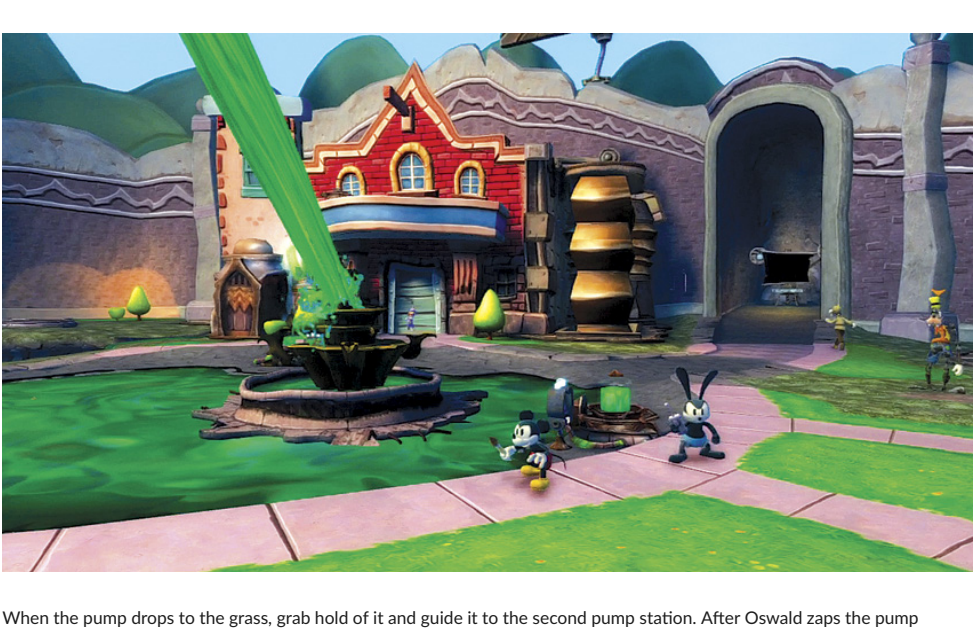
Use the Fairy Sketch on the pump sitting in the middle of the Thinner and lift it out of danger. Next, fire Paint at the pump to push it away from the Thinner stream so that it drops safely on land. Pull or push the pump into one of the three pump stations around the Thinner pool and have Oswald power up the control panel with Electricity.



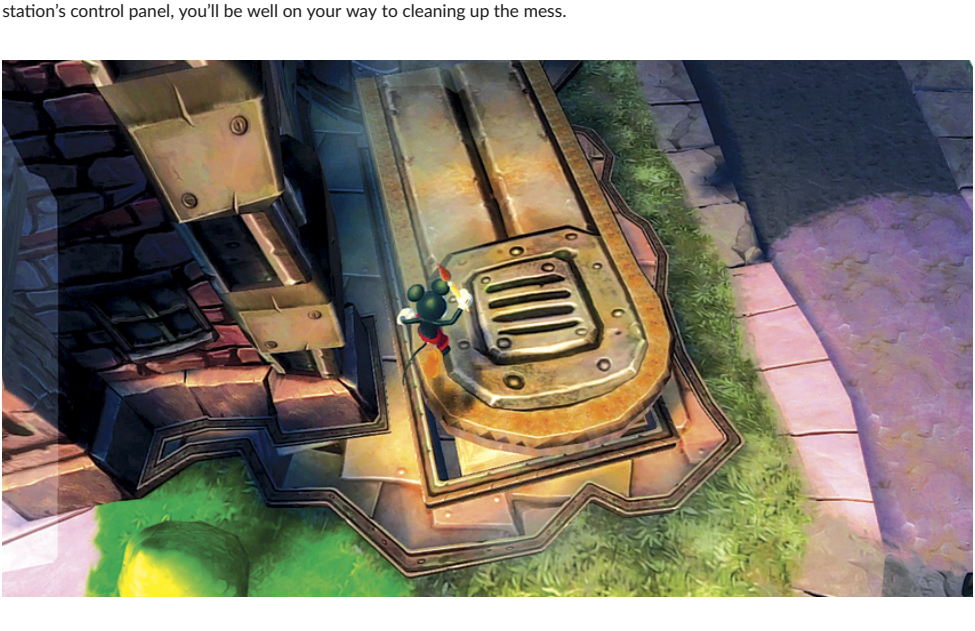


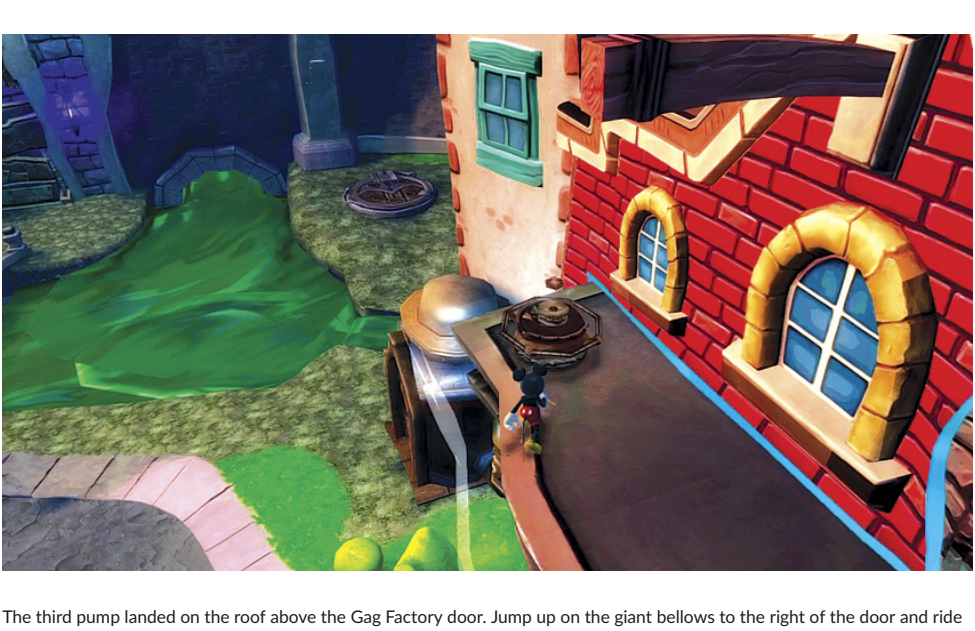
Take Goofy up on his clue and look for the second pump up on Ortensia's roof. Thin her house temporarily so that you free the pump from the tower, and use the Fairy Sketch to levitate it off the roof. Carefully knock it away from the tower with Paint.



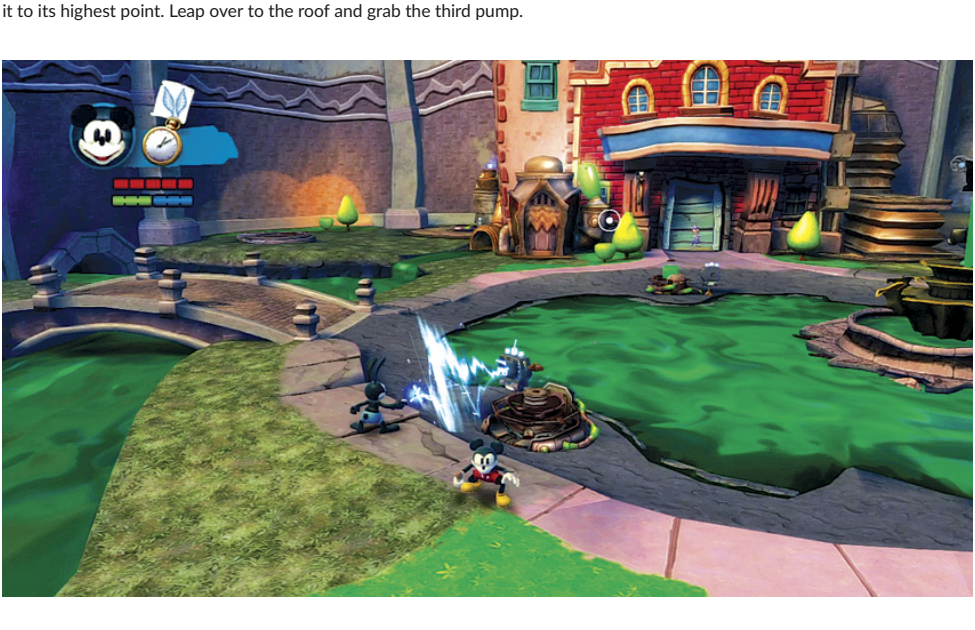


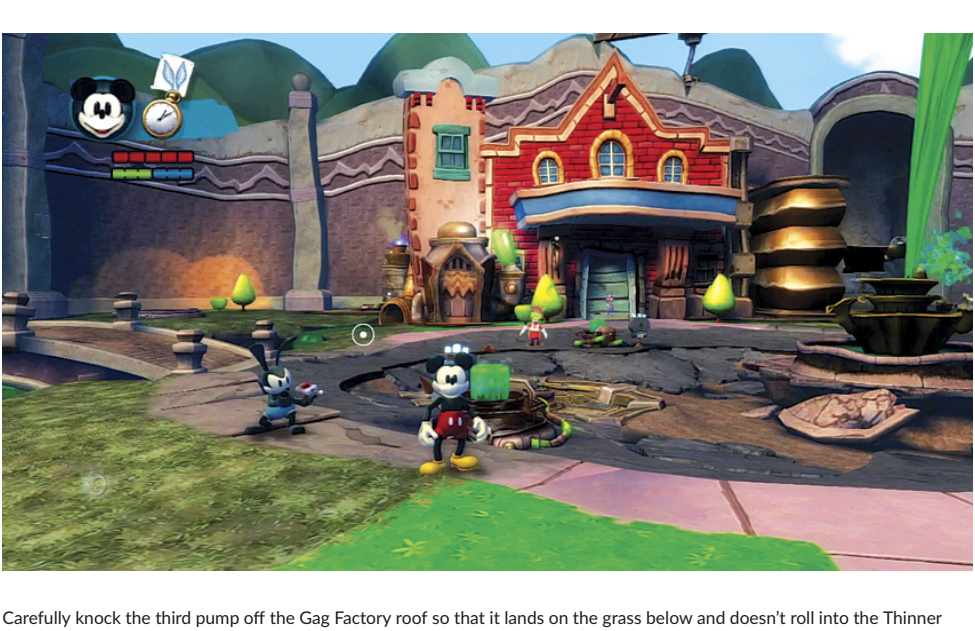
When the pump drops to the grass, grab hold of it and guide it to the second pump station. After Oswald zaps the pump station's control panel, you'll be well on your way to cleaning up the mess.





The third pump landed on the roof above the Gag Factory door. Jump up on the giant bellows to the right of the door and ride it to its highest point. Leap over to the roof and grab the third pump.

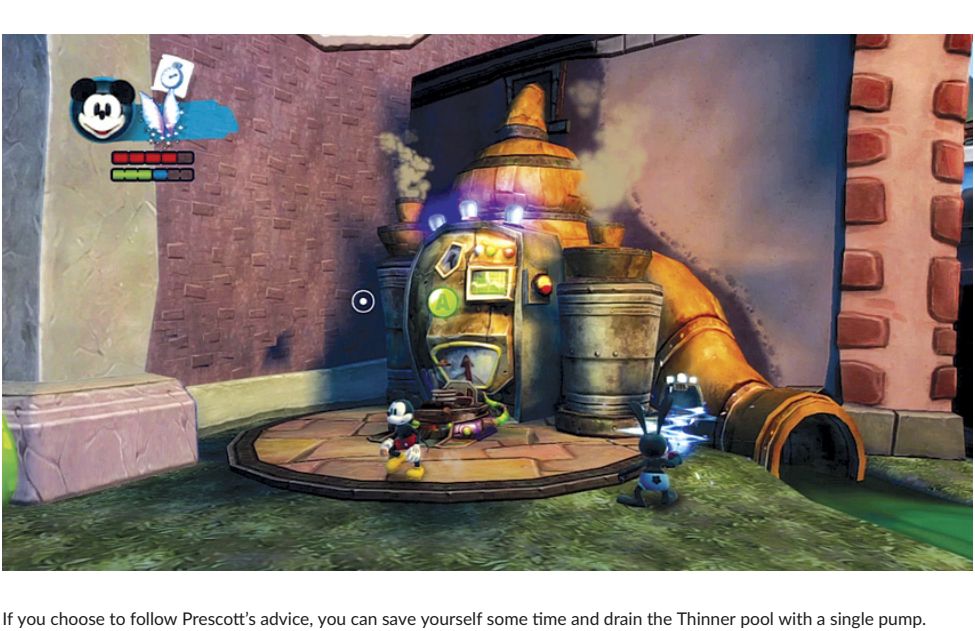




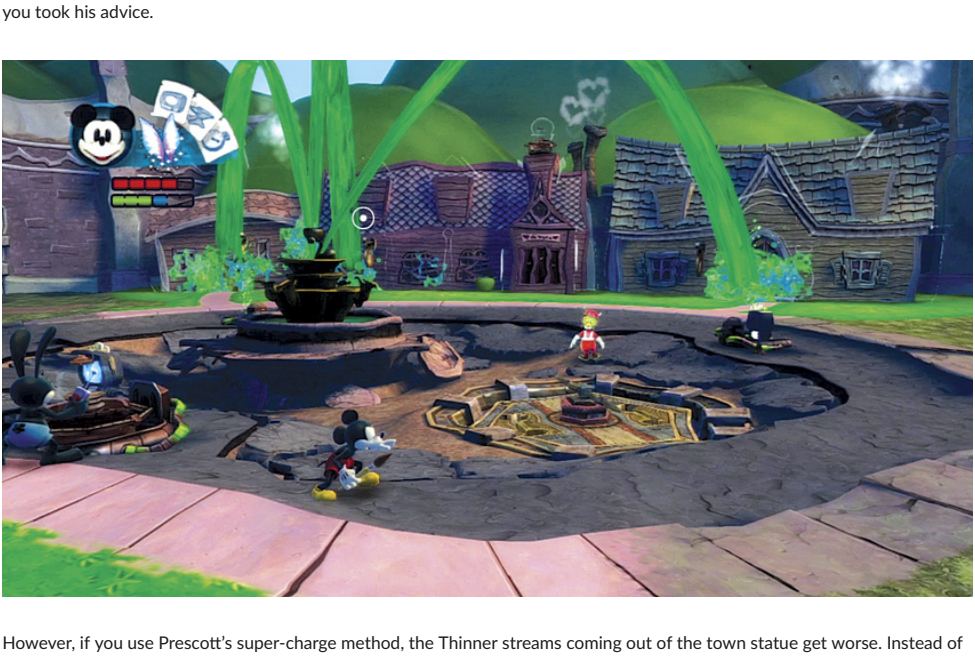
Carefully knock the third pump off the Gag Factory roof so that it lands on the grass below and doesn't roll into the Thinner pool. If it ends up in the pool, you'll have to use a Fairy Sketch to fish it out. Drag the pump over to the final pump station and have Oswald zap it. With all three pump stations working, the Thinner pool drains and uncovers a hatch to the D.E.C. access area.

Tip

When you drain the Thinner from the OsTown square, you complete the "Go with the Flow" challenge.

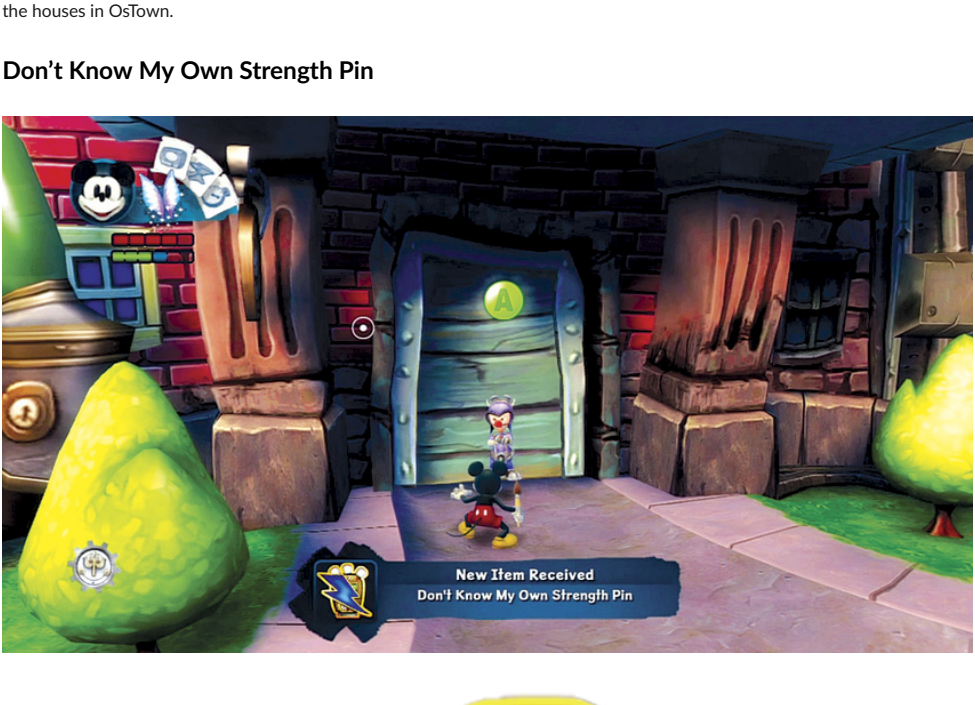


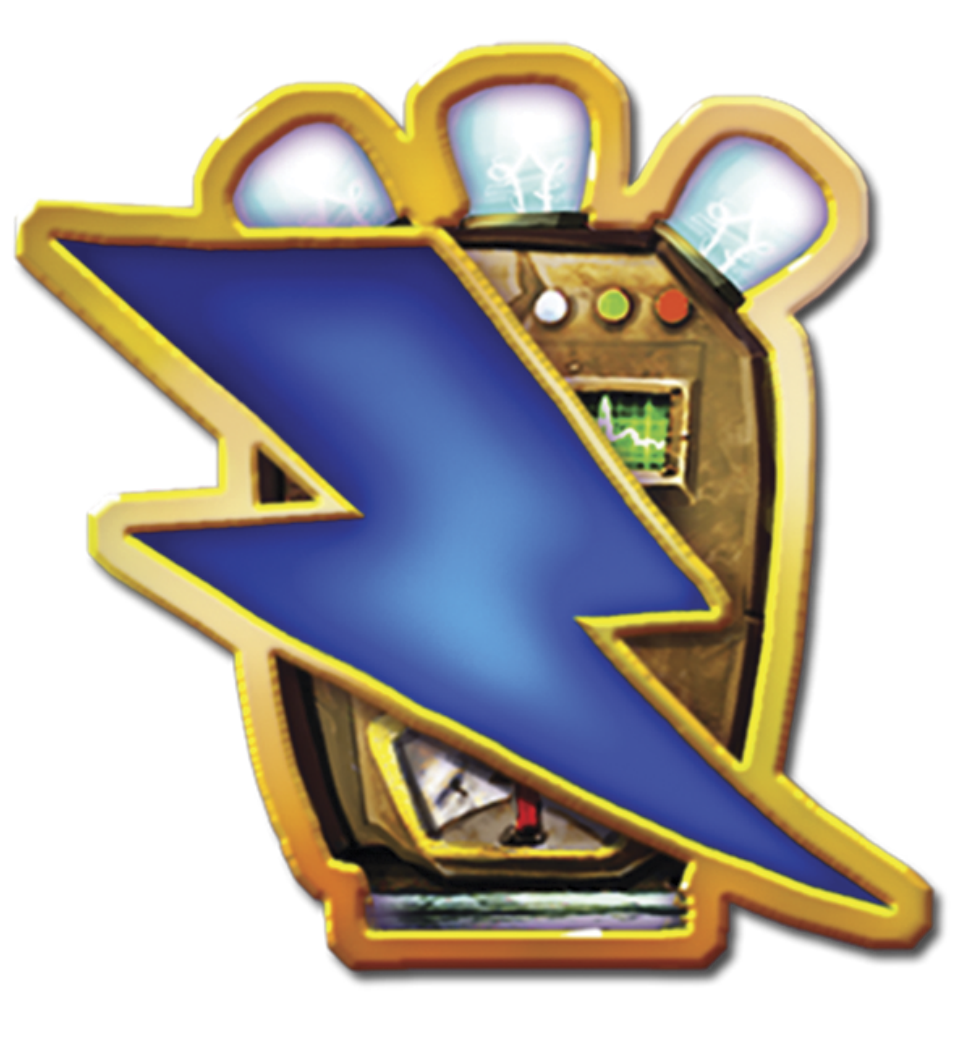
If you choose to follow Prescott's advice, you can save yourself some time and drain the Thinner pool with a single pump. Fetch any pump from the three locations and drag it to Prescott's super-charger machine on the back corner of the Gag Factory. Give the pump a blast of energy, and then drag it to the any of the three pump stations around the Thinner pool before the super-charge wears off. The pool will drain to reveal the D.E.C. access hatch, and Prescott will be a little happier that you took his advice.



However, if you use Prescott's super-charge method, the Thinner streams coming out of the town statue get worse. Instead of the stream hitting just Mickey's house, it strikes all the houses on the block. For now, you're not going to be able to visit any of the houses in OsTown.

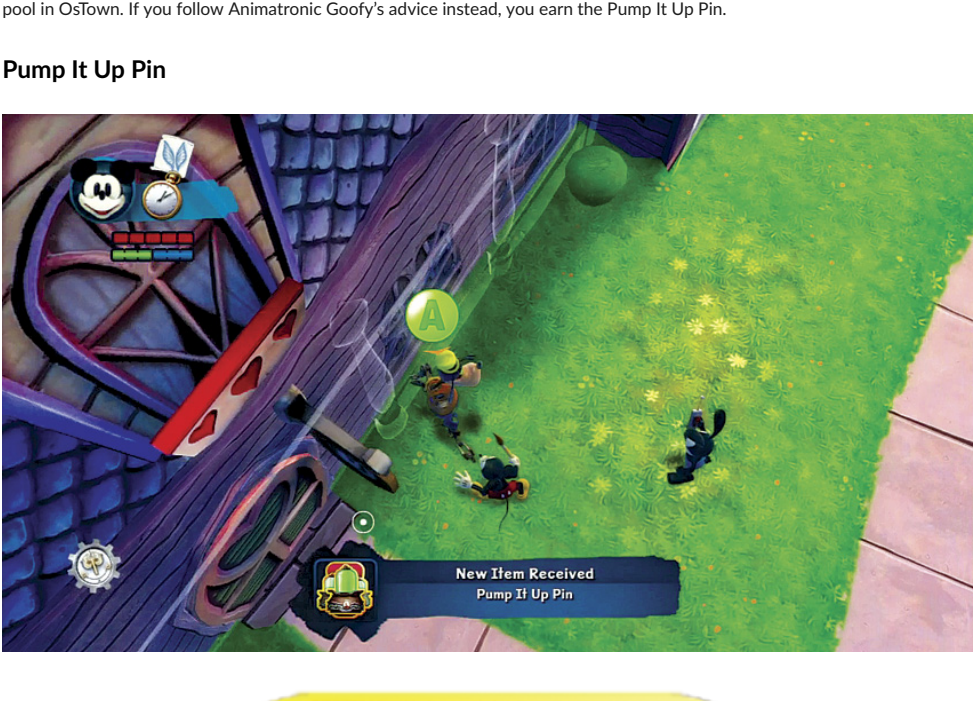
Don't Know My Own Strength Pin

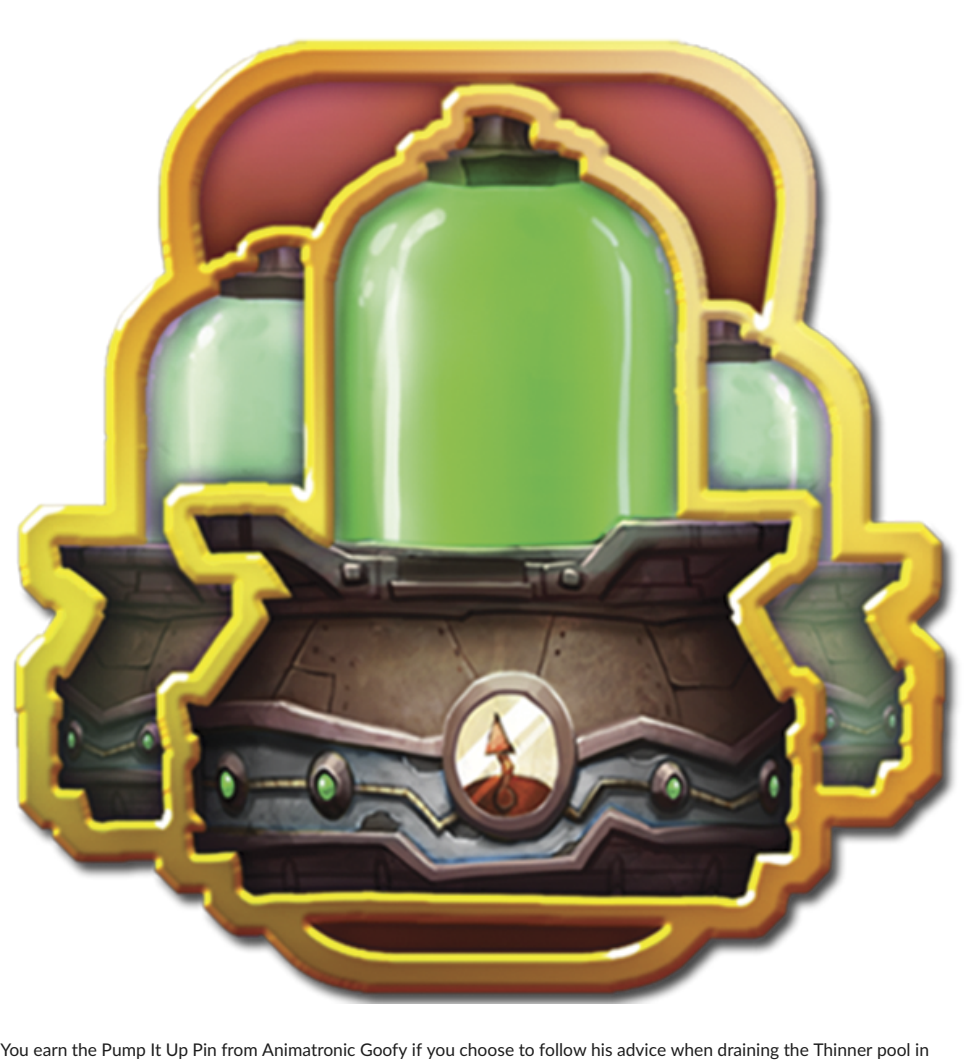




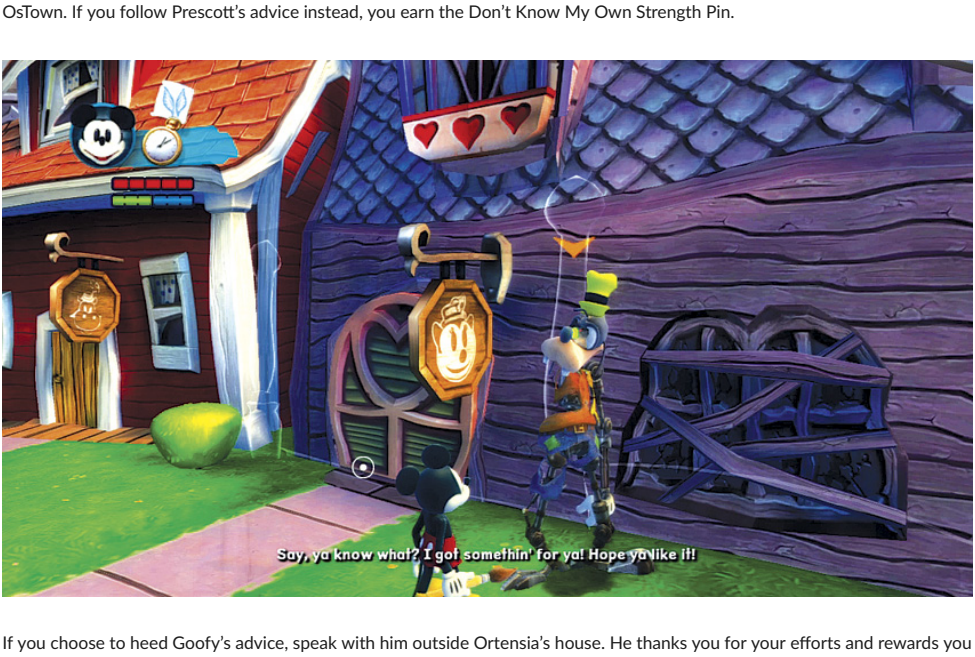
You earn the Don't Know My Own Strength Pin from Prescott if you choose to follow his advice when draining the Thinner pool in OsTown. If you follow Animatronic Goofy's advice instead, you earn the Pump It Up Pin.

Pump It Up Pin

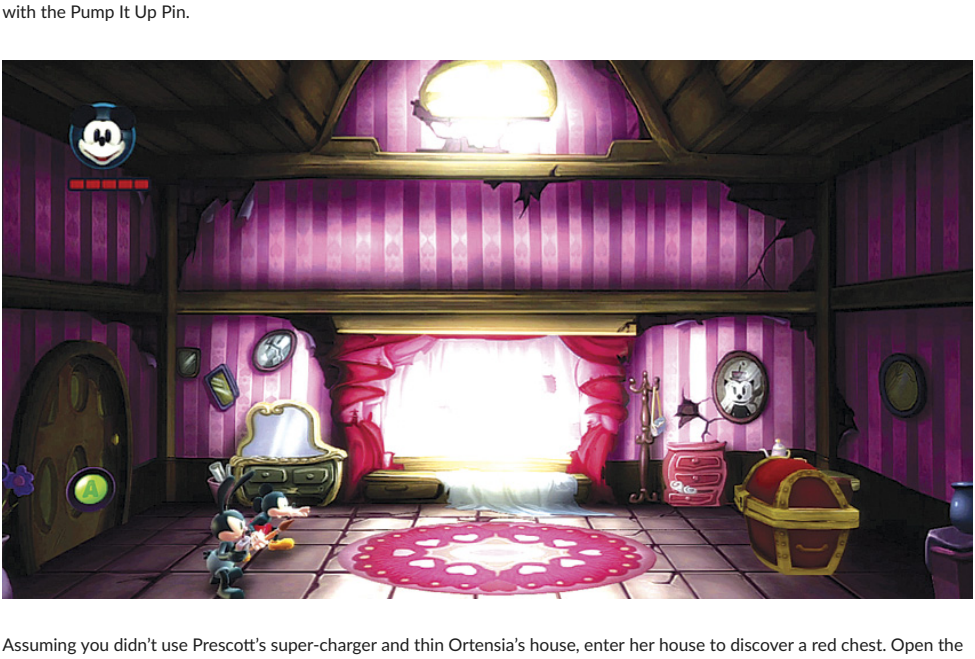




You earn the Pump It Up Pin from Animatronic Goofy if you choose to follow his advice when draining the Thinner pool in OsTown. If you follow Prescott's advice instead, you earn the Don't Know My Own Strength Pin.

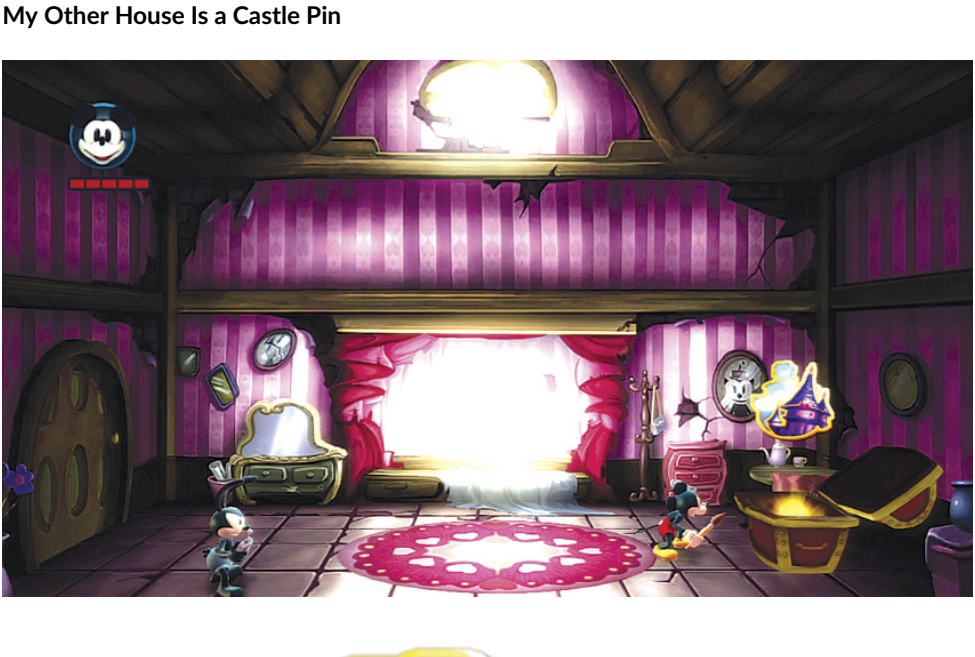


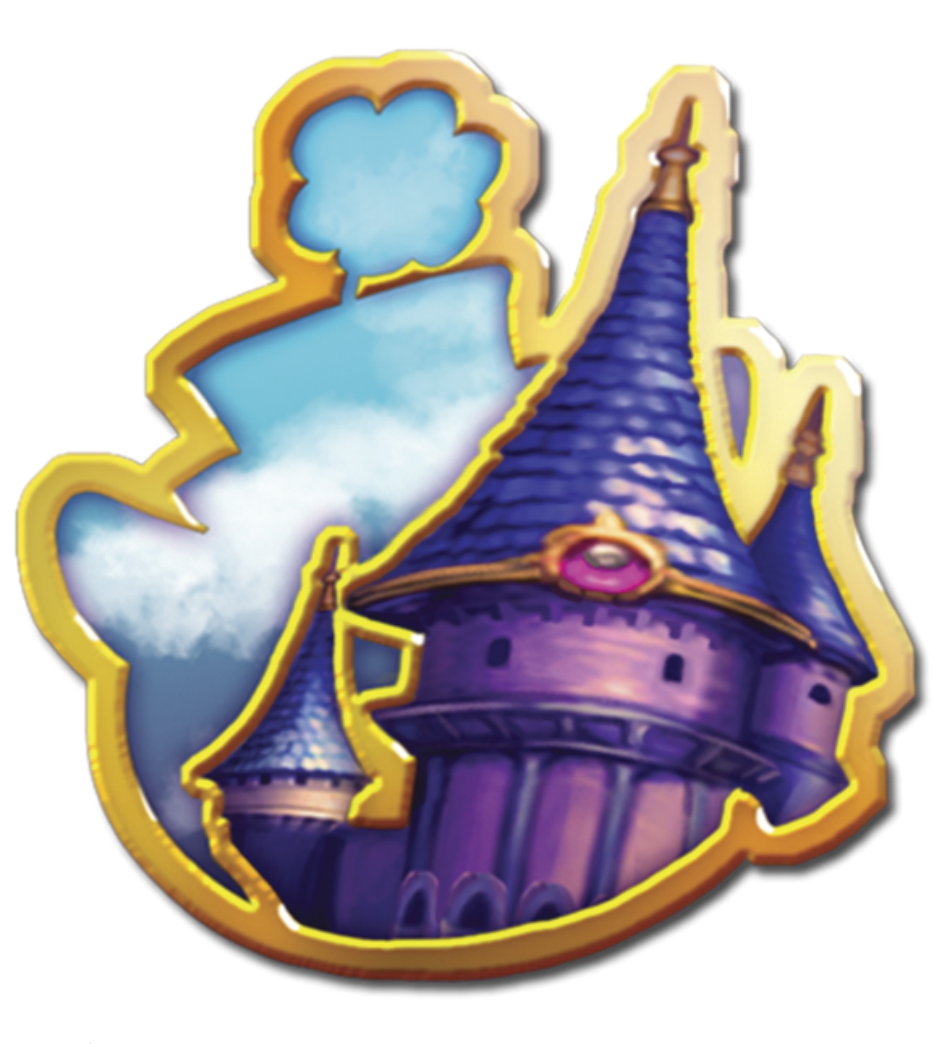
If you choose to heed Goofy's advice, speak with him outside Ortensia's house. He thanks you for your efforts and rewards you with the Pump It Up Pin.



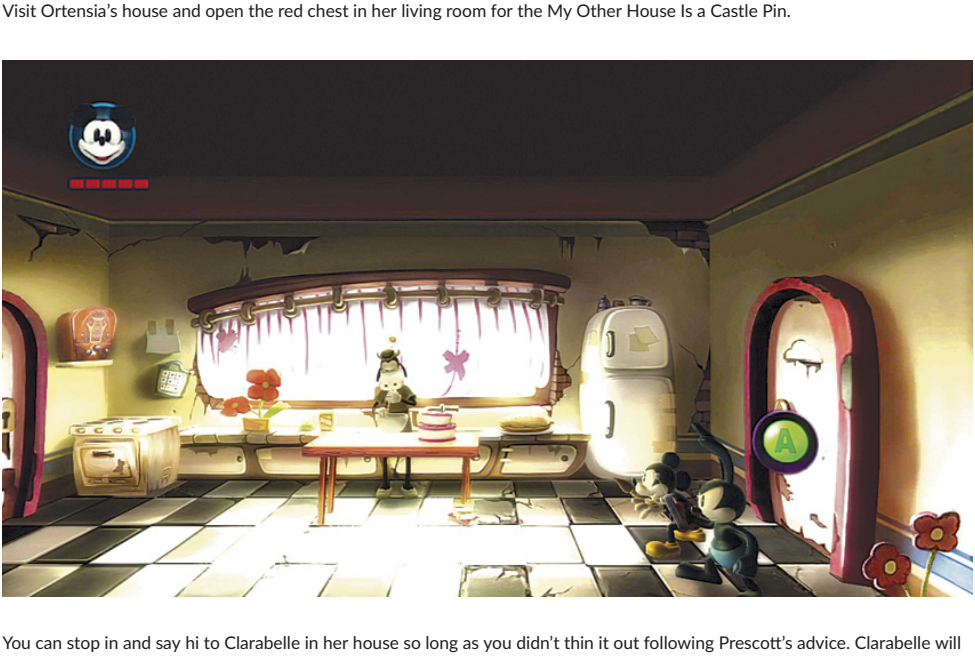
Assuming you didn't use Prescott's super-charger and thin Ortensia's house, enter her house to discover a red chest. Open the chest and you'll be rewarded with the My Other House Is a Castle Pin.

My Other House Is a Castle Pin

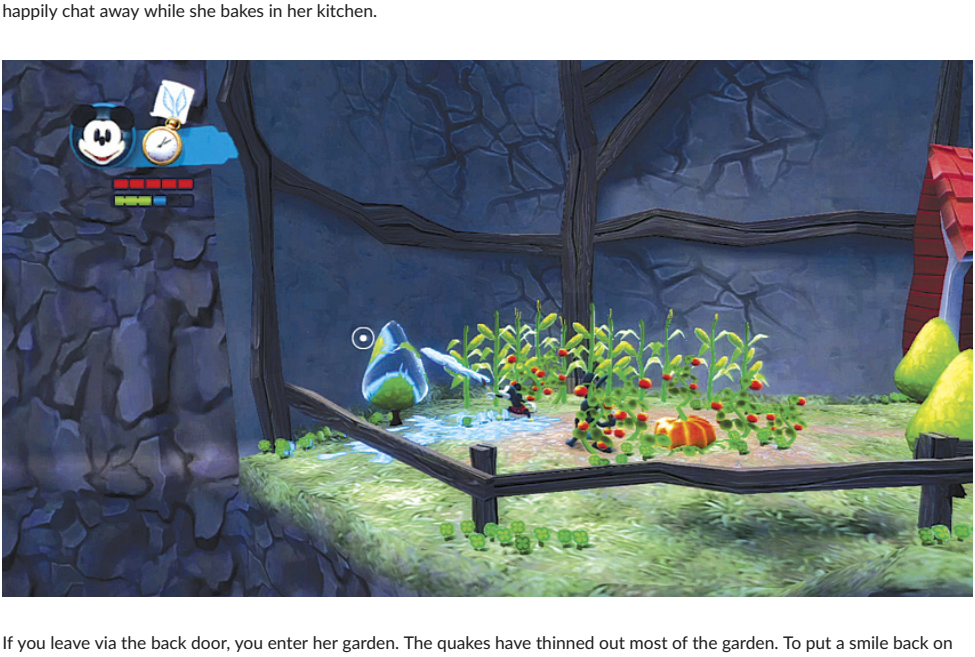




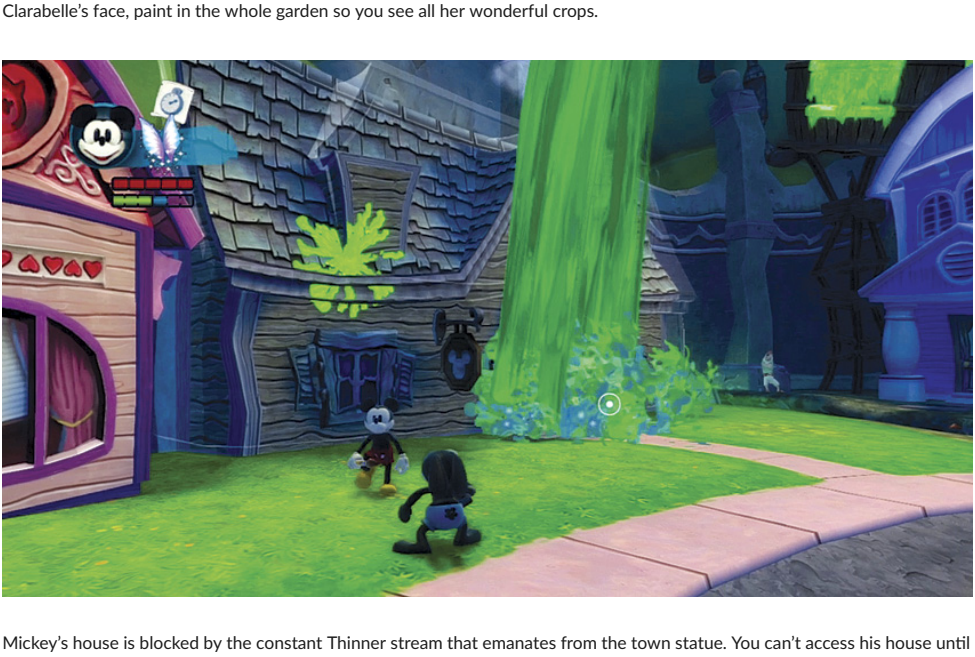
Visit Ortensia's house and open the red chest in her living room for the My Other House Is a Castle Pin.



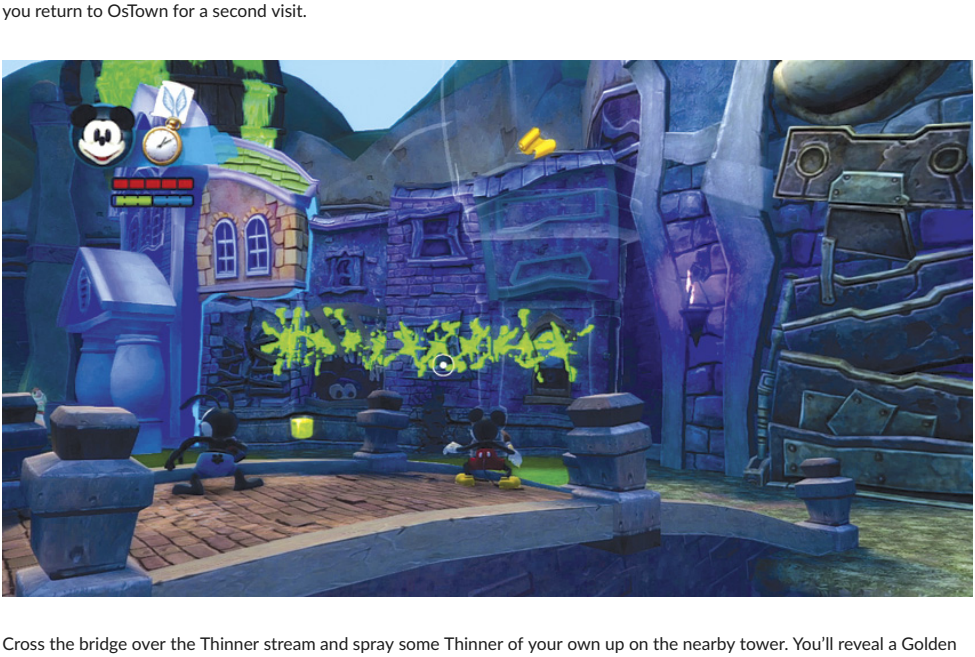
You can stop in and say hi to Clarabelle in her house so long as you didn't thin it out following Prescott's advice. Clarabelle will happily chat away while she bakes in her kitchen.



If you leave via the back door, you enter her garden. The quakes have thinned out most of the garden. To put a smile back on Clarabelle's face, paint in the whole garden so you see all her wonderful crops.



Mickey's house is blocked by the constant Thinner stream that emanates from the town statue. You can't access his house until you return to OsTown for a second visit.



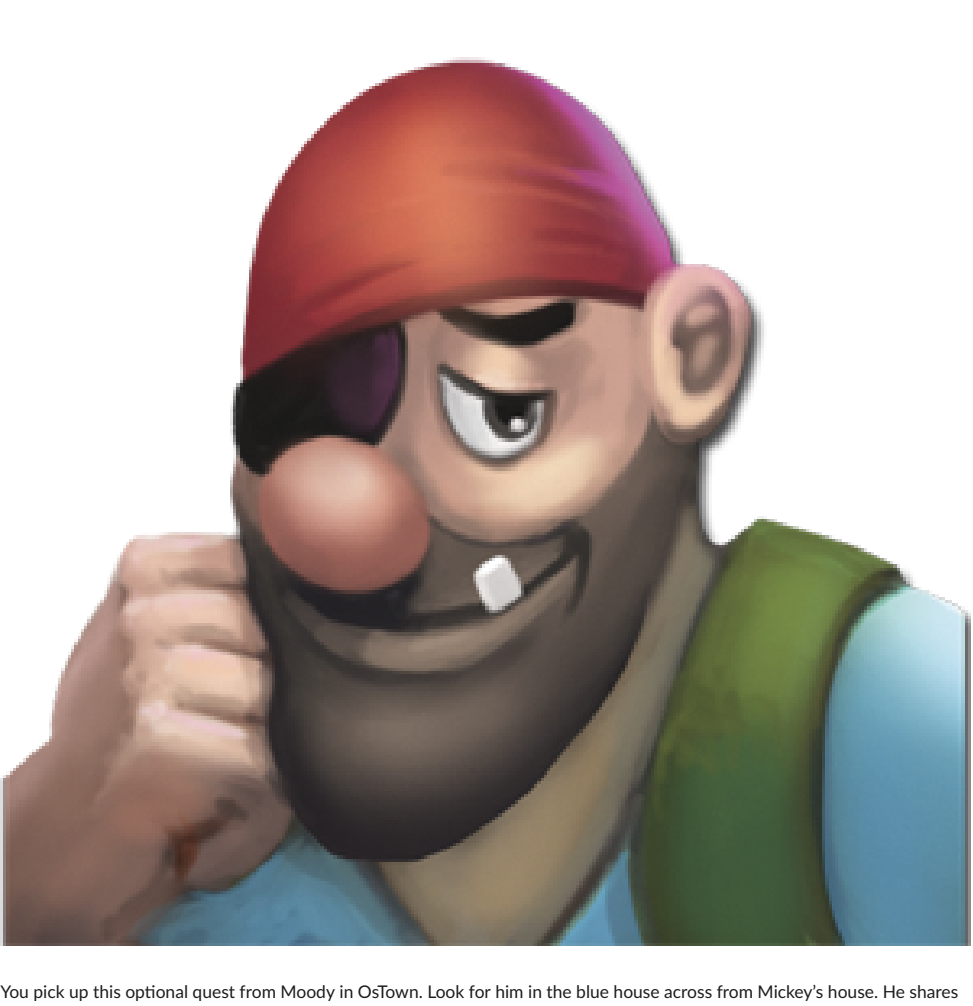
Cross the bridge over the Thinner stream and spray some Thinner of your own up on the nearby tower. You'll reveal a Golden Cloth on the top section. It's too high for one hero to jump up, but if you perform a cooperative throw with Oswald or Mickey, you'll be able to reach it.

Note

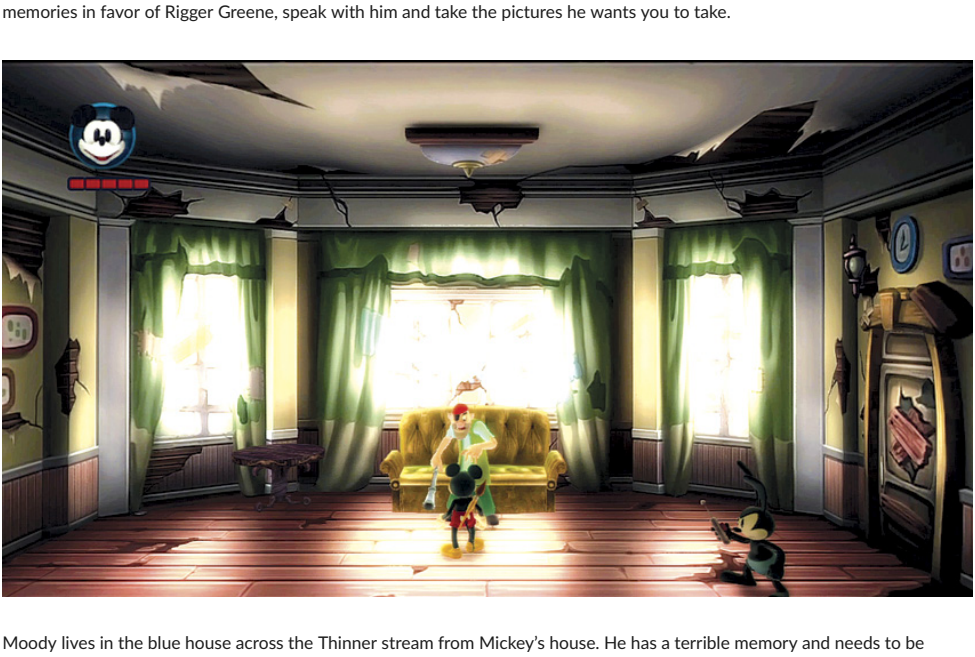
Spray the tower near Moody's house to reveal a Golden Cloth, but you'll want to paint the structure back in if you plan to take a picture for Moody's "Thanks for the Memories" optional quest.

OPTIONAL QUEST

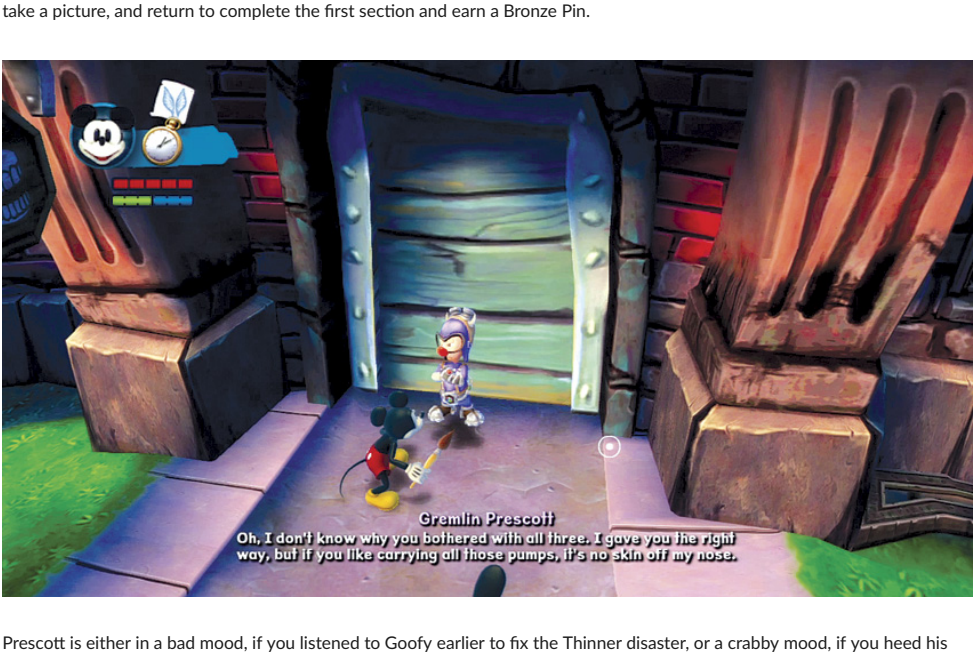
THANKS FOR THE MEMORIES



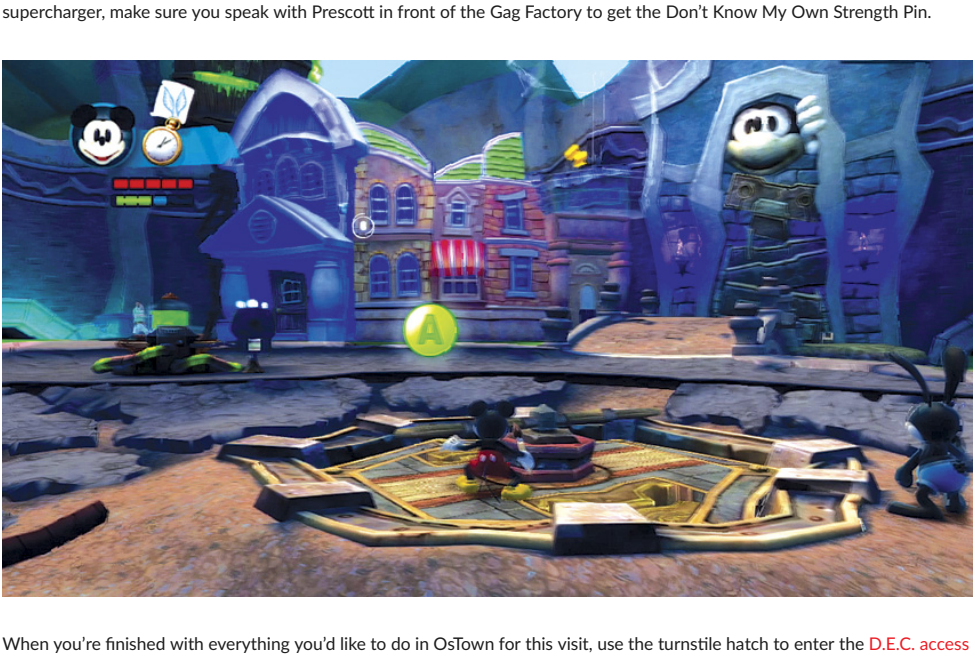
You pick up this optional quest from Moody in OsTown. Look for him in the blue house across from Mickey's house. He shares with you a series of riddles, and if you take a picture of the subject of a riddle and return the picture to Moody, he rewards you with a Bronze Pin. Continue to answer riddles and take pictures to solve the quest. Also, Moody's cousin Rigger Greene stands outside Moody's house. He only wants Moody to remember the pirate times they had together; if you want to steer Moody's memories in favor of Rigger Greene, speak with him and take the pictures he wants you to take.



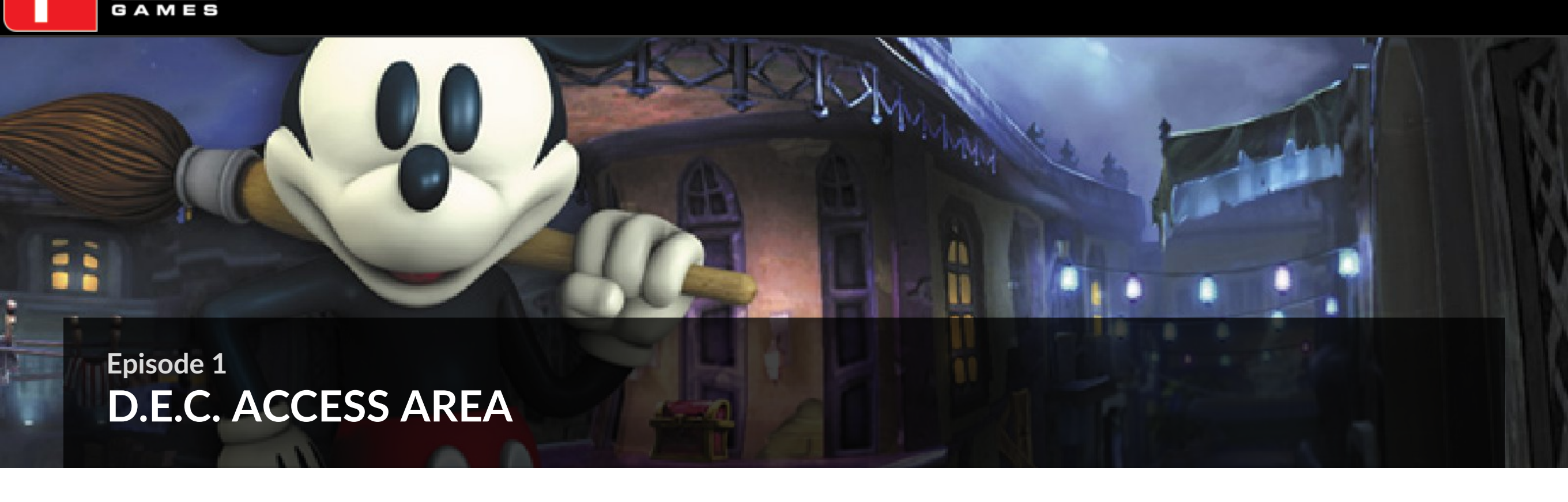
Moody lives in the blue house across the Thinner stream from Mickey's house. He has a terrible memory and needs to be constantly reminded of things. He gives you riddles to solve as part of his "Thanks for the Memories" optional quest. To solve a riddle, find the subject of the riddle and take a picture of it. The first riddle involves Moody's own blue house; walk outside, take a picture, and return to complete the first section and earn a Bronze Pin.


Gremlin Prescott
Oh, I don't know why you bothered with all three. I gave you the right way, but if you like carrying all those pumps, it's no skin off my nose.

Prescott is either in a bad mood, if you listened to Goofy earlier to fix the Thinner disaster, or a crabby mood, if you heed his advice to clean up the town. Either way he stands in front of the Gag Factory and won't let you in. If you used the supercharger, make sure you speak with Prescott in front of the Gag Factory to get the Don't Know My Own Strength Pin.

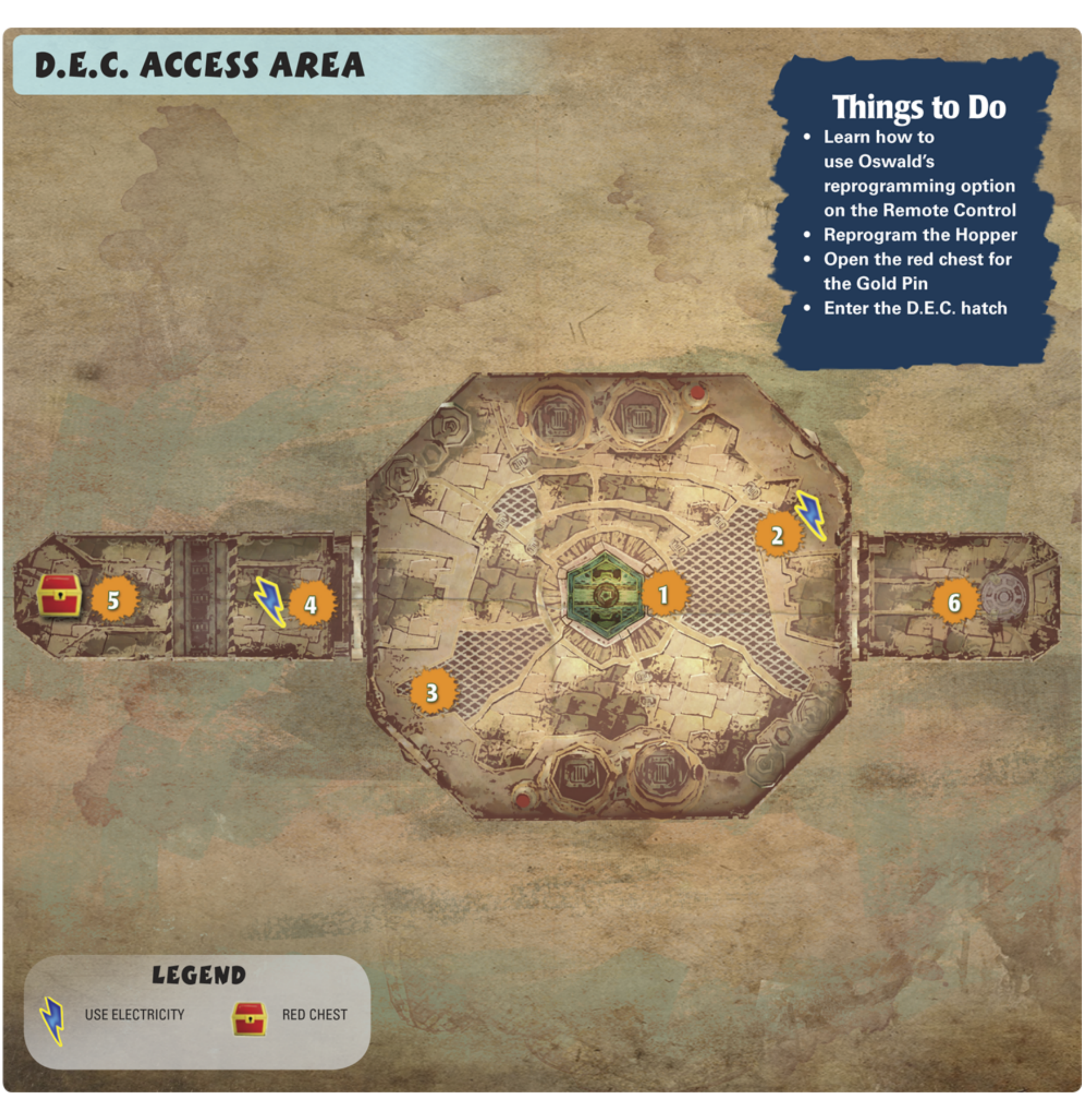


When you're finished with everything you'd like to do in OsTown for this visit, use the turnstile hatch to enter the D.E.C. access area below.



Episode 1

D.E.C. ACCESS AREA


D.E.C. ACCESS AREA
Things to Do
Learn how to use Oswald's reprogramming option on the Remote Control
Reprogram the Hopper
Open the red chest for the Gold Pin
Enter the D.E.C. hatch
1
2
3
4
5
6
LEGEND
USE ELECTRICITY
RED CHEST

LEVEL OVERVIEW

I wonder where they'll end up? Perhaps we can search for them when more of the Thinner has been pumped out.

There's a small area below OsTown that can only be accessed by the turnstile hatch under the Thinner pool. Once you've cleared the Thinner pool, you can use this hatch as often as you like. One side of the room has the entrance to the D.E.C. (Version 2). The other side of the room holds a red chest guarded by a mechanical, crushing wall trap.

LEVEL BREAKDOWN

Challenges

- Get with the Program

Collectibles

- Gold Pin

Enemies

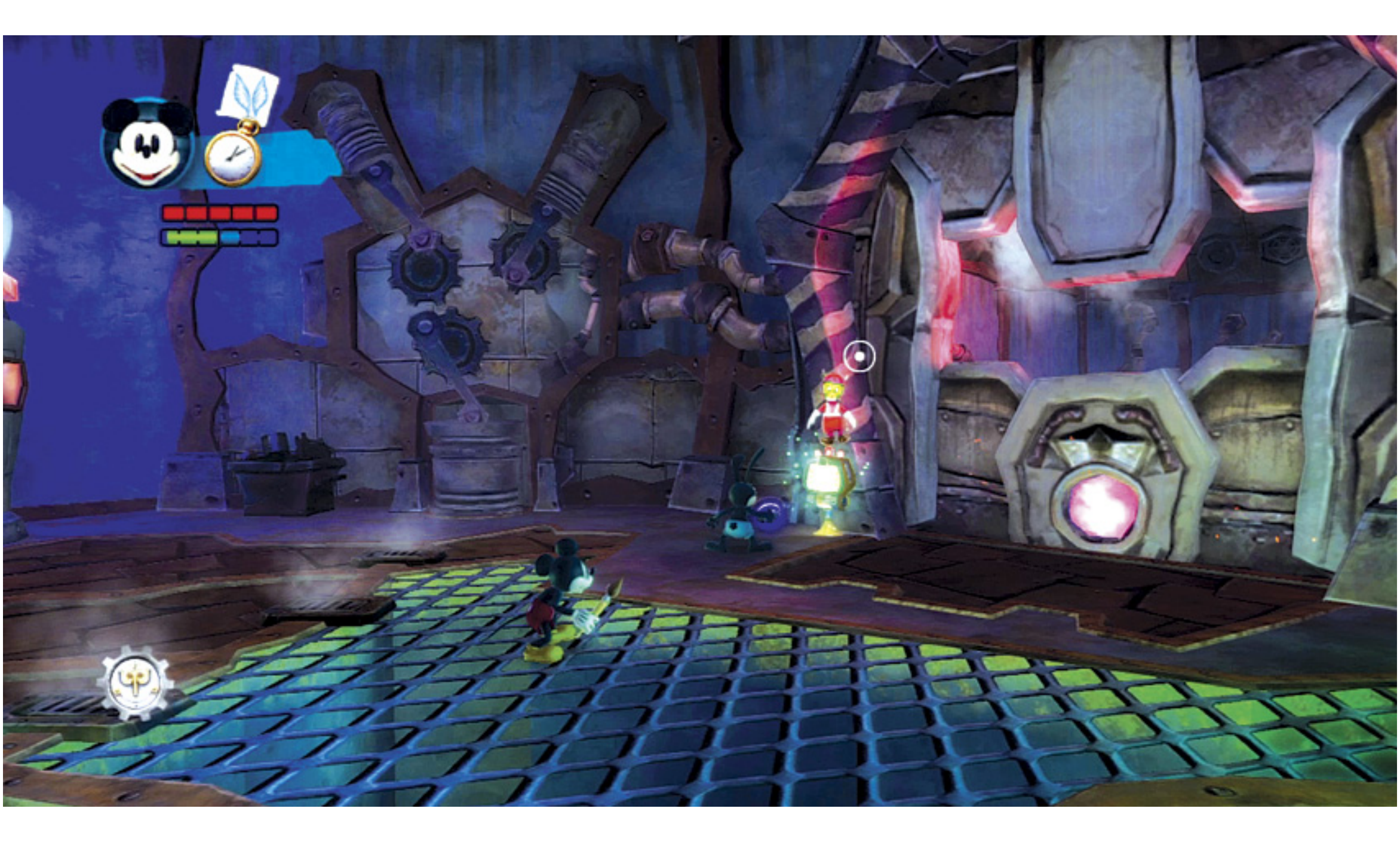
- Hopper

Quests

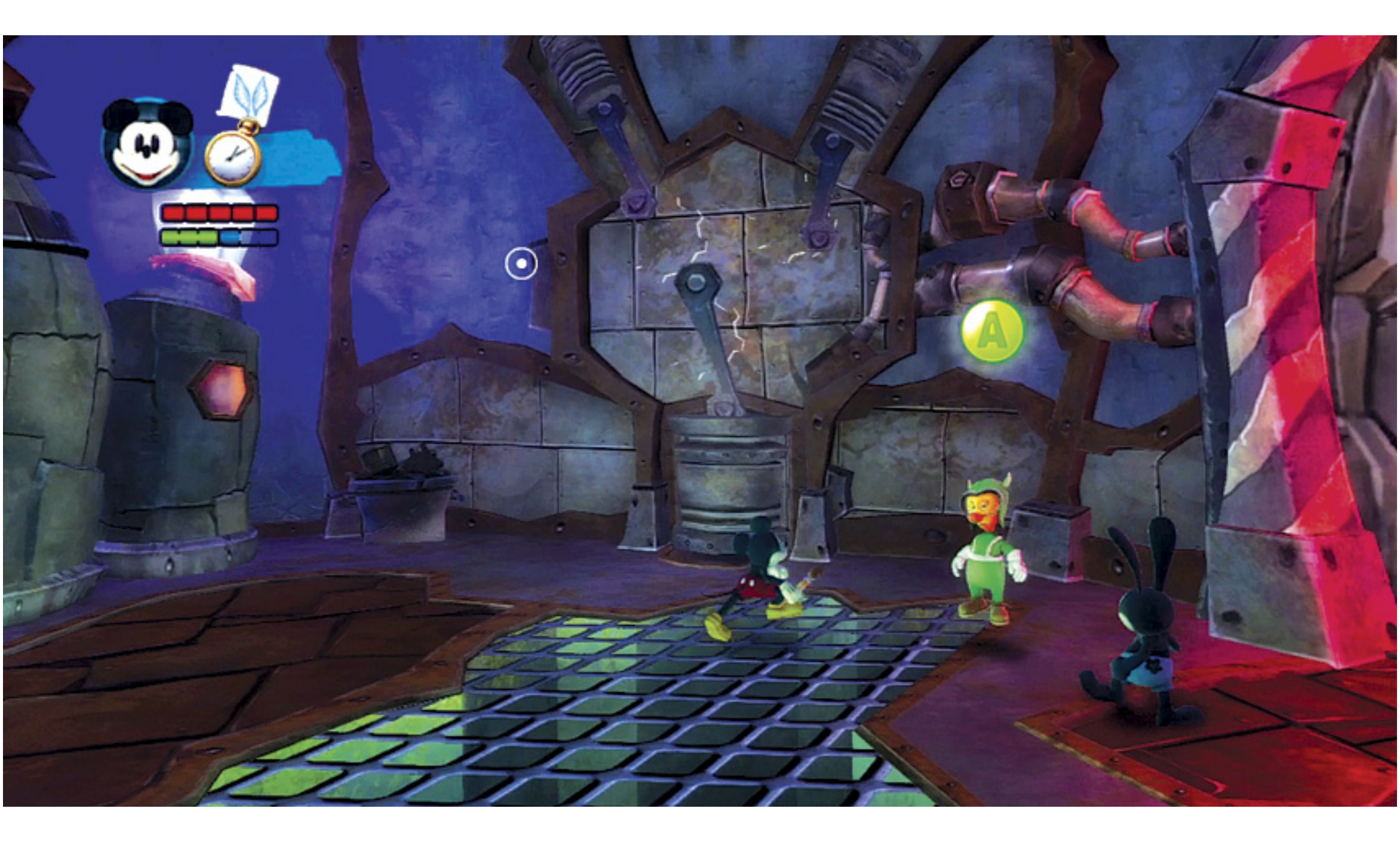
- None

Gus
Look! The pieces of Oswald's statue! They're being swept down along with the thinner.

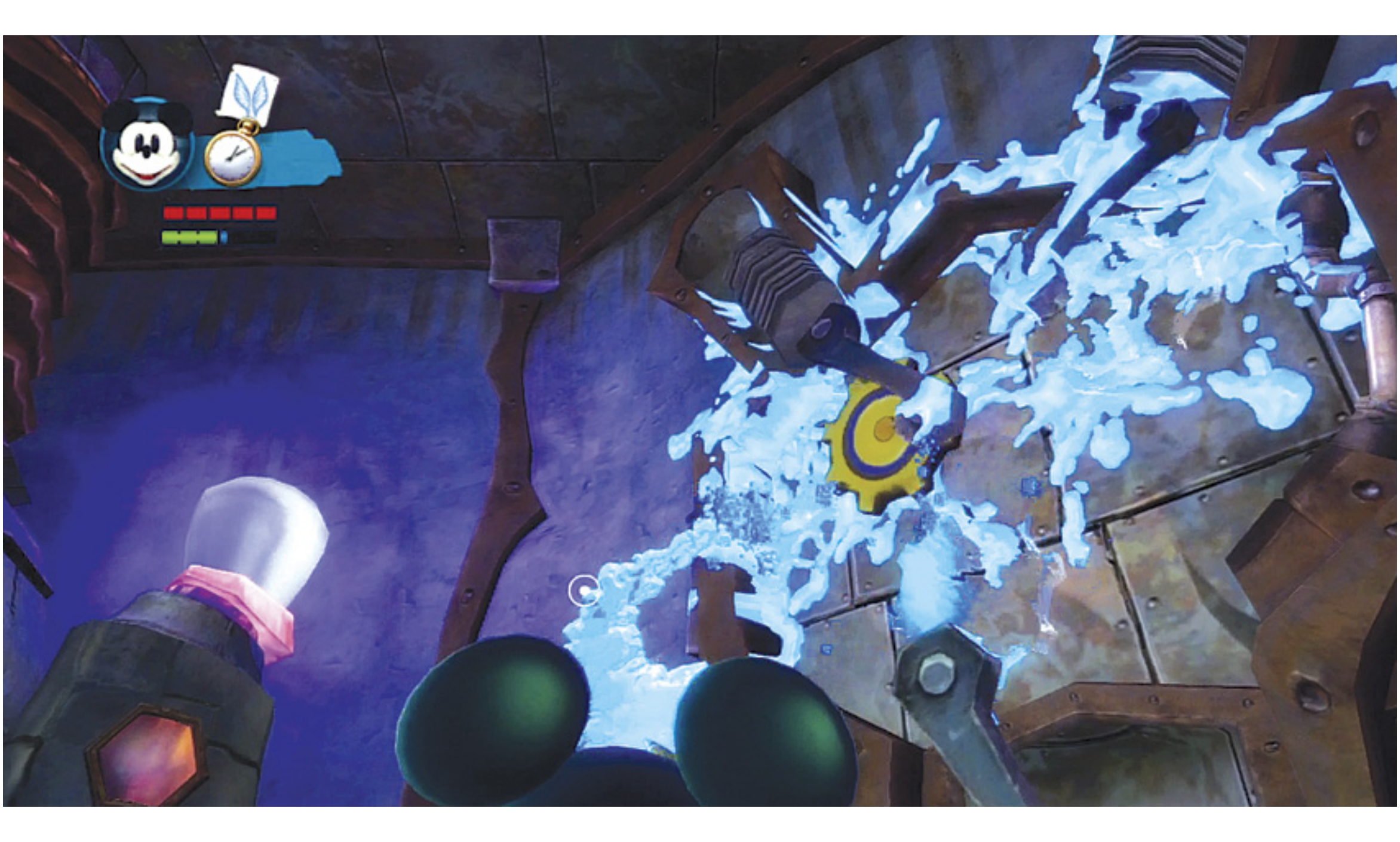
When you use the turnstile hatch, pieces of Oswald's statue from the town square get swept down the Thinner tube. Gus wonders where they went and guesses that you'll need to recover these statue pieces later.



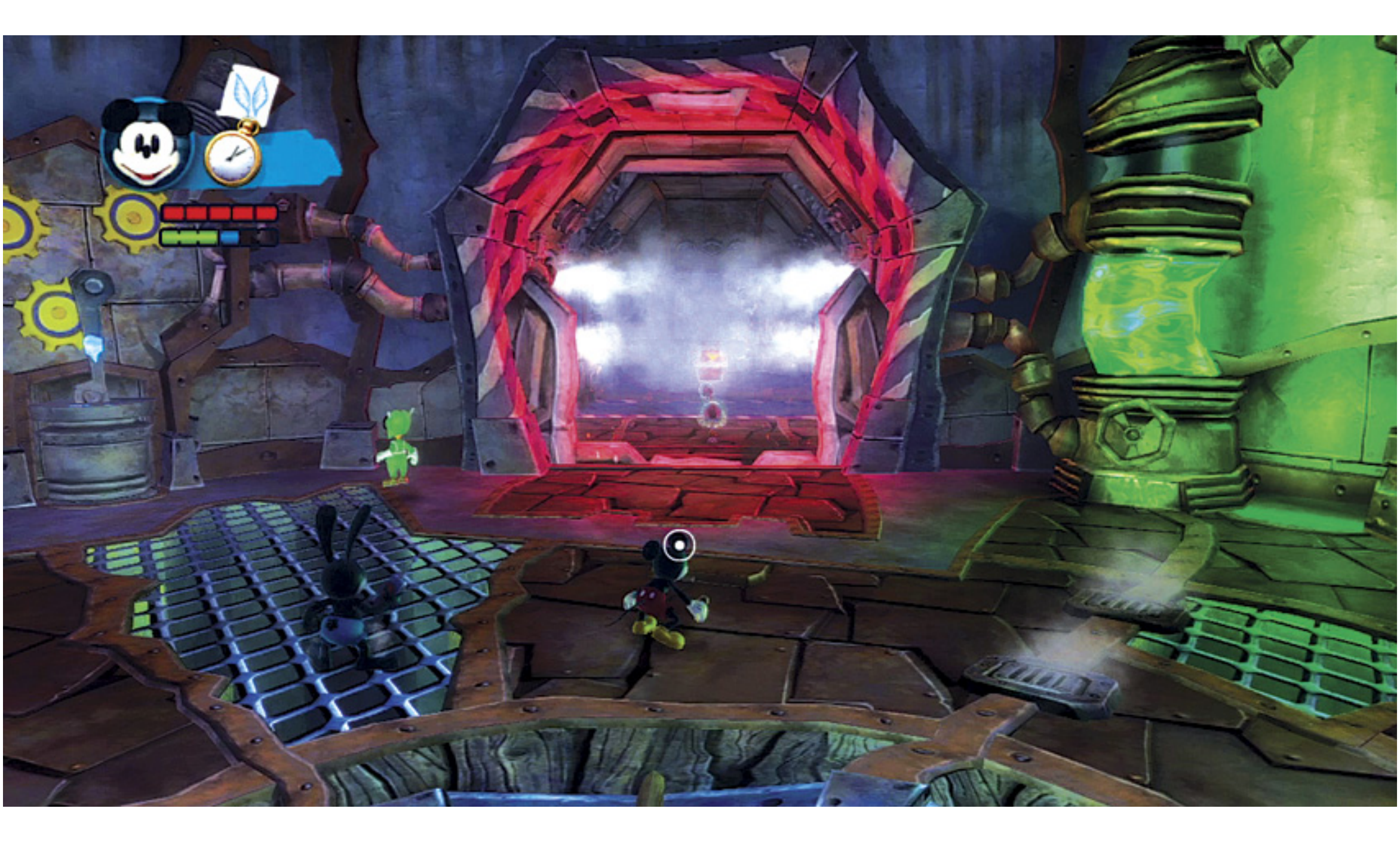
You find a new mechanical device down here: an access port. Oswald can use Electricity to reprogram these simple access ports to perform tasks, such as opening the sealed door leading to the D.E.C. entrance hatch.

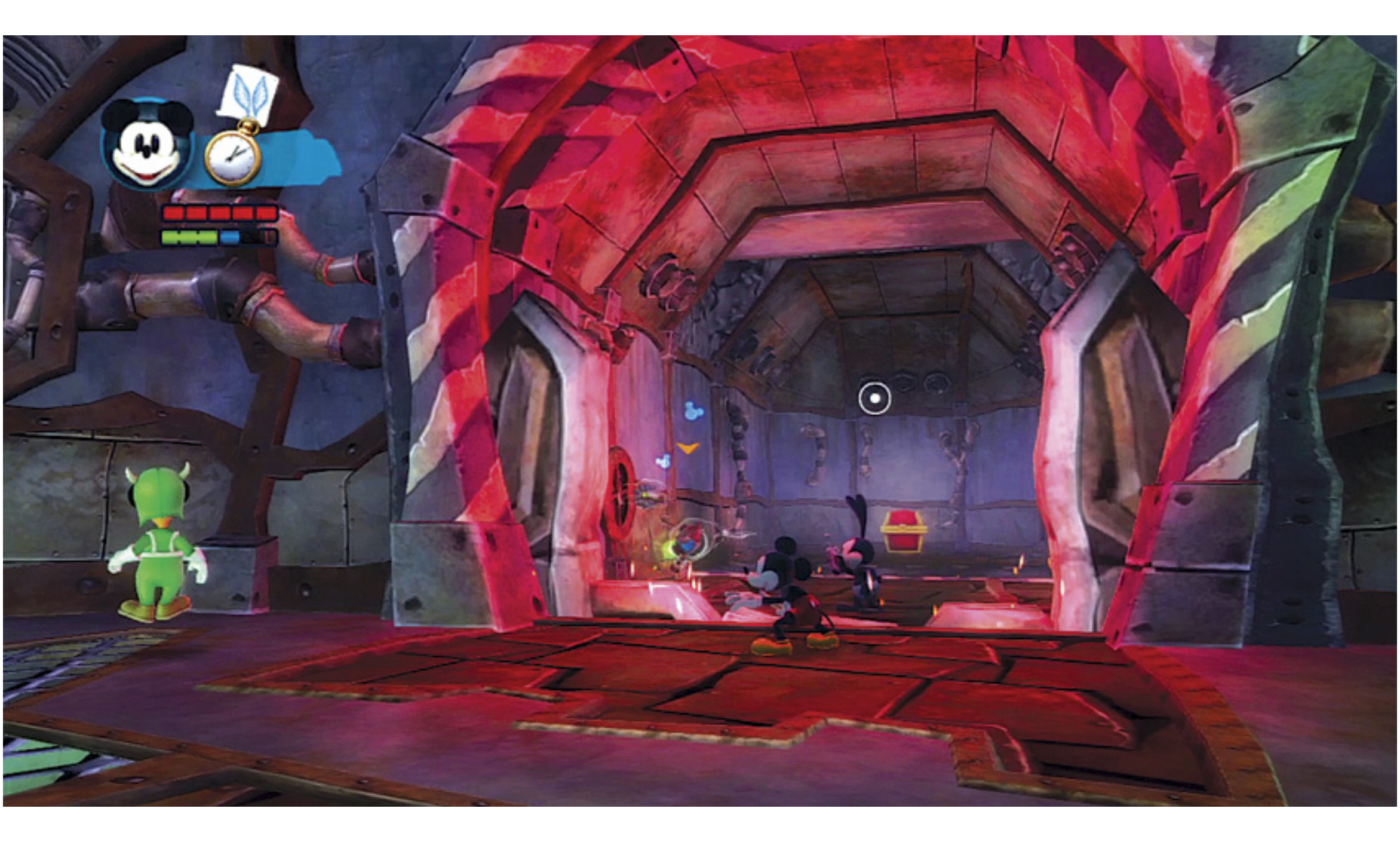


Sweep the room for destructible items and use a Spin Attack on them to collect more resources. A Green Gremlin stands on the opposite side from the D.E.C. entrance. He tells you that he's trying to open the nearby door but the gears are thinned out.



Paint in the gears above the Green Gremlin. This opens the nearby door, which holds a Hopper, an access port, and a red chest protected by a trap.

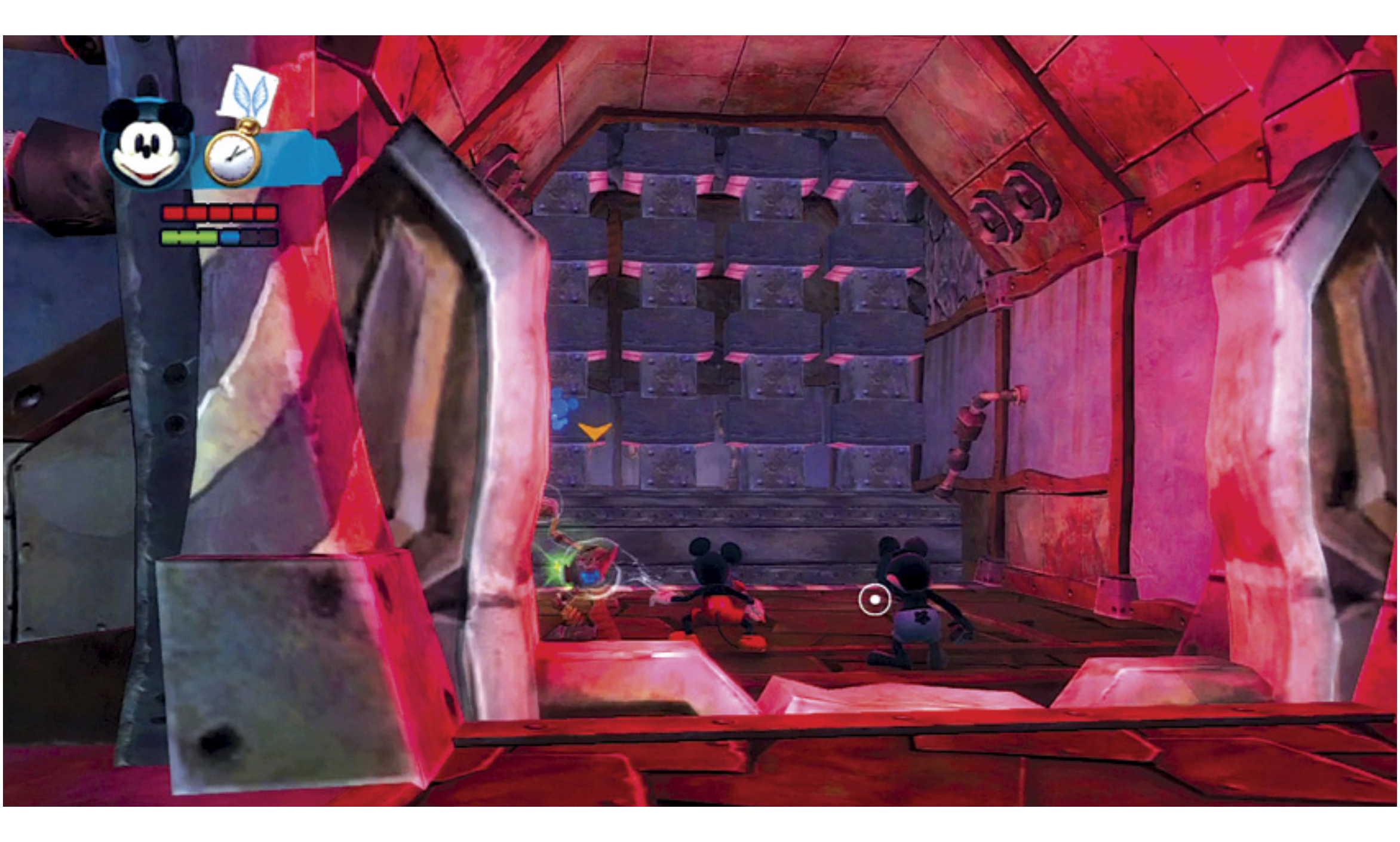




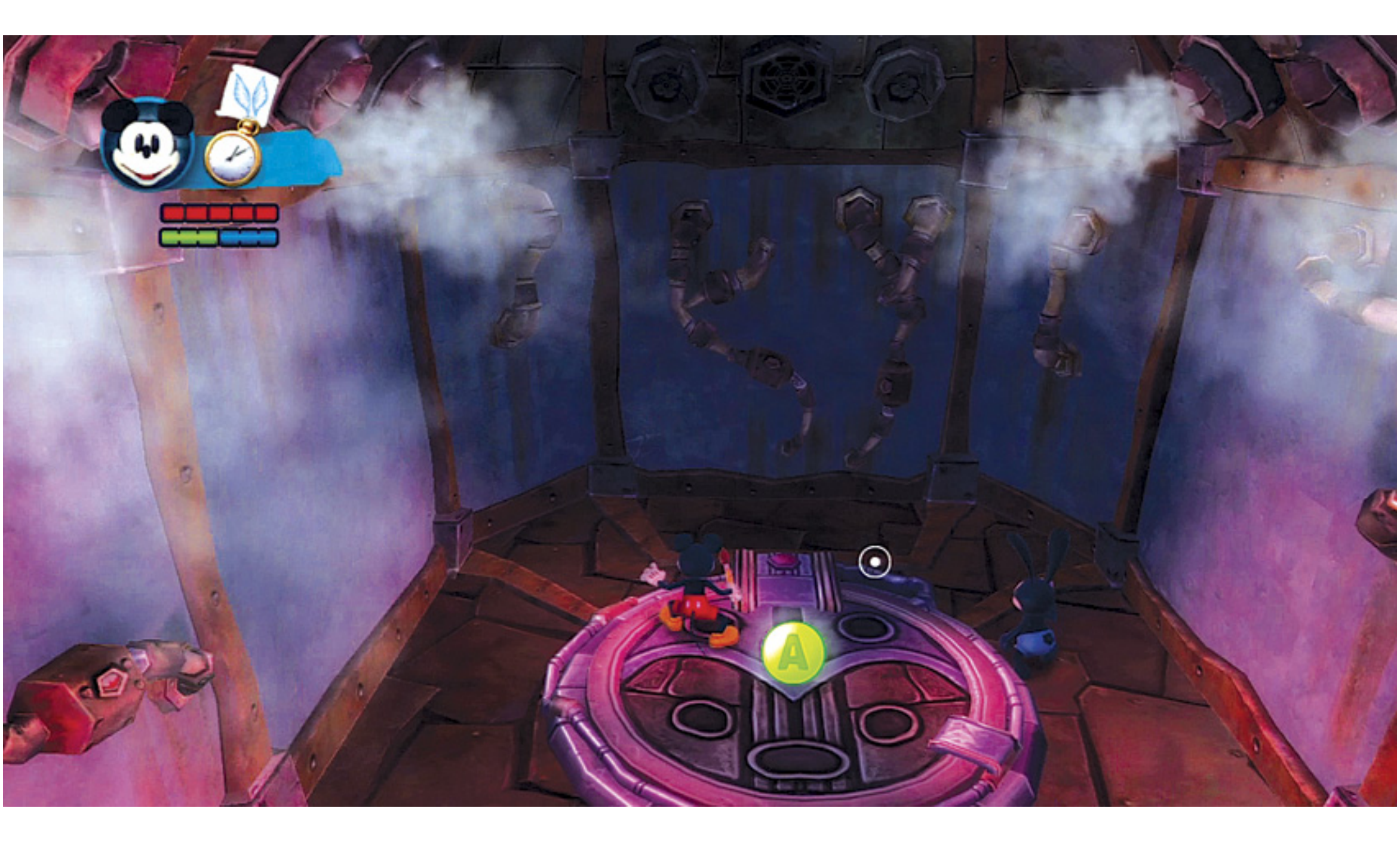
When the door opens, a Hopper bounces around in front of a blast of hot steam. Have Oswald use his new reprogramming power to convert the Hopper into an ally. The Hopper will then bounce over to the nearby access port and shut off the steam so you can pass.

Hopper

The weakest of the Beetleworx, the birdlike Hoppers bounce around and peck at you. They have good mobility, so stay alert and move quickly to avoid their attacks. In combat as Mickey, coat the outer shell with Thinner to expose its vulnerable insides and use a Spin Move to defeat it. Even better, Oswald can reprogram the Hopper once Mickey thins its toon shell, so you don't have to do any fighting. Disney Epic Mickey 2: The Power of Two might be the only game that lets you befriend every enemy!

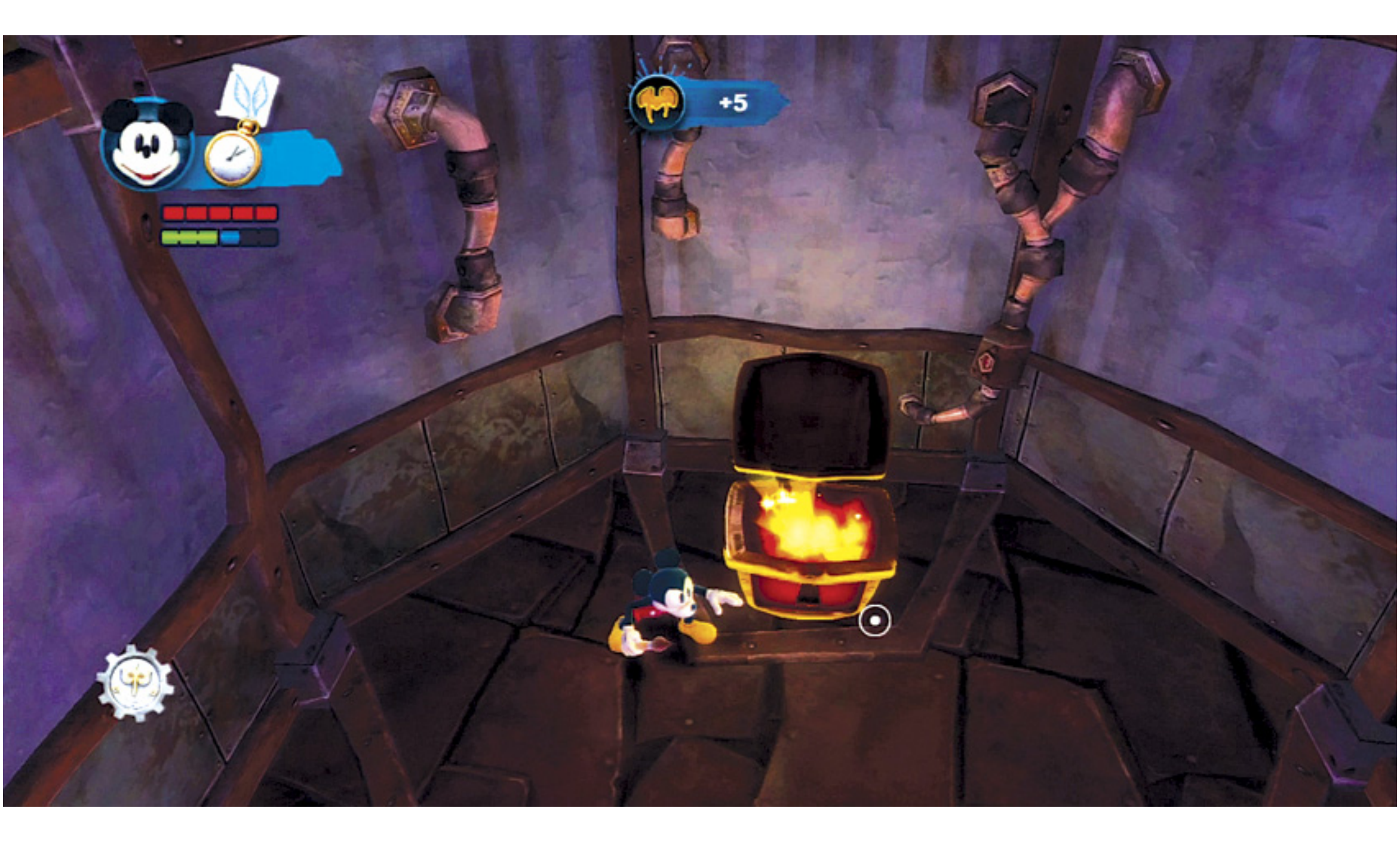


You have more than steam blocking your access to the red chest. A huge, crushing wall slams down every few seconds, instantly killing anyone that gets caught underneath. Time your run so that you pass under the crushing wall as it resets up to the ceiling. The red chest on the far side holds a Gold Pin.



Cross back to the other side of the chamber and take the D.E.C. entrance hatch. Successfully navigate the D.E.C. (Version 2) and you'll reach Rainbow Falls, where you can find out what is wrong with the Projectors.

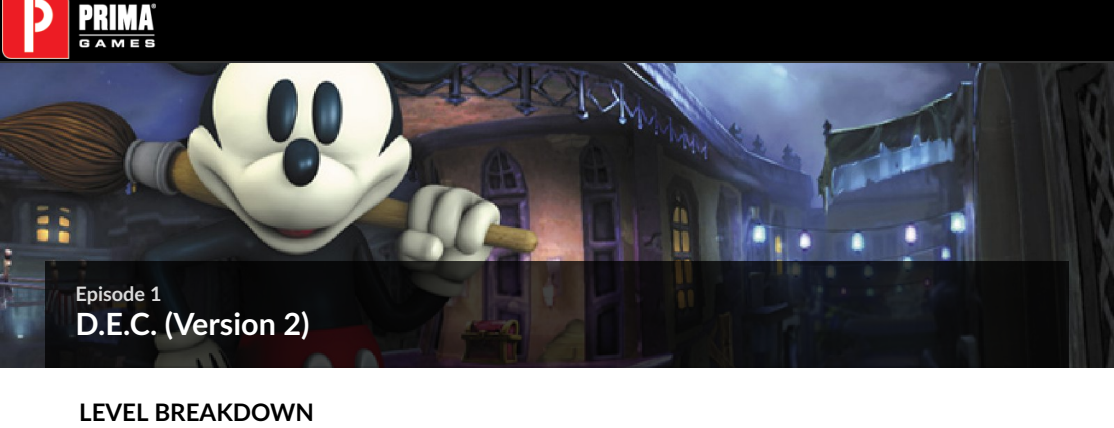
Gold Pin



It's worth risking getting smashed into a pancake to reach the red chest in the D.E.C. access area. Time your run to avoid the crushing wall trap and reach the red chest in one piece to earn a Gold Pin.

Get with the Program

When you arrive in the D.E.C. access area, Gus explains another of Oswald's abilities: using the Remote Control to reprogram Beetleworx. Your first target happens to be the Hopper bouncing around in front of the crushing wall that guards the Gold Pin. As soon as Oswald zaps the Hopper and converts it to your side, you complete the "Get with the Program" challenge.



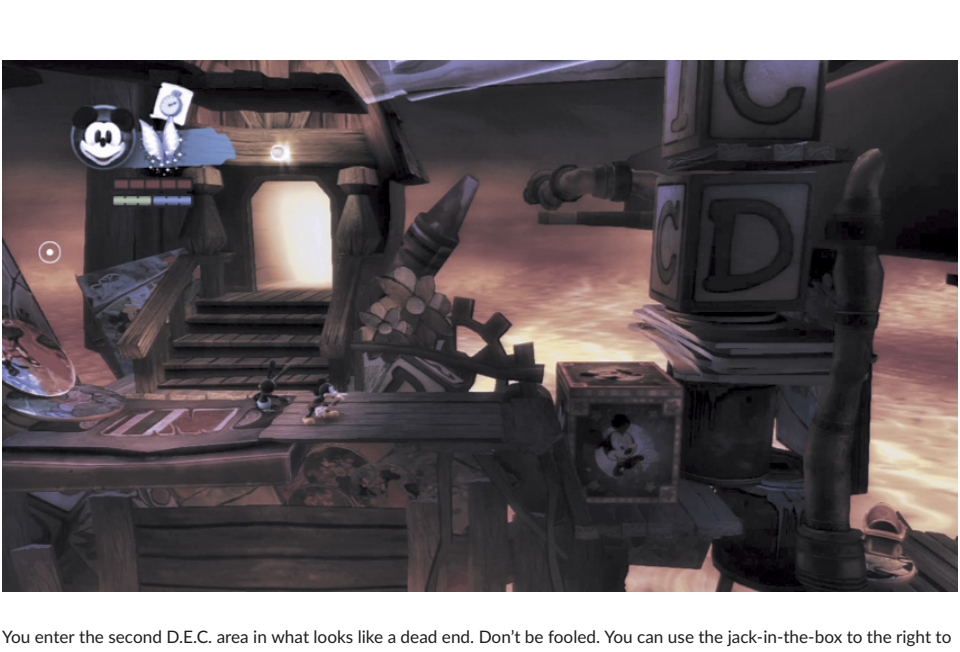
Episode 1

D.E.C. (Version 2)

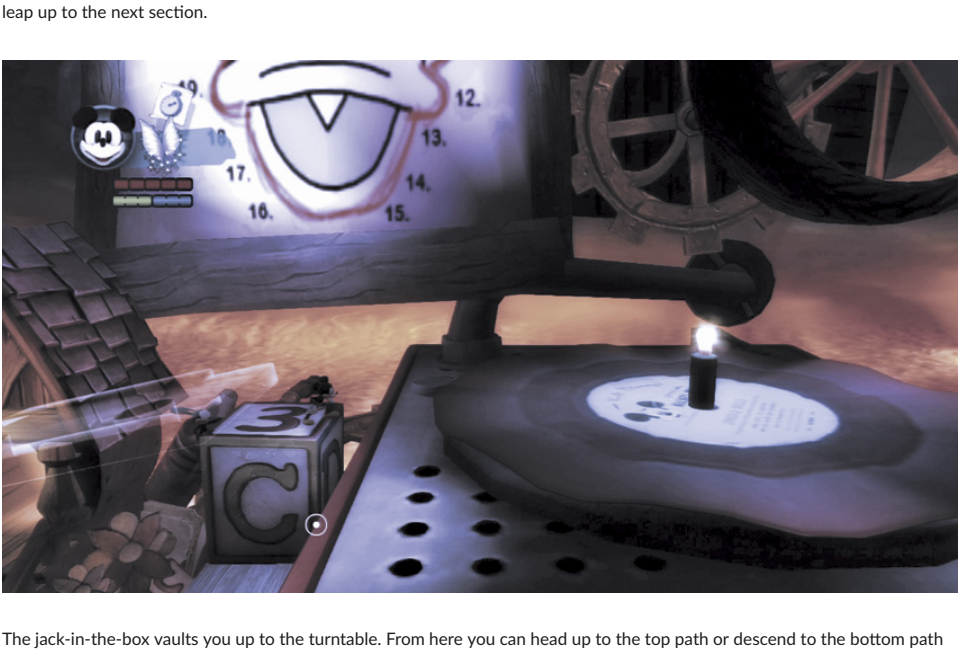
LEVEL BREAKDOWN

Collectibles

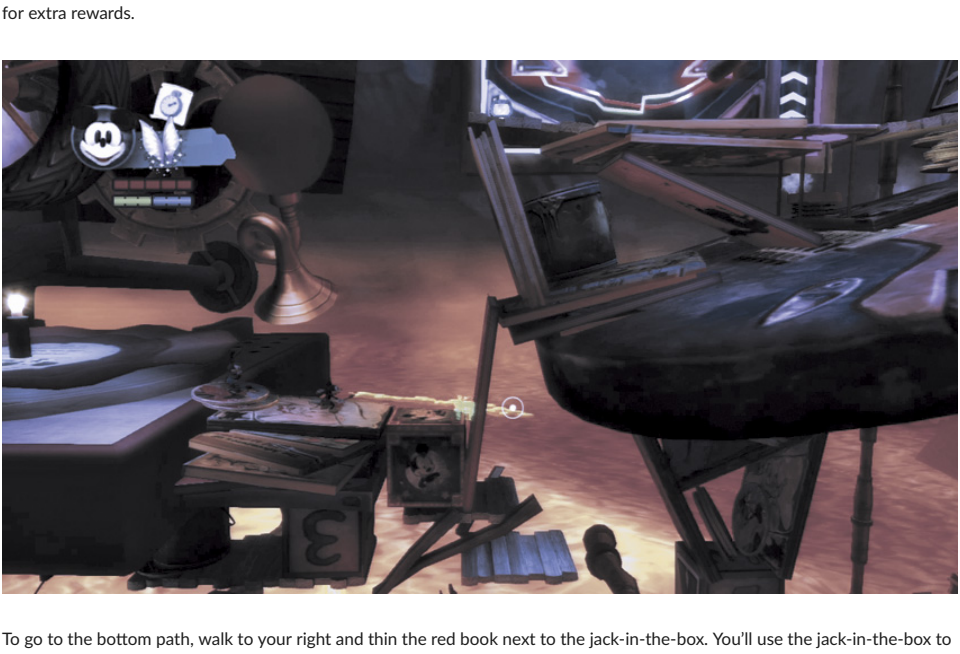
- Bronze Pin
- Concept Art 32
- Golden E-ticket
- Silver Pin (x3)



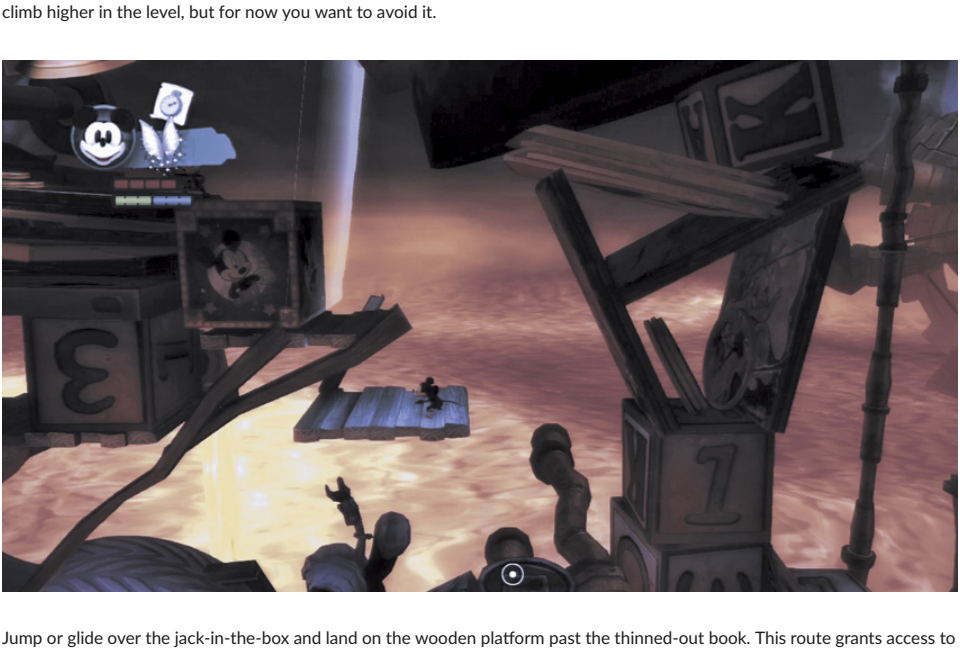
You enter the second D.E.C. area in what looks like a dead end. Don't be fooled. You can use the jack-in-the-box to the right to leap up to the next section.



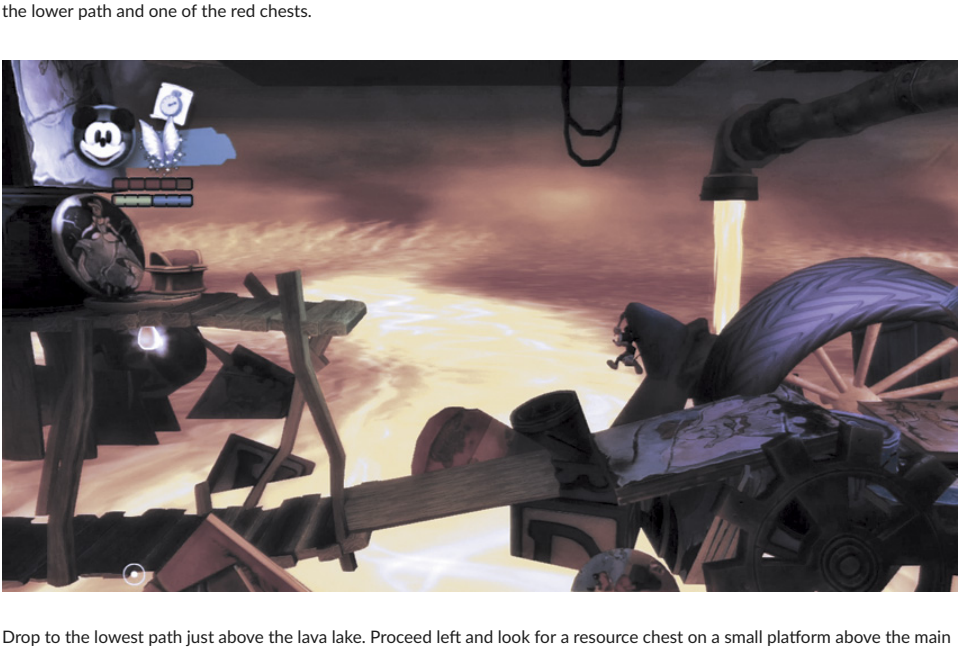
The jack-in-the-box vaults you up to the turntable. From here you can head up to the top path or descend to the bottom path for extra rewards.



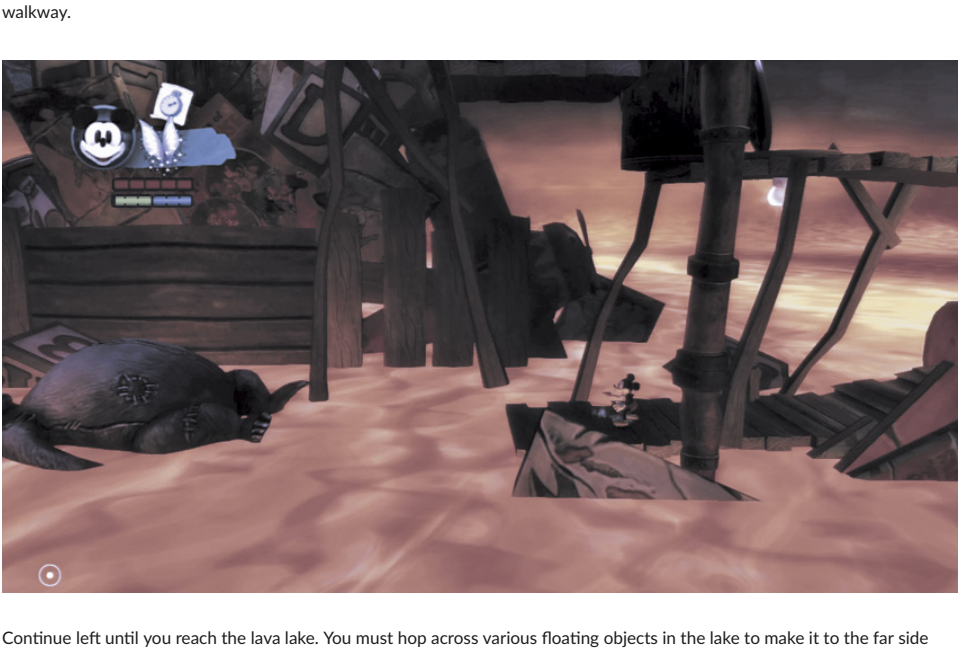
To go to the bottom path, walk to your right and thin the red book next to the jack-in-the-box. You'll use the jack-in-the-box to climb higher in the level, but for now you want to avoid it.



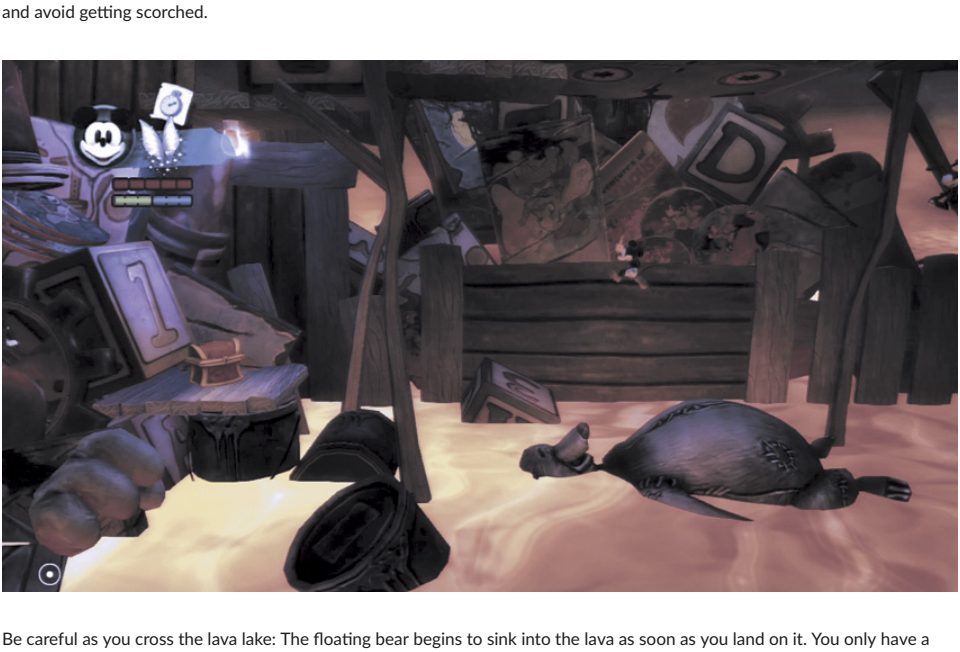
Jump or glide over the jack-in-the-box and land on the wooden platform past the thinned-out book. This route grants access to the lower path and one of the red chests.



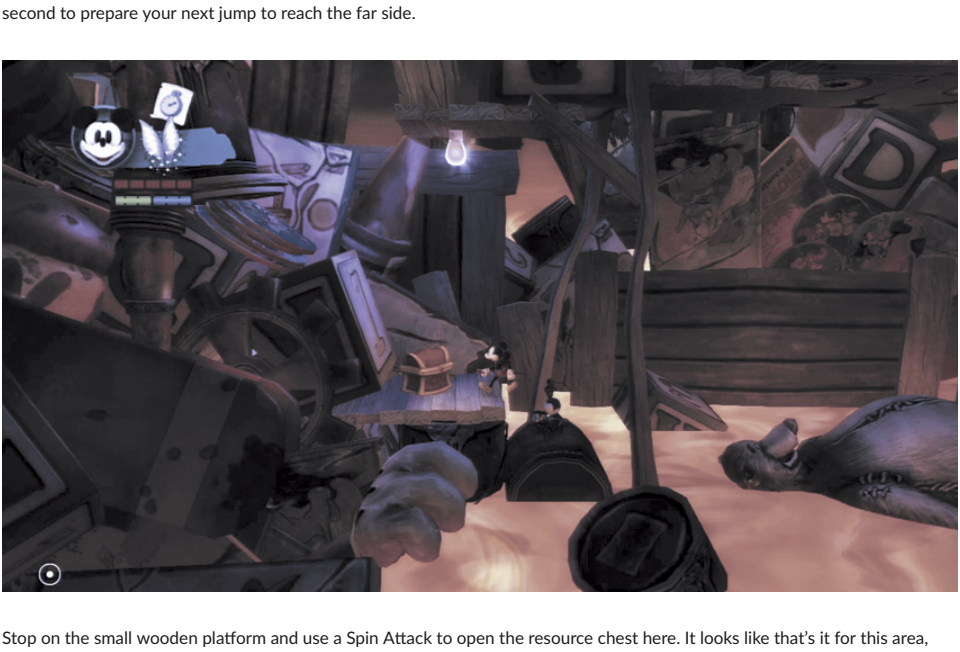
Drop to the lowest path just above the lava lake. Proceed left and look for a resource chest on a small platform above the main walkway.



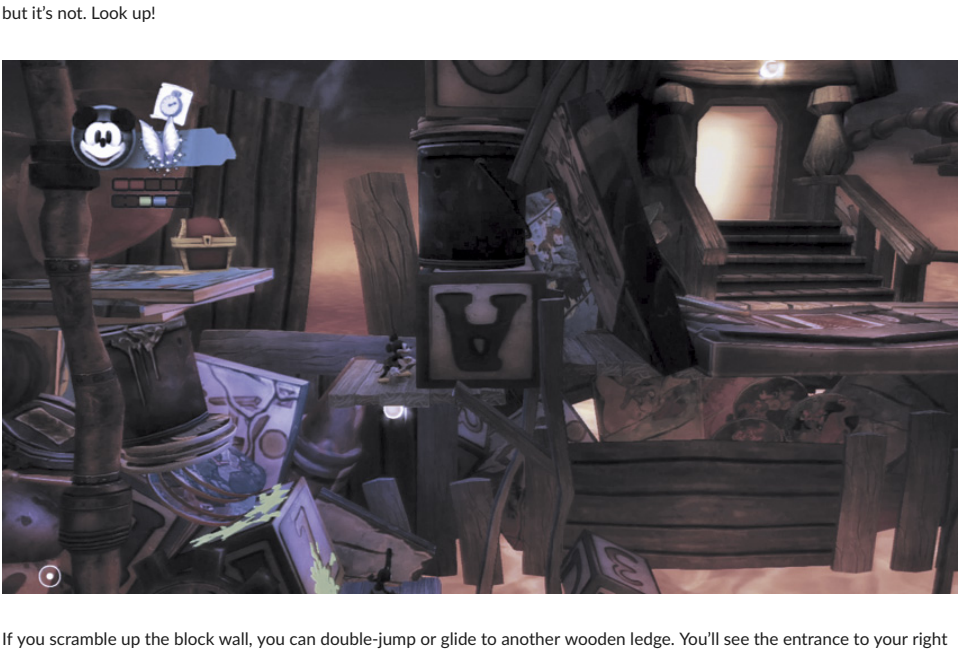
Continue left until you reach the lava lake. You must hop across various floating objects in the lake to make it to the far side and avoid getting scorched.



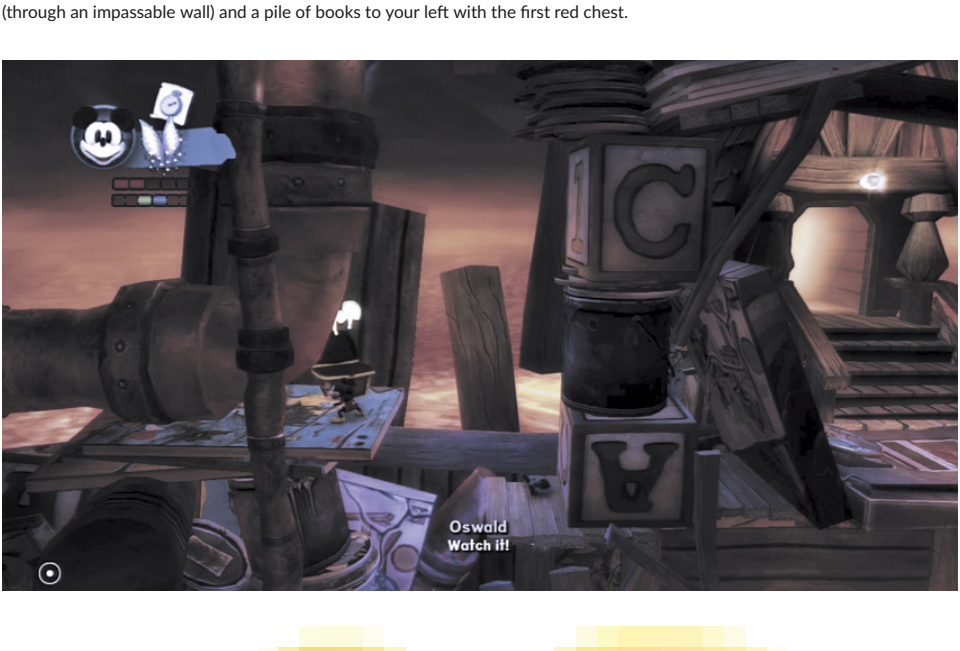
Be careful as you cross the lava lake: The floating bear begins to sink into the lava as soon as you land on it. You only have a second to prepare your next jump to reach the far side.

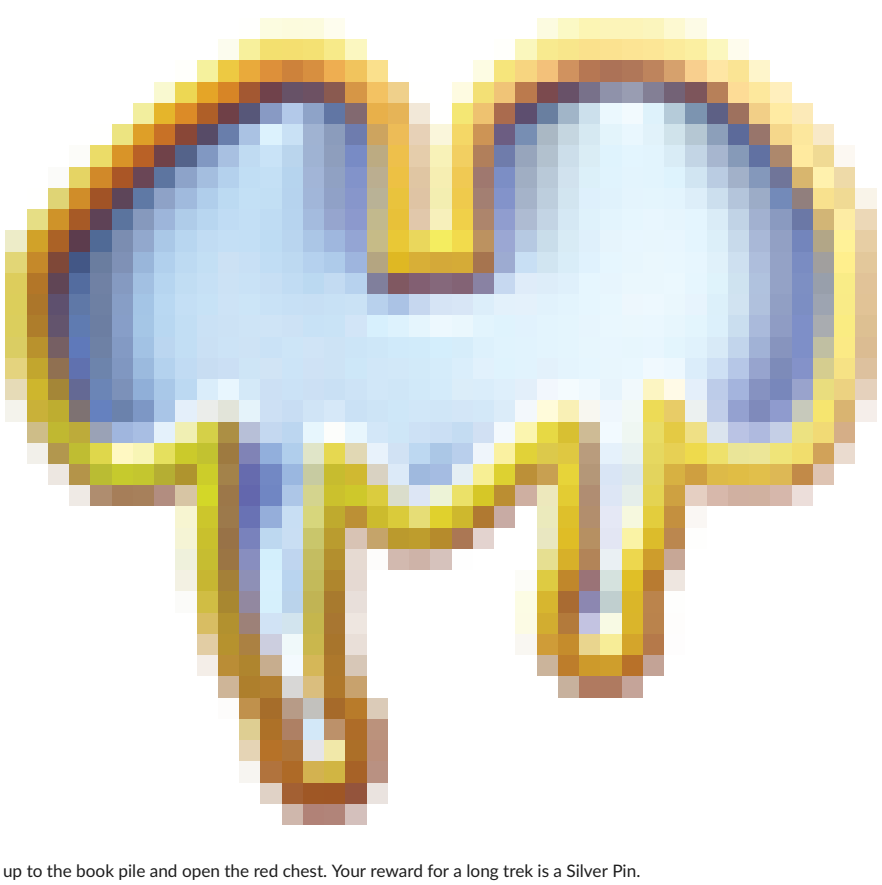


Stop on the small wooden platform and use a Spin Attack to open the resource chest here. It looks like that's it for this area, but it's not. Look up!

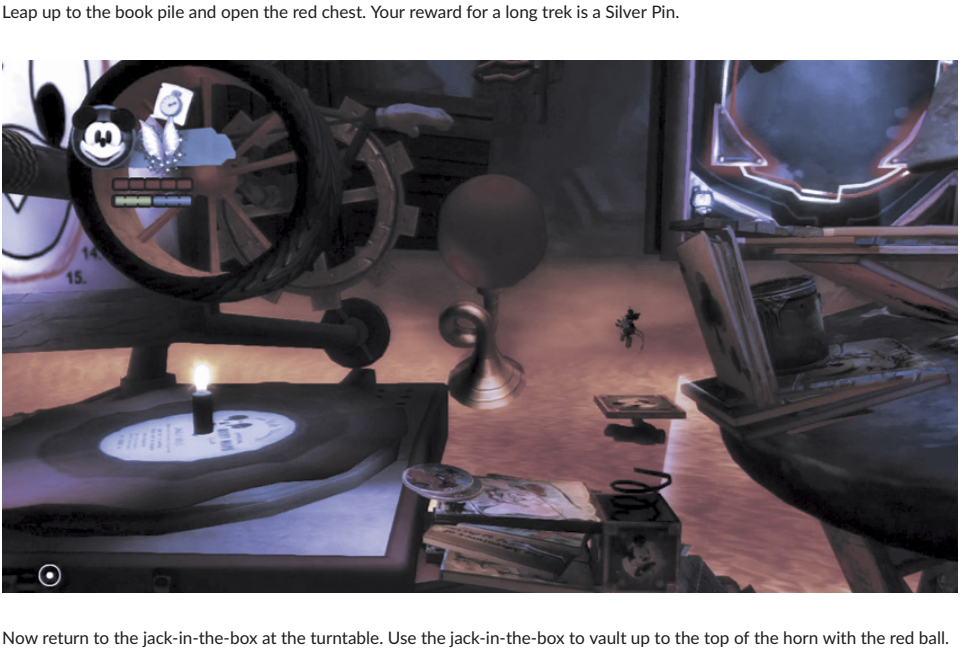


If you scramble up the block wall, you can double-jump or glide to another wooden ledge. You'll see the entrance to your right (through an impassable wall) and a pile of books to your left with the first red chest.

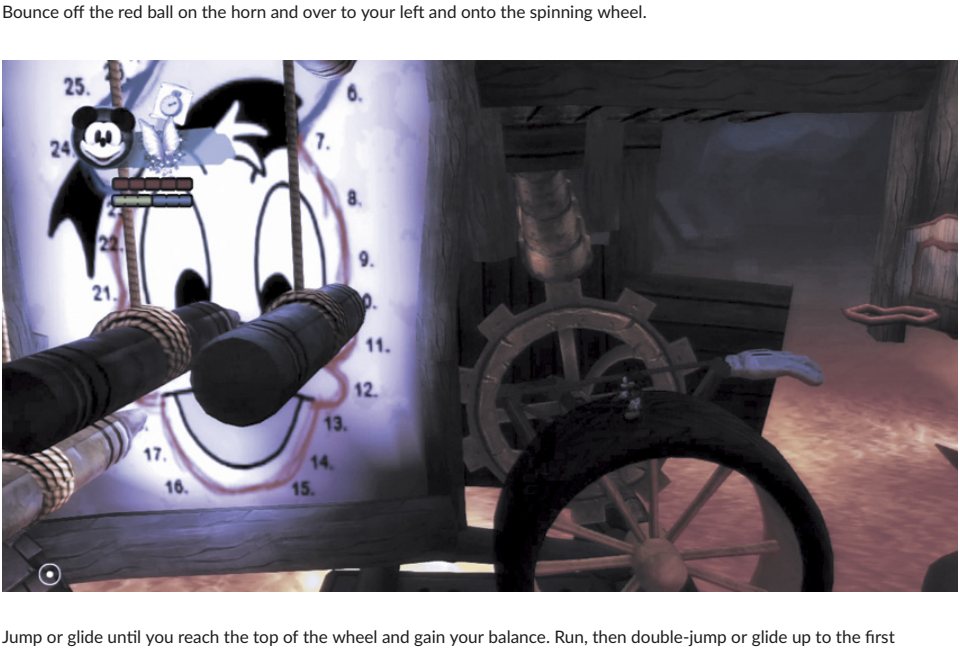




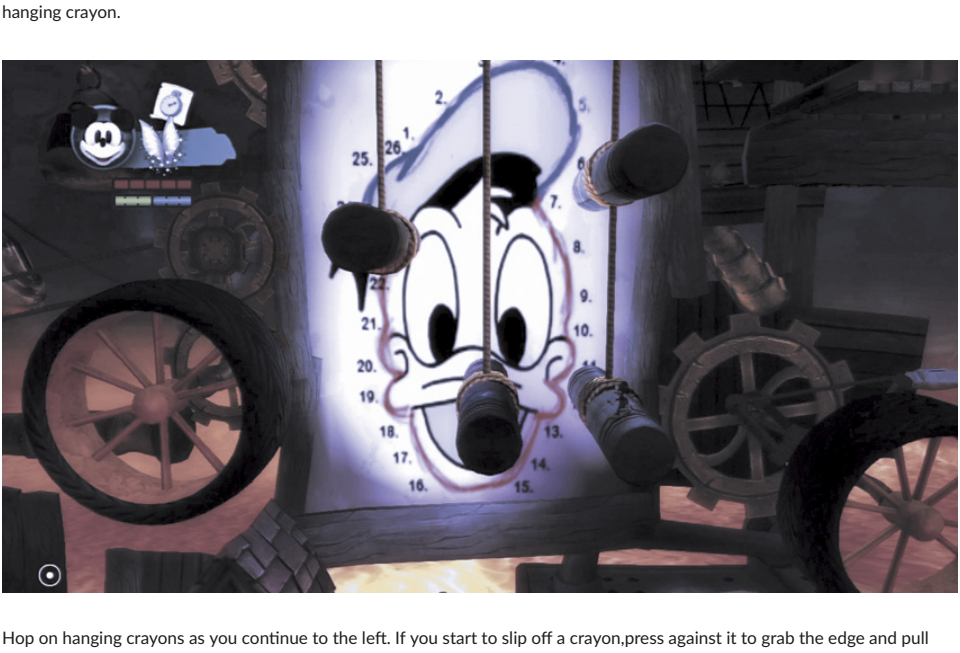
Leap up to the book pile and open the red chest. Your reward for a long trek is a Silver Pin.



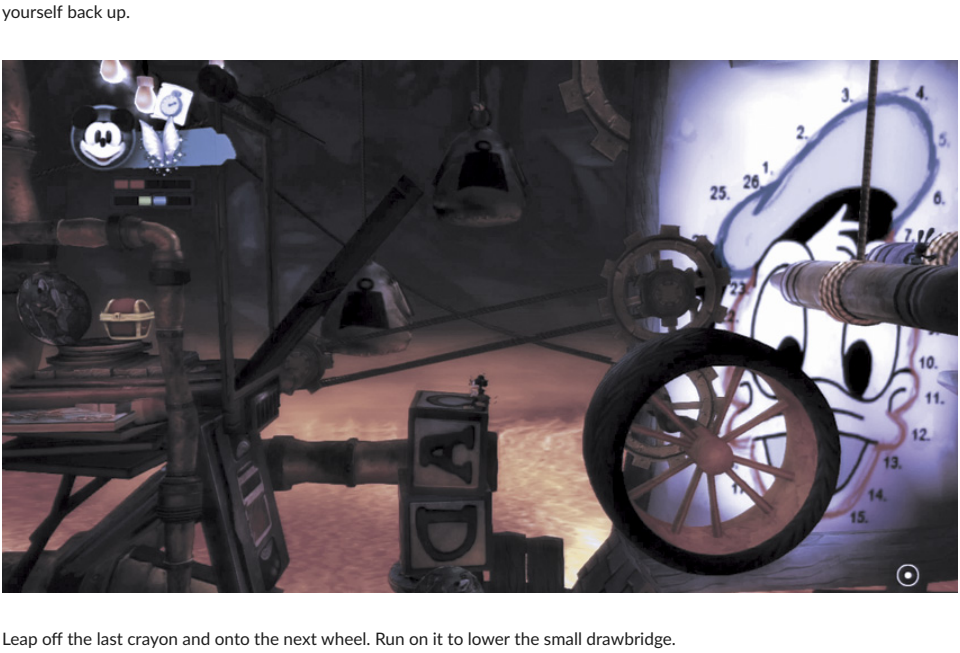
Now return to the jack-in-the-box at the turntable. Use the jack-in-the-box to vault up to the top of the horn with the red ball. Bounce off the red ball on the horn and over to your left and onto the spinning wheel.



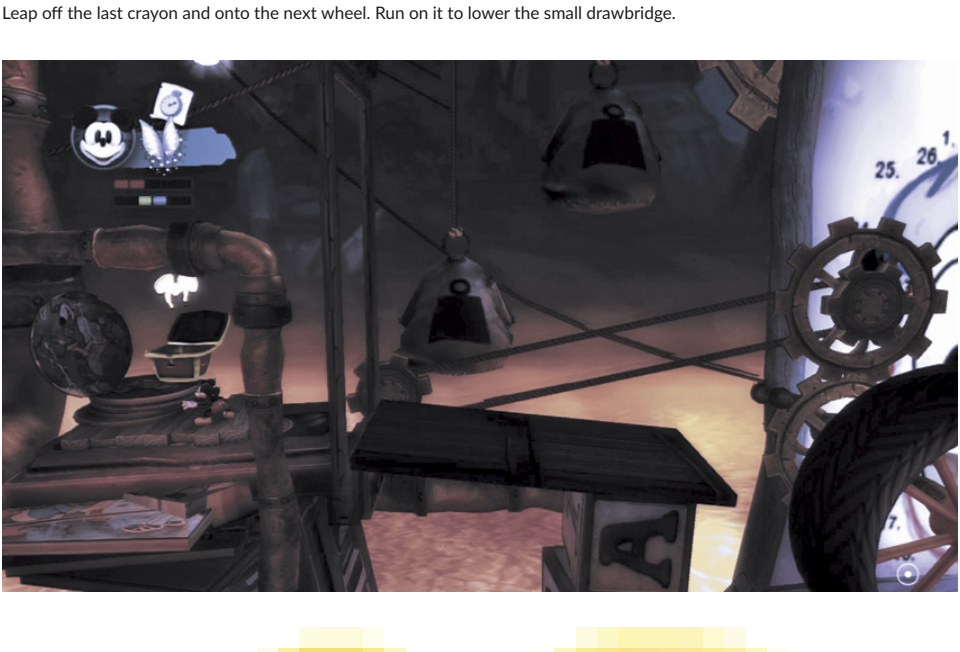
Jump or glide until you reach the top of the wheel and gain your balance. Run, then double-jump or glide up to the first hanging crayon.

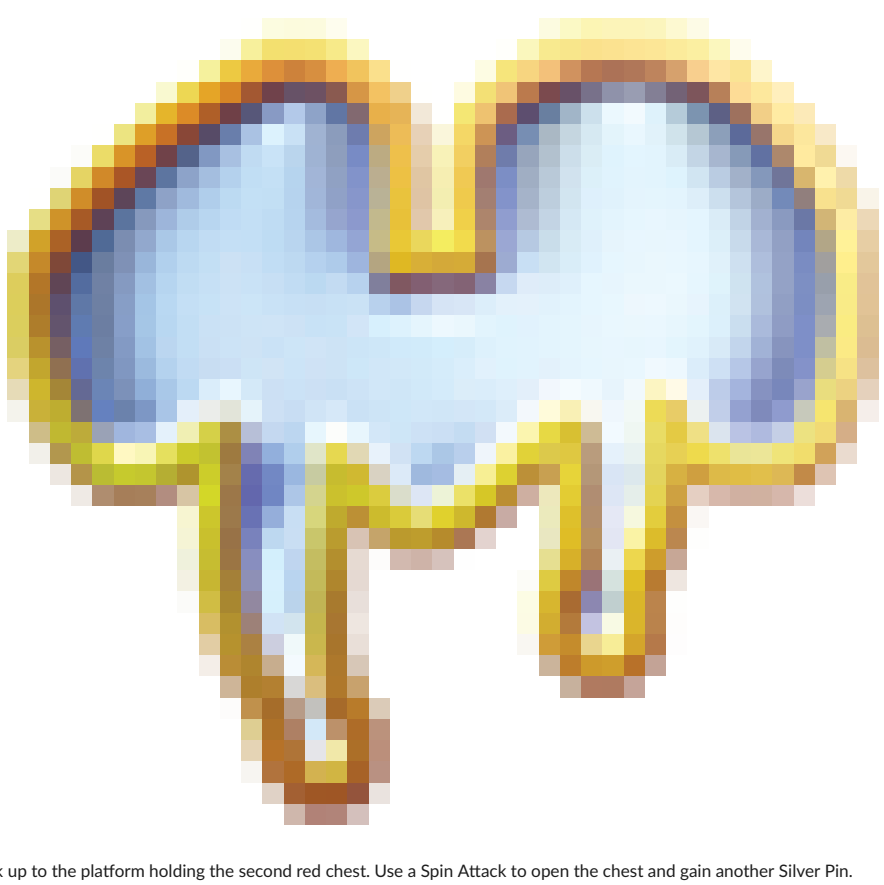


Hop on hanging crayons as you continue to the left. If you start to slip off a crayon,press against it to grab the edge and pull yourself back up.

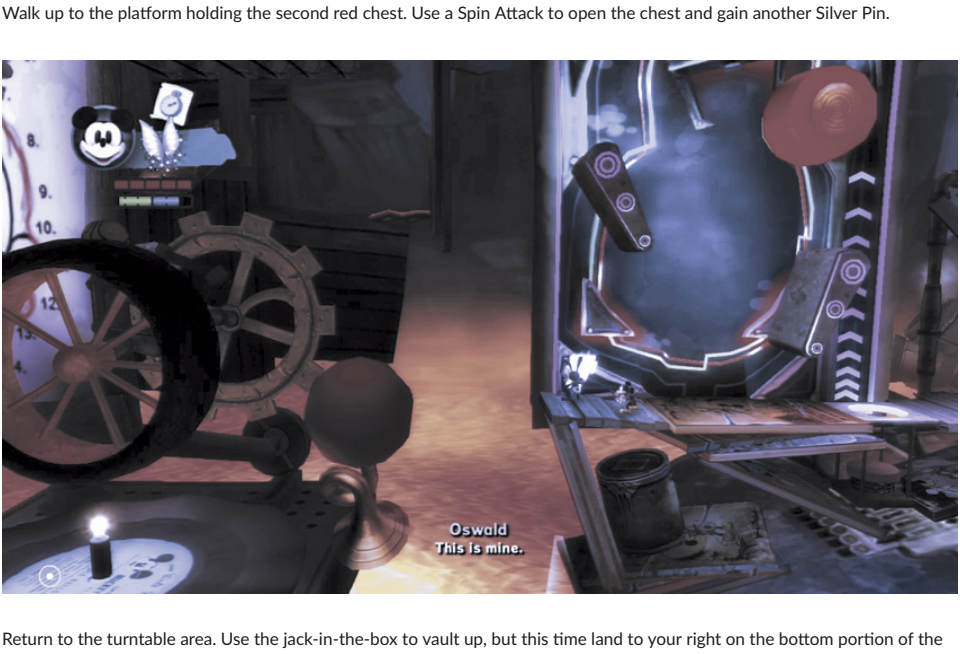


Leap off the last crayon and onto the next wheel. Run on it to lower the small drawbridge.

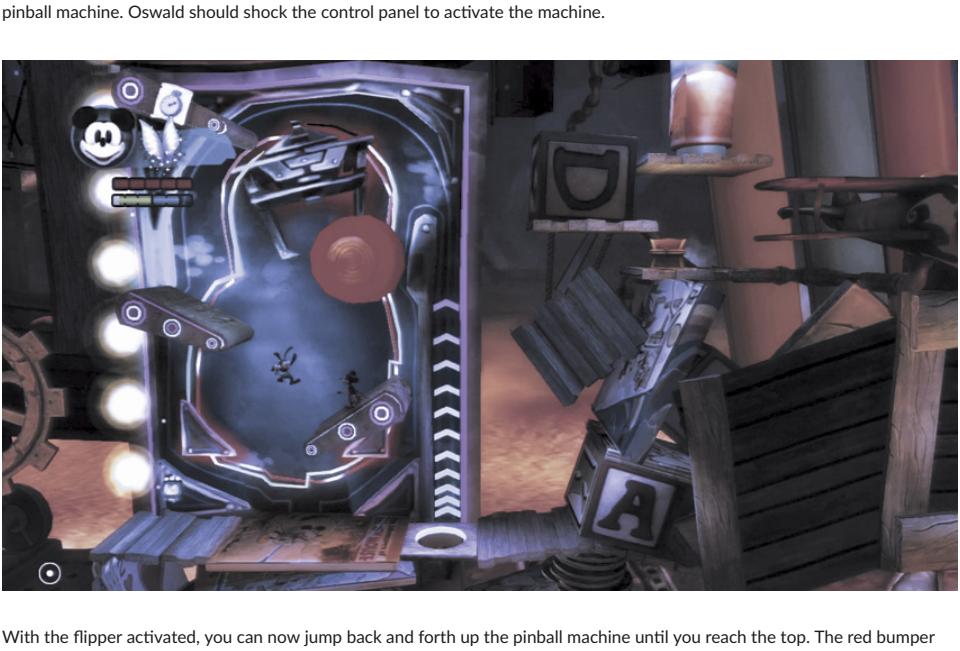




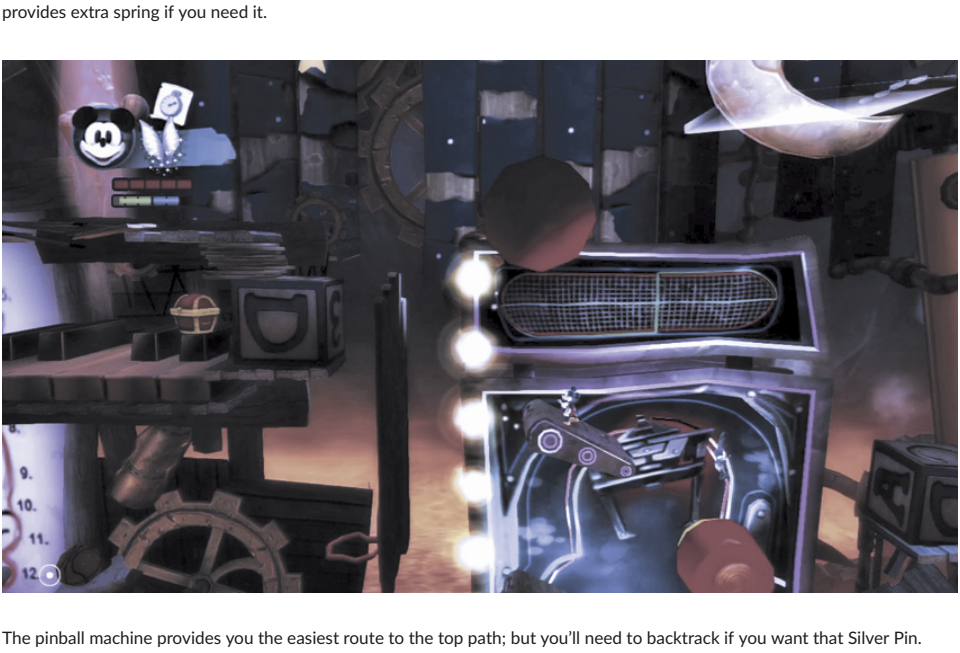
Walk up to the platform holding the second red chest. Use a Spin Attack to open the chest and gain another Silver Pin.



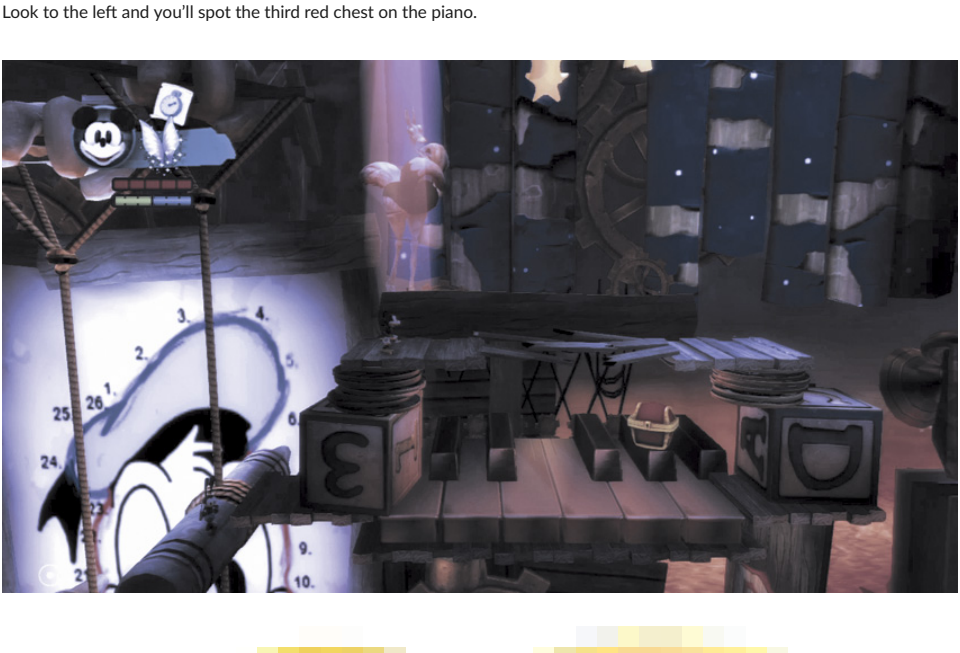
Return to the turntable area. Use the jack-in-the-box to vault up, but this time land to your right on the bottom portion of the pinball machine. Oswald should shock the control panel to activate the machine.

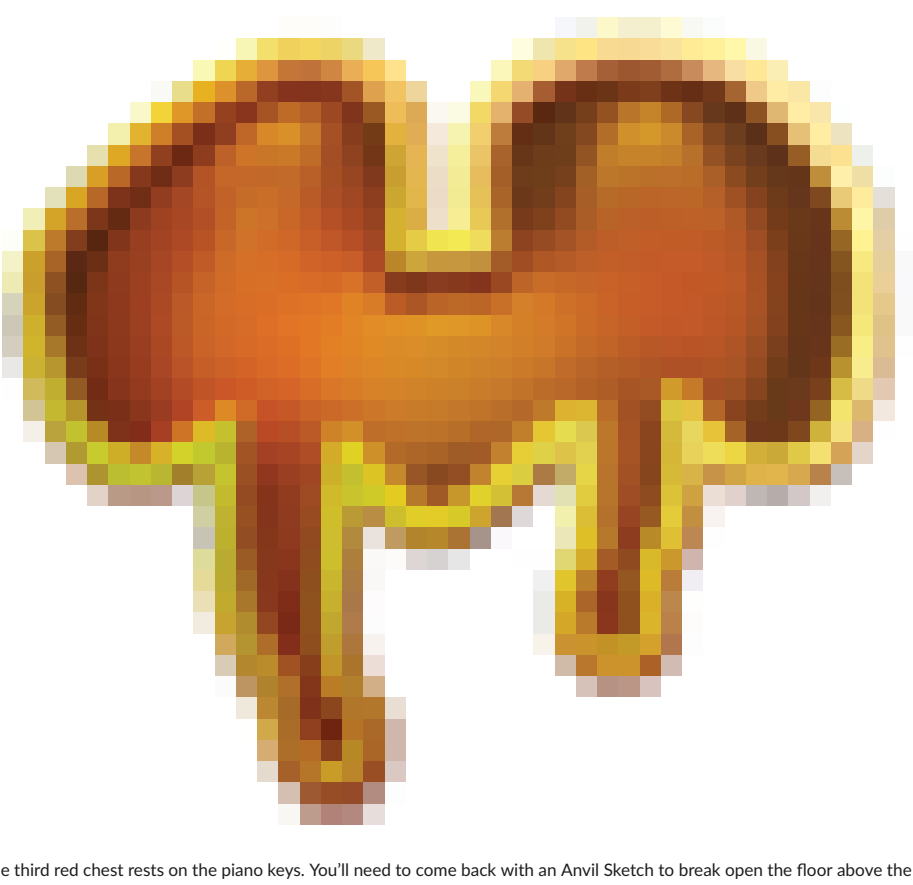


With the flipper activated, you can now jump back and forth up the pinball machine until you reach the top. The red bumper provides extra spring if you need it.

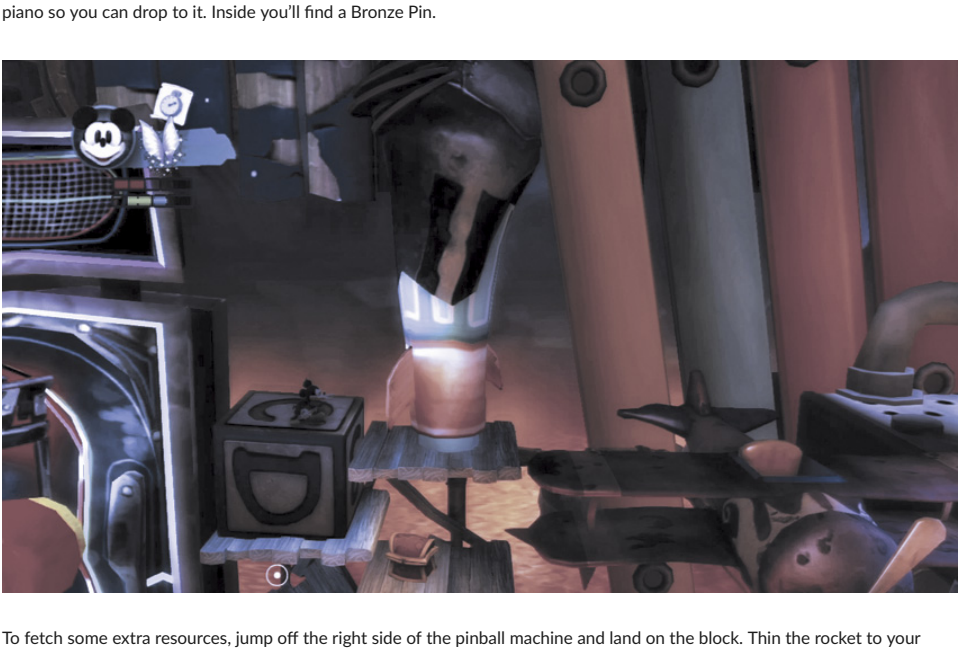


The pinball machine provides you the easiest route to the top path; but you'll need to backtrack if you want that Silver Pin. Look to the left and you'll spot the third red chest on the piano.

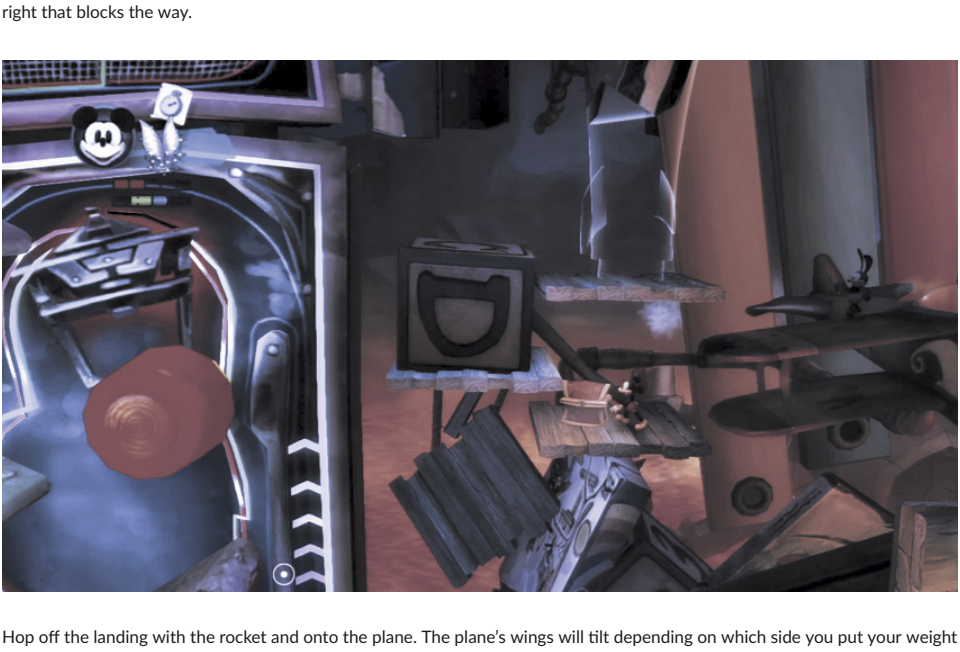




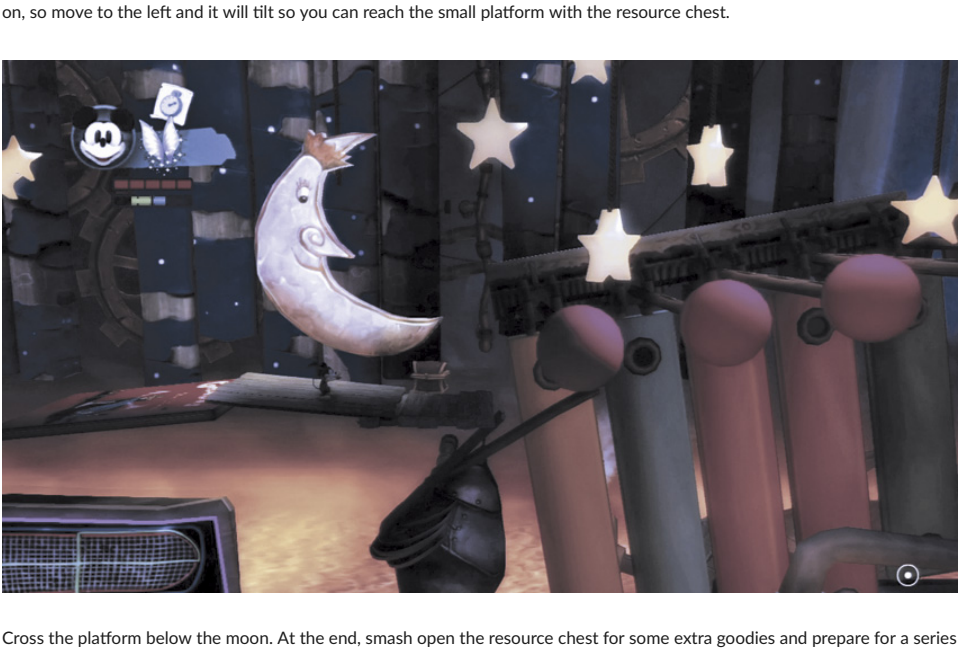
The third red chest rests on the piano keys. You'll need to come back with an Anvil Sketch to break open the floor above the piano so you can drop to it. Inside you'll find a Bronze Pin.



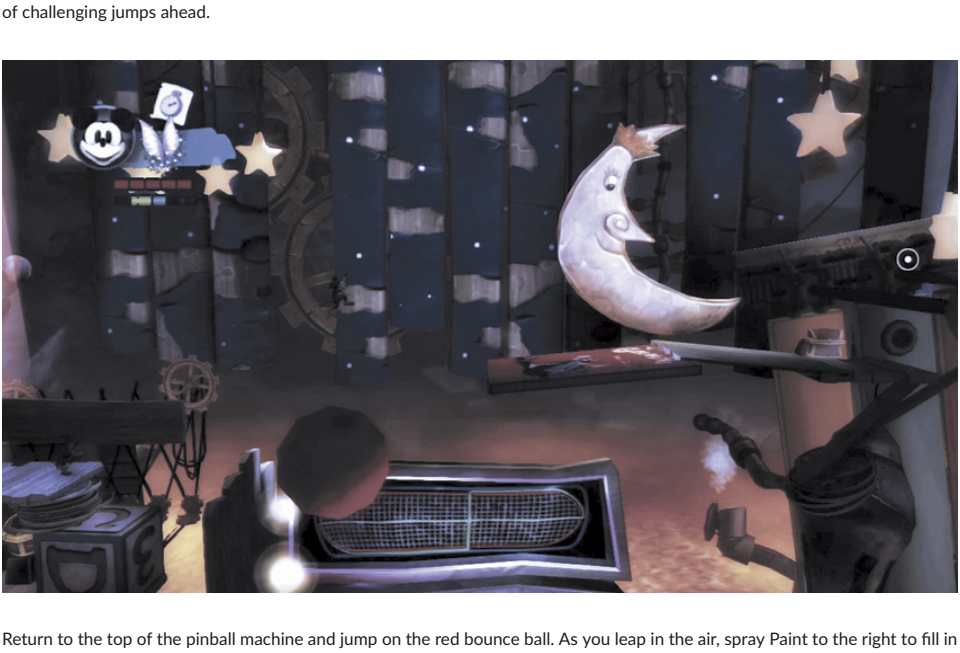
To fetch some extra resources, jump off the right side of the pinball machine and land on the block. Thin the rocket to your right that blocks the way.



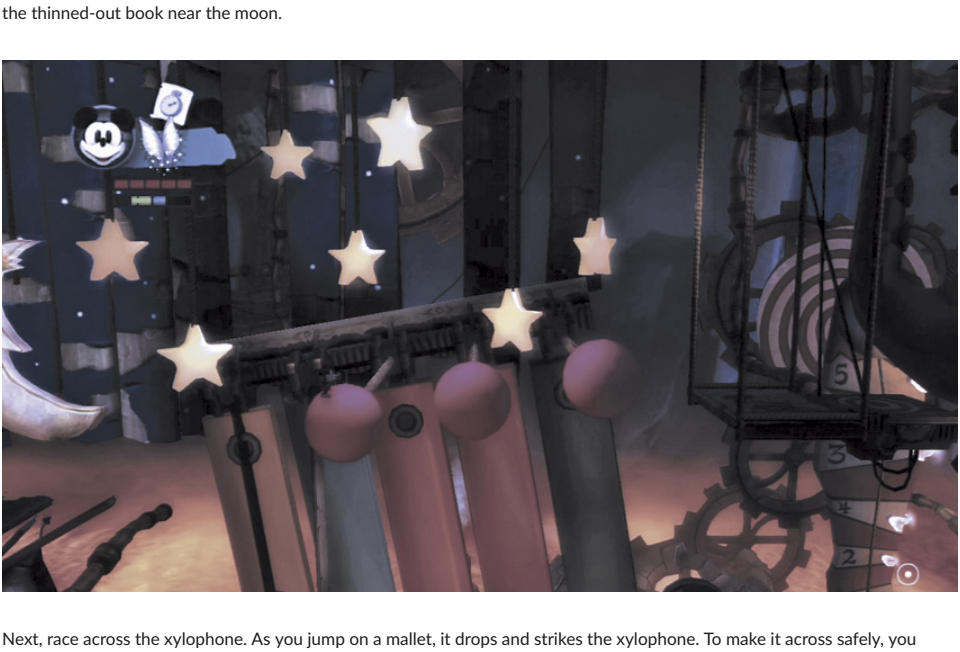
Hop off the landing with the rocket and onto the plane. The plane's wings will tilt depending on which side you put your weight on, so move to the left and it will tilt so you can reach the small platform with the resource chest.



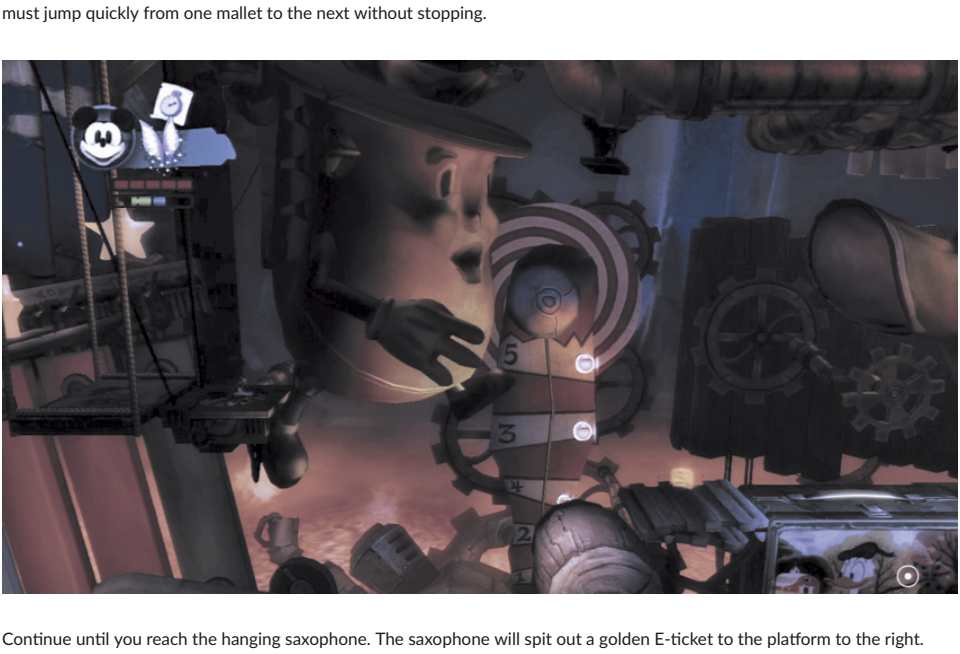
Cross the platform below the moon. At the end, smash open the resource chest for some extra goodies and prepare for a series of challenging jumps ahead.



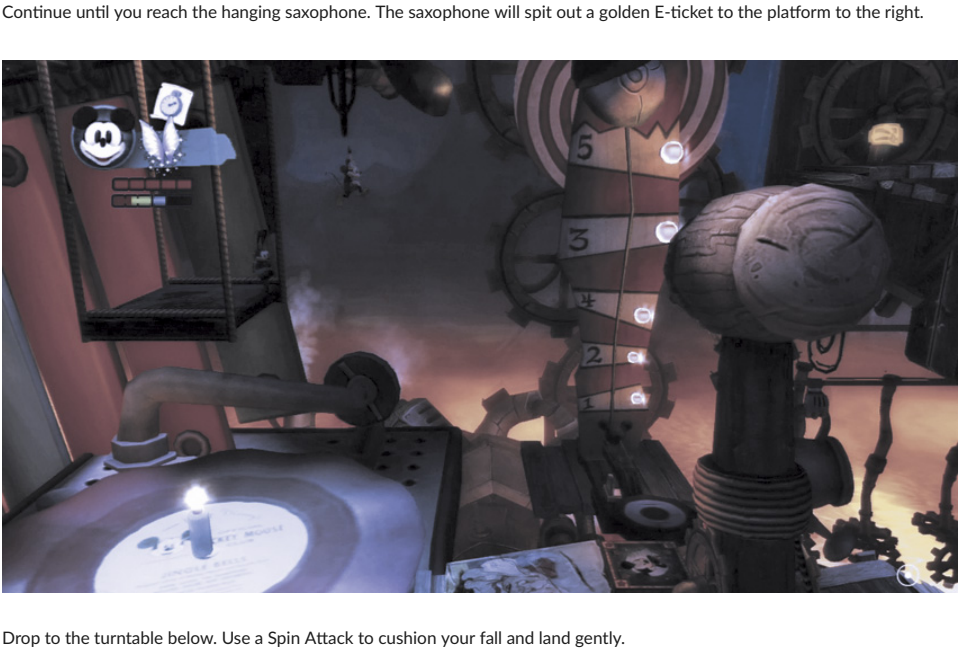
Return to the top of the pinball machine and jump on the red bounce ball. As you leap in the air, spray Paint to the right to fill in the thinned-out book near the moon.



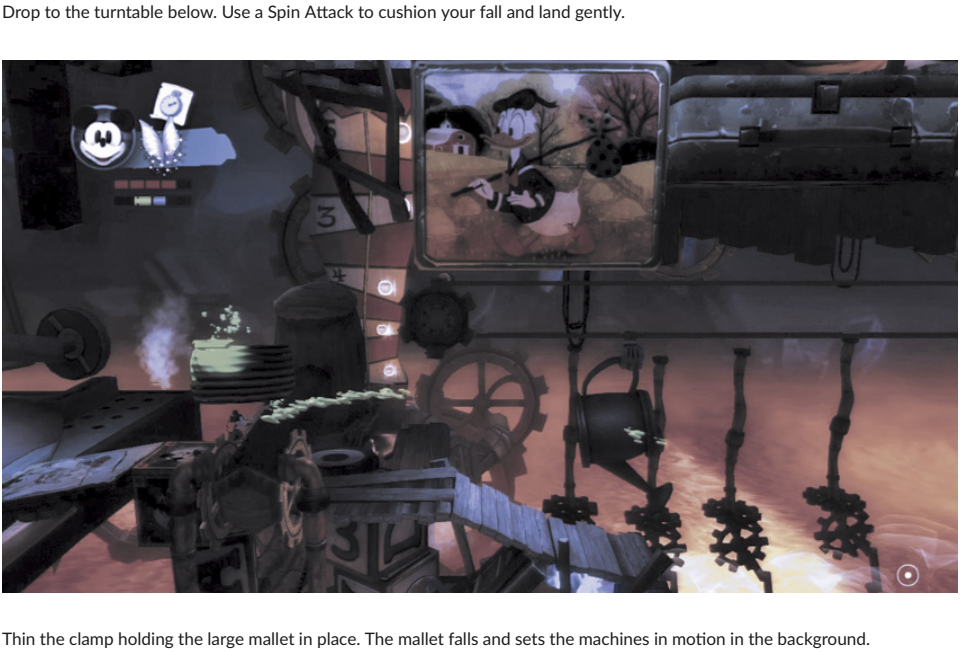
Next, race across the xylophone. As you jump on a mallet, it drops and strikes the xylophone. To make it across safely, you must jump quickly from one mallet to the next without stopping.



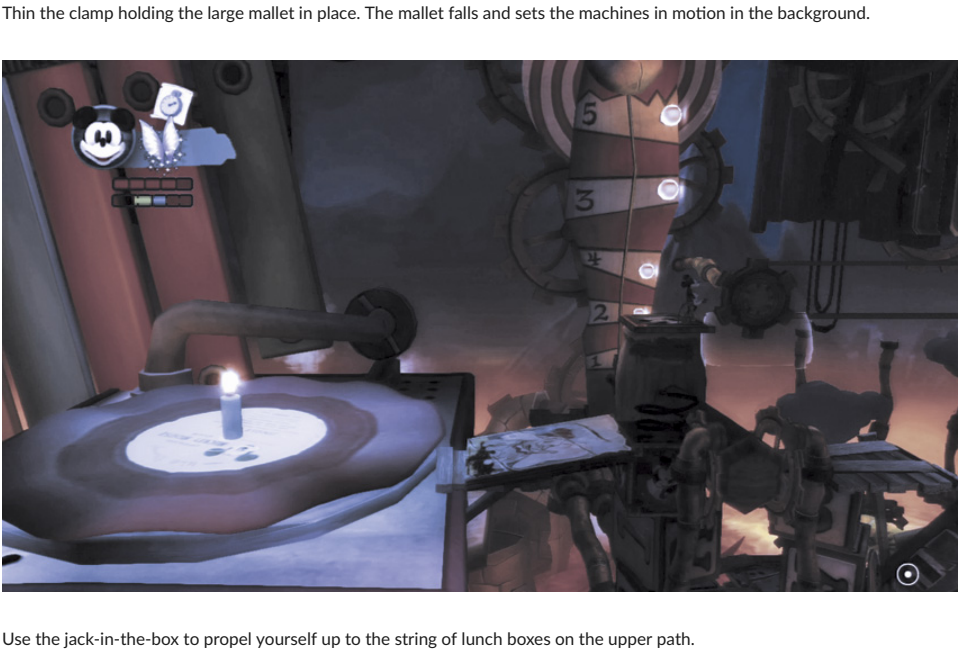
Continue until you reach the hanging saxophone. The saxophone will spit out a golden E-ticket to the platform to the right.



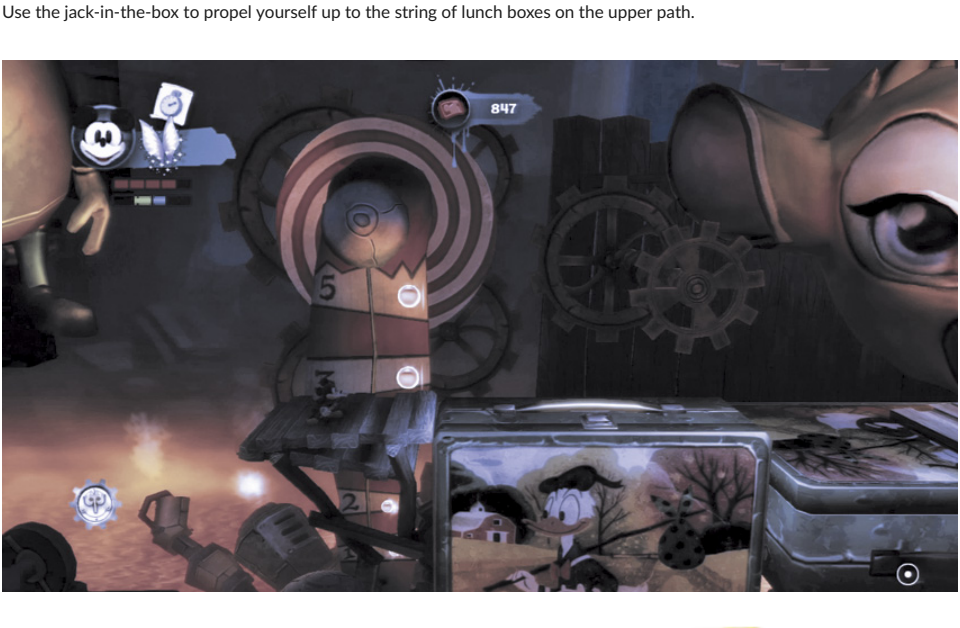
Drop to the turntable below. Use a Spin Attack to cushion your fall and land gently.

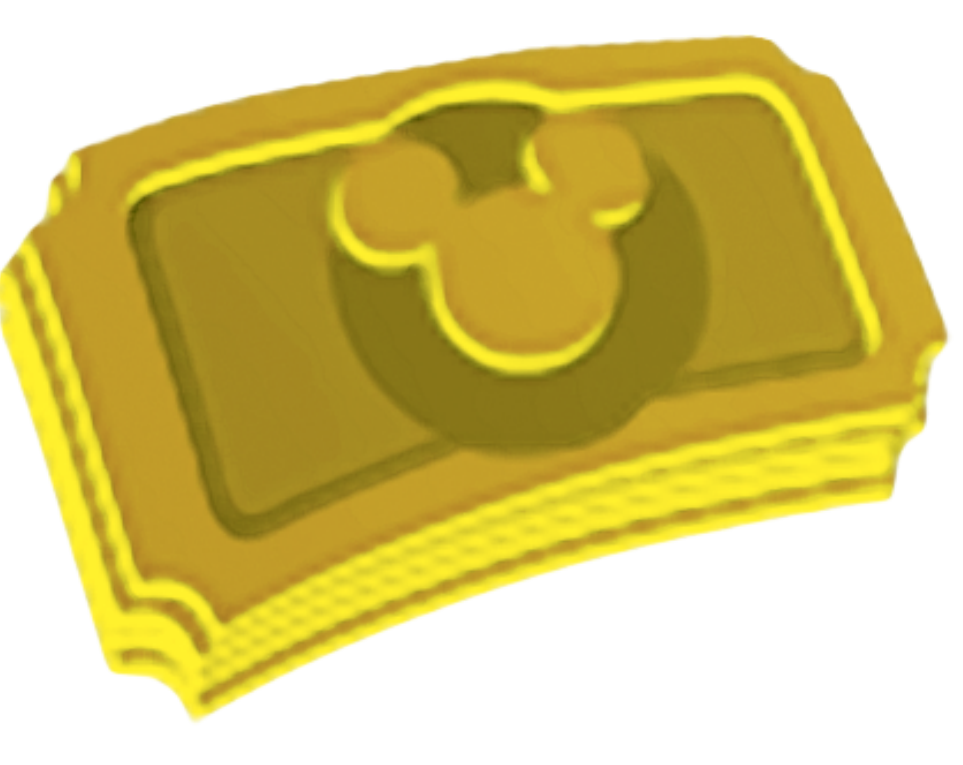


Thin the clamp holding the large mallet in place. The mallet falls and sets the machines in motion in the background.

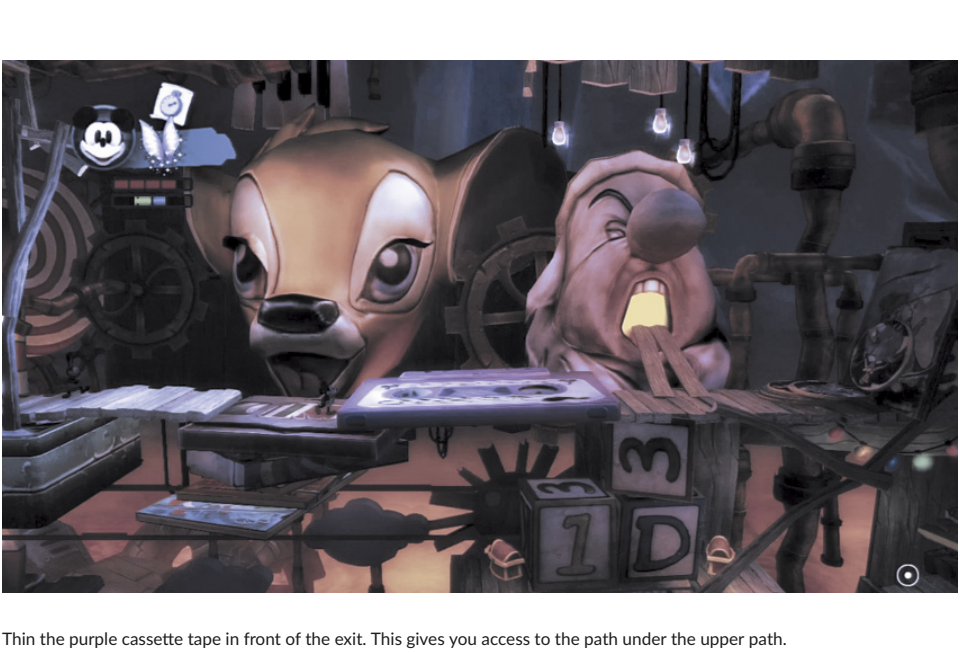


Use the jack-in-the-box to propel yourself up to the string of lunch boxes on the upper path.

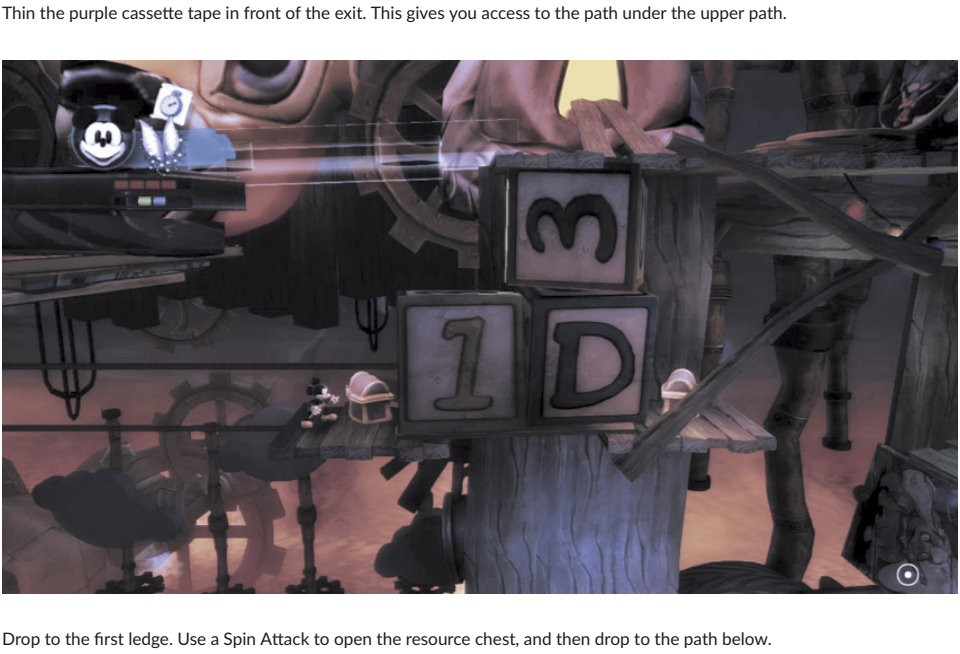




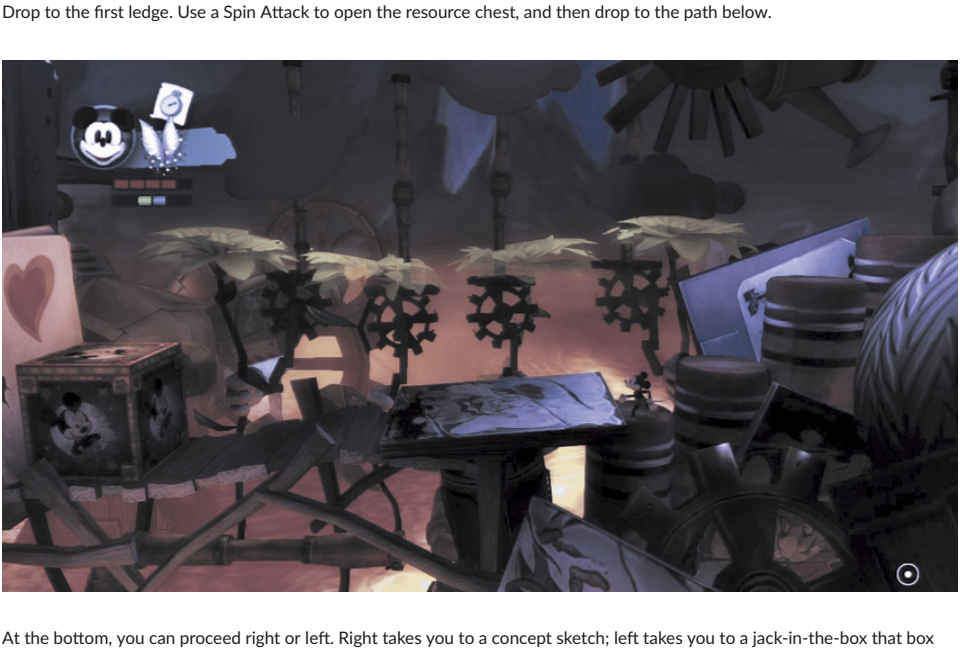
When you land at the edge of the lunch boxes, you gain the golden E-ticket. Continue on the path until you are near the exit.



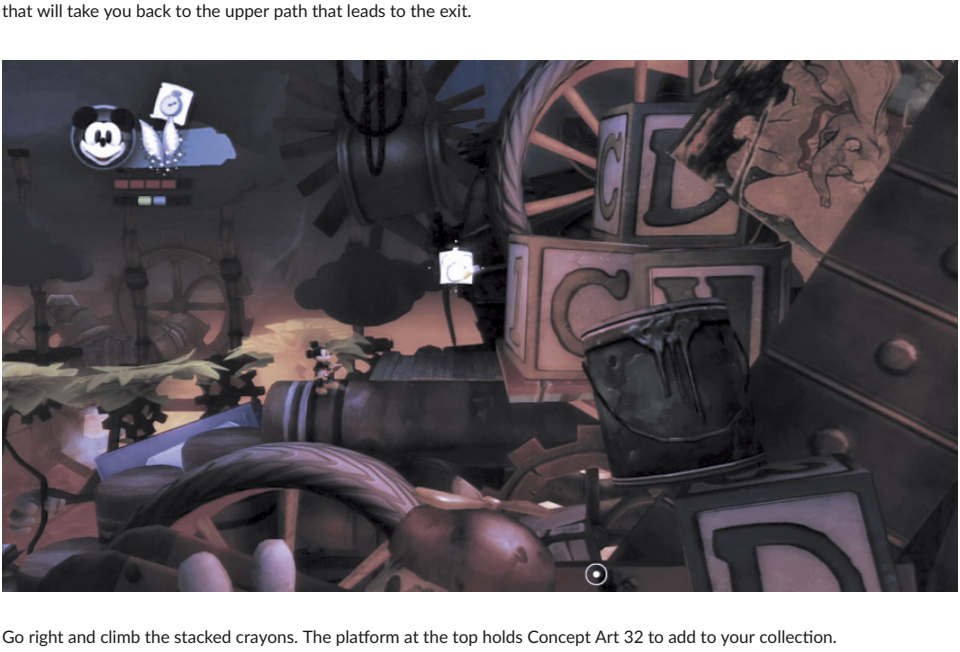
Thin the purple cassette tape in front of the exit. This gives you access to the path under the upper path.



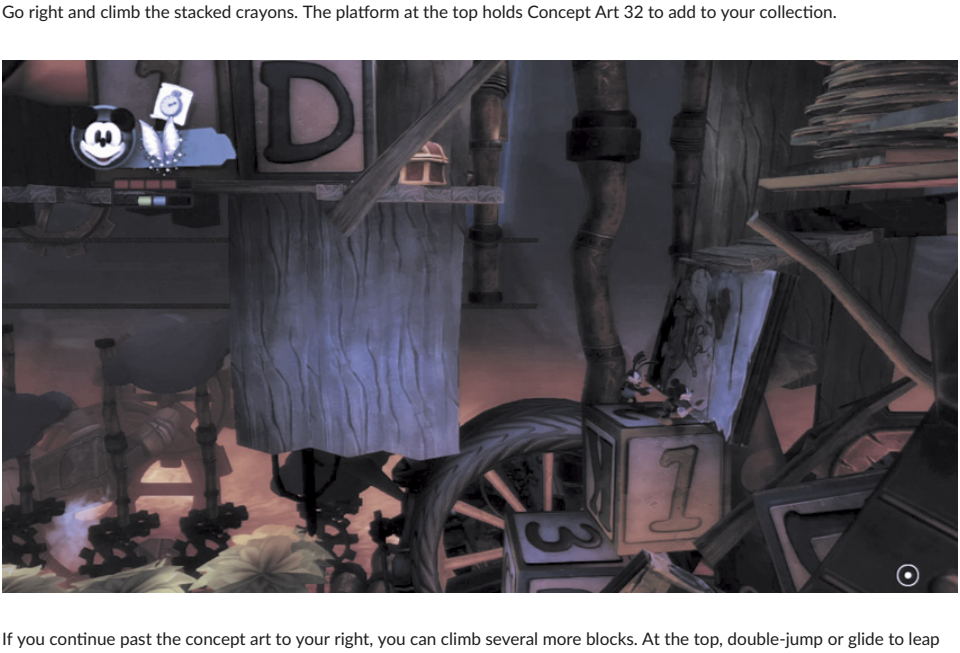
Drop to the first ledge. Use a Spin Attack to open the resource chest, and then drop to the path below.



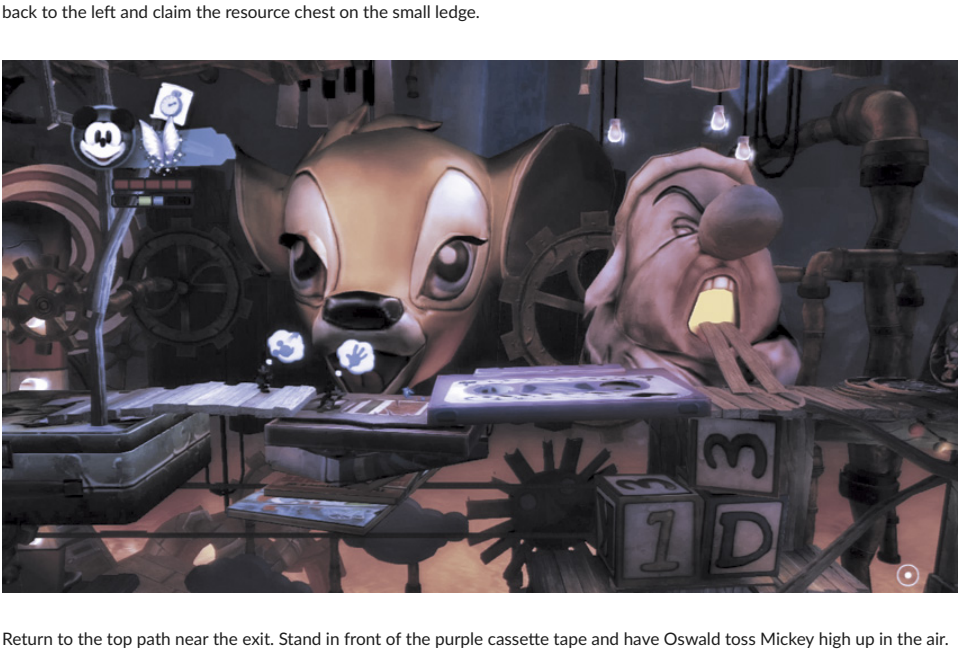
At the bottom, you can proceed right or left. Right takes you to a concept sketch; left takes you to a jack-in-the-box that box that will take you back to the upper path that leads to the exit.



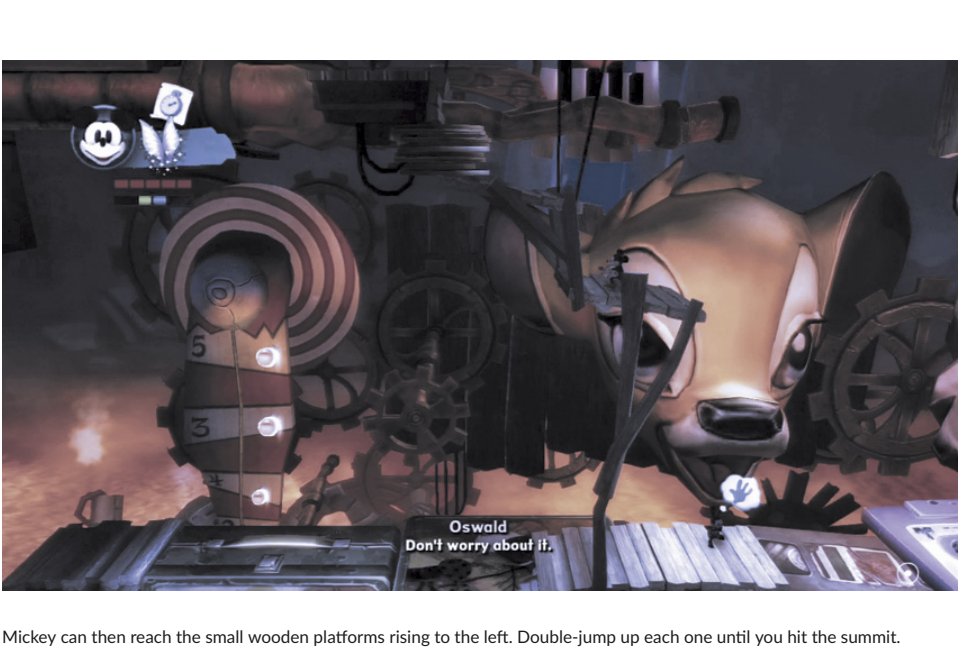
Go right and climb the stacked crayons. The platform at the top holds Concept Art 32 to add to your collection.



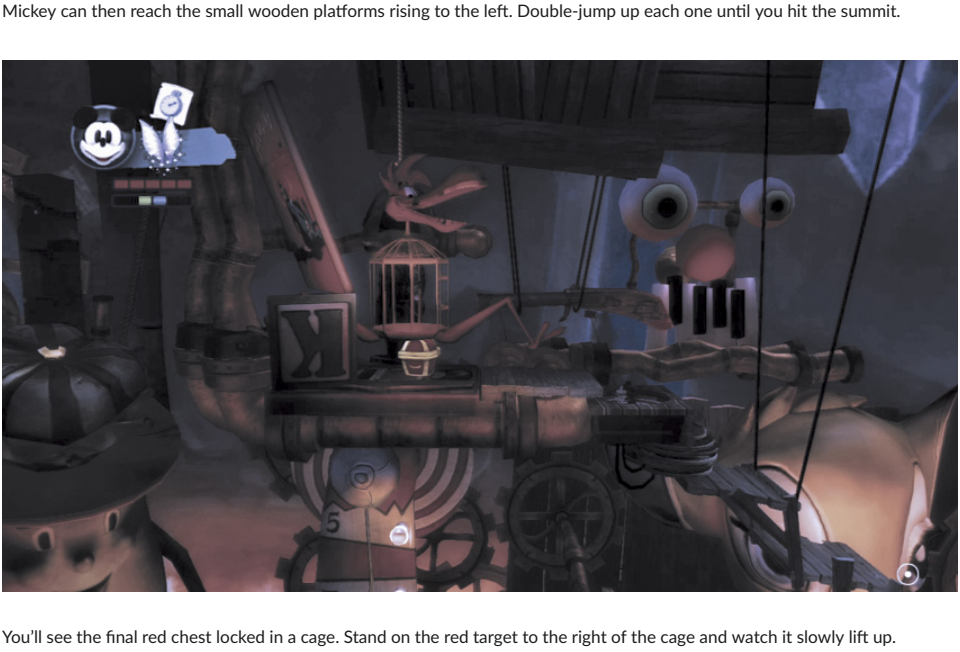
If you continue past the concept art to your right, you can climb several more blocks. At the top, double-jump or glide to leap back to the left and claim the resource chest on the small ledge.



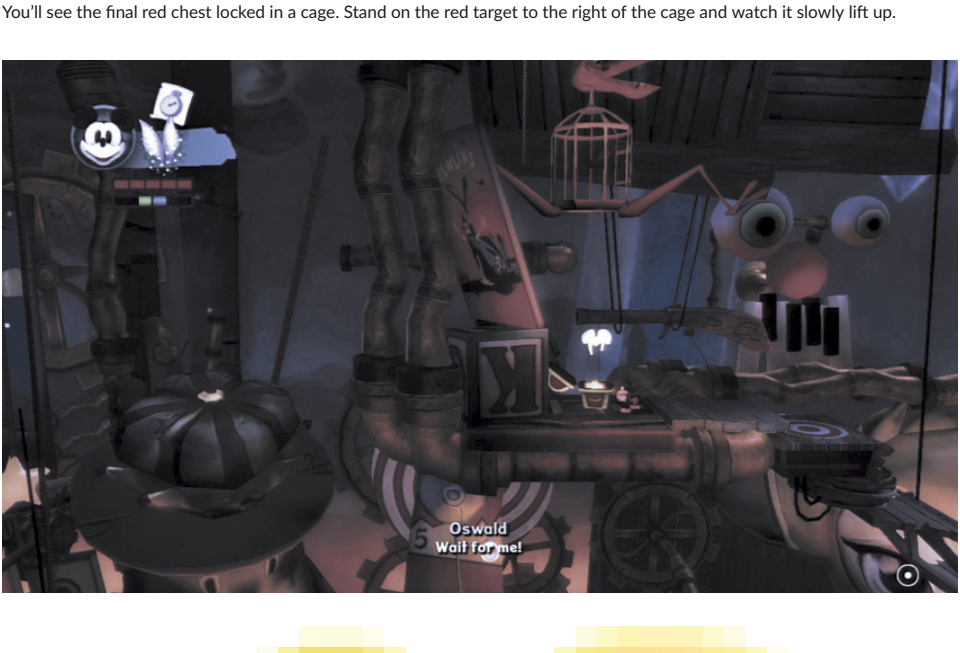
Return to the top path near the exit. Stand in front of the purple cassette tape and have Oswald toss Mickey high up in the air.

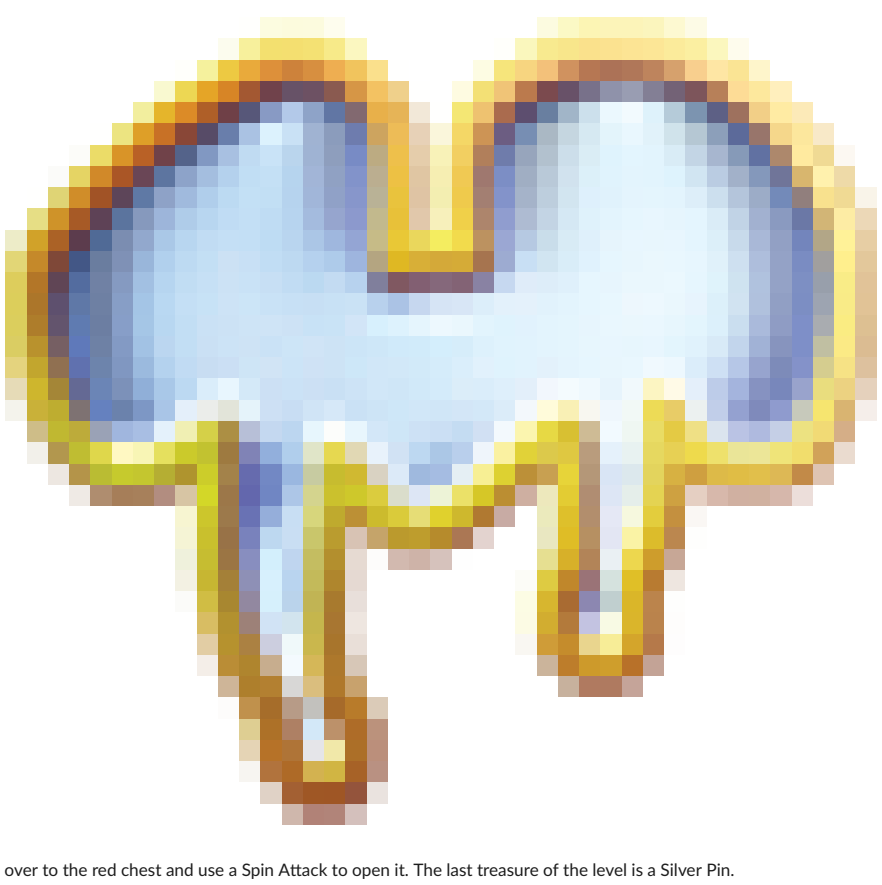


Mickey can then reach the small wooden platforms rising to the left. Double-jump up each one until you hit the summit.

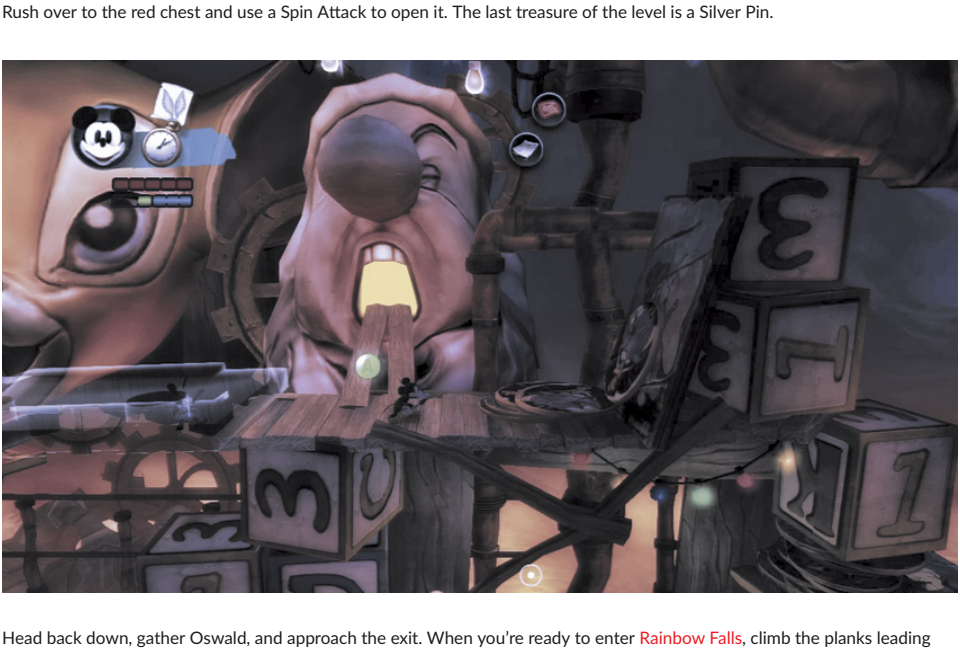


You'll see the final red chest locked in a cage. Stand on the red target to the right of the cage and watch it slowly lift up.



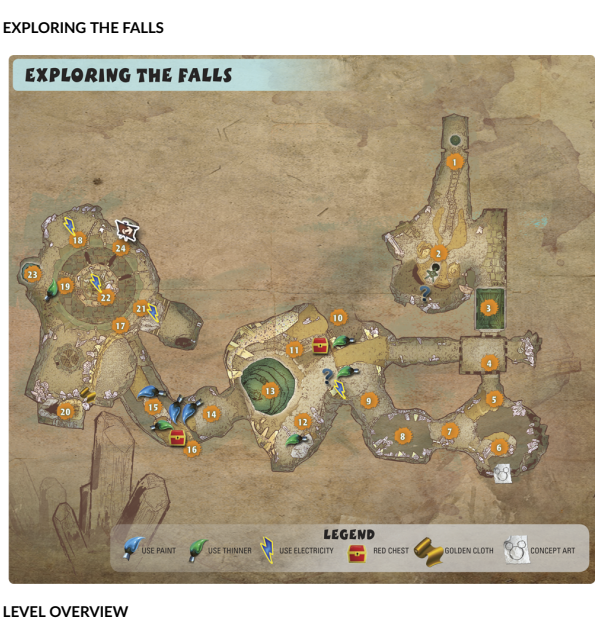


Rush over to the red chest and use a Spin Attack to open it. The last treasure of the level is a Silver Pin.

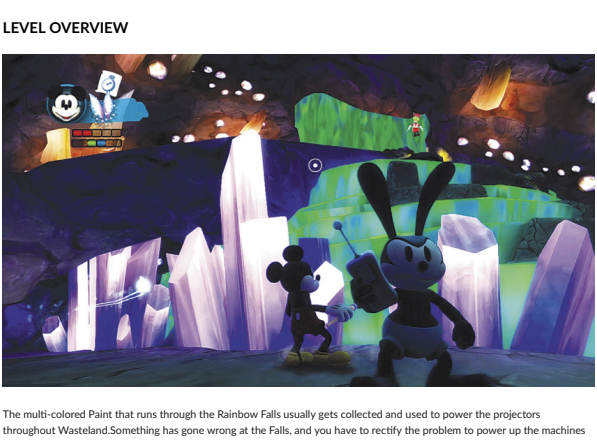


Head back down, gather Oswald, and approach the exit. When you're ready to enter Rainbow Falls, climb the planks leading into the glowing mouth and hit the Action Button.

EXPLORING THE FALLS



LEVEL OVERVIEW



The multi-colored Paint that runs through the Rainbow Falls usually gets collected and used to power the projectors throughout Wasteland.Something has gone wrong at the Falls, and you have to rectify the problem to power up the machines and get the projectors back online. Fixing the Falls will present a dilemma: A projector leads to the Angel Side of Rainbow Caverns and a hatch leads to the Devil Side of Rainbow Caverns. Which way will you choose?

LEVEL BREAKDOWN

Challenges

- Projector Corrector

Collectibles

- Bronze Pin
- Concept Art 6
- Golden Cloth
- Silver Pin

Enemies

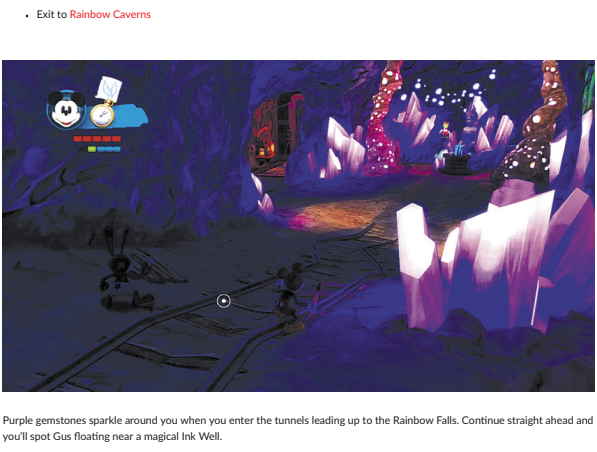
- Sweepers

Quests

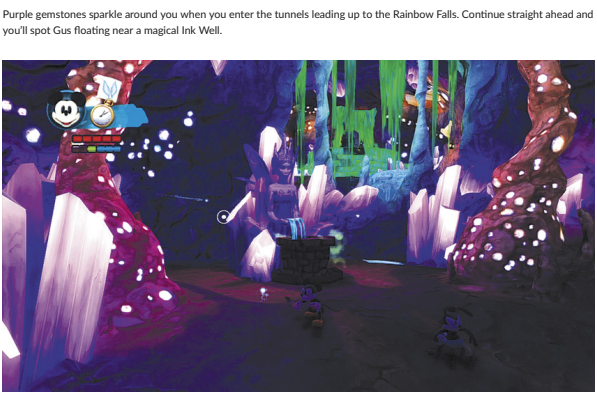
- Operation Gremlin Drop

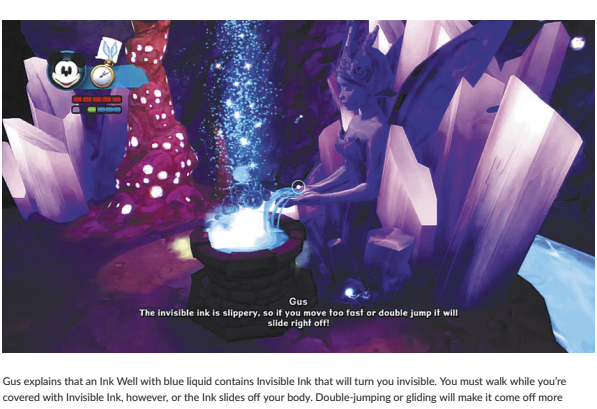
Things to Do

- Dip yourself in Invisible Ink to pass the Security Eye
- Use Boomerang to get concept art by the first Thinner falls
- Free Gremlin from behind a toon wall
- Pick up Bronze Pin by Paint geyser
- Defeat enemies by the Thinner Falls
- Dip yourself in Indelible Ink to pass through Thinner waterfall
- Cross the large balancing rock safely
- Get Silver Pin from secret area above balancing rock
- Fix the machines in the Projector Substation
- Activate either the projector to Rainbow Caverns (Angel Side) or the hatch to Rainbow Caverns (Devil Side) based on how you fix the machine
- Exit to Rainbow Caverns

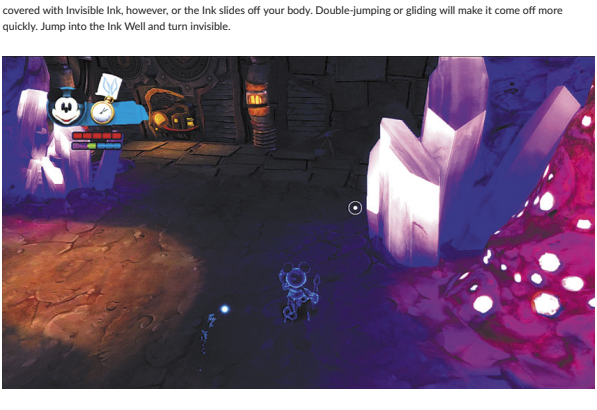


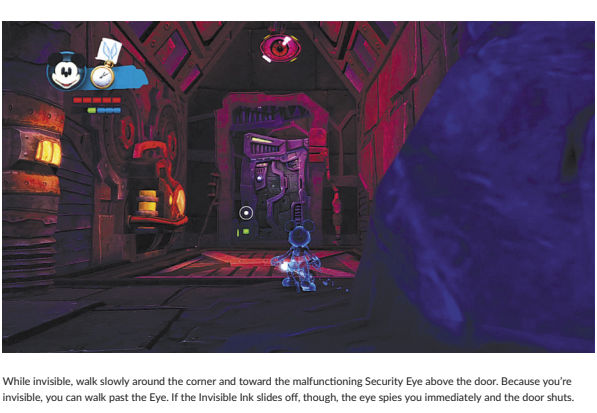
Purple gemstones sparkle around you when you enter the tunnels leading up to the Rainbow Falls. Continue straight ahead and you'll spot Gus floating near a magical Ink Well.




Gus
The invisible ink is slippery, so if you move too fast or double jump it will slide right off!

Gus explains that an Ink Well with blue liquid contains Invisible Ink that will turn you invisible. You must walk while you're covered with Invisible Ink, however, or the Ink slides off your body. Double-jumping or gliding will make it come off more quickly. Jump into the Ink Well and turn invisible.

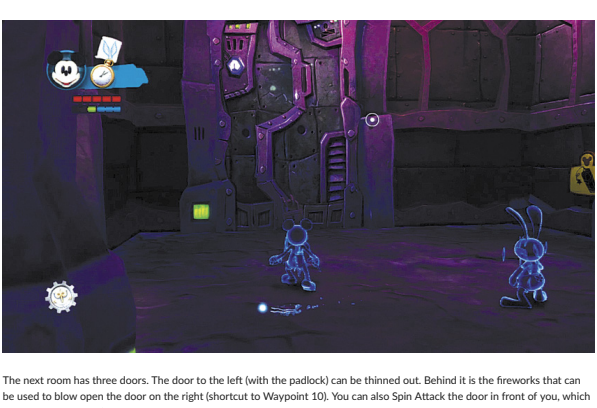




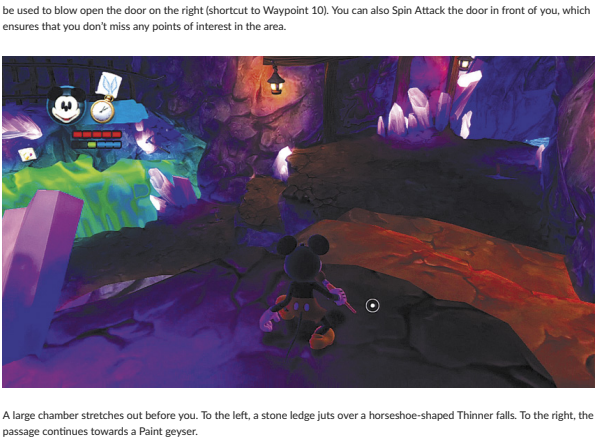
While invisible, walk slowly around the corner and toward the malfunctioning Security Eye above the door. Because you're invisible, you can walk past the Eye. If the Invisible Ink slides off, though, the eye spies you immediately and the door shuts.

Tip

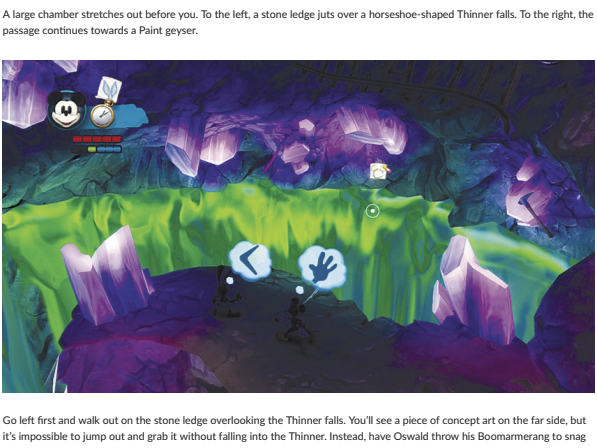
The Paint pool behind the Ink Well contains Guardians. Wade around in the pool for a few seconds and Mickey picks up a Paint Guardian friend.



The next room has three doors. The door to the left (with the padlock) can be thinned out. Behind it is the fireworks that can be used to blow open the door on the right (shortcut to Waypoint 10). You can also Spin Attack the door in front of you, which ensures that you don't miss any points of interest in the area.

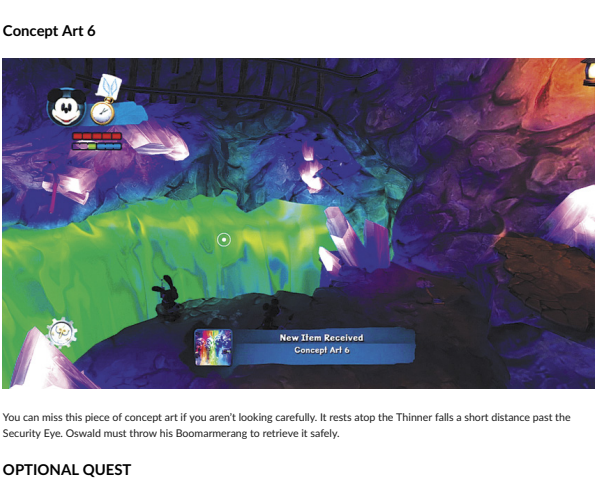


A large chamber stretches out before you. To the left, a stone ledge juts over a horseshoe-shaped Thinner falls. To the right, the passage continues towards a Paint geyser.



Go left first and walk out on the stone ledge overlooking the Thinner falls. You'll see a piece of concept art on the far side, but it's impossible to jump out and grab it without falling into the Thinner. Instead, have Oswald throw his Boomerang to snag the treasure. There is also a hidden Mickey symbol under the toon bridge opposite of the concept art.

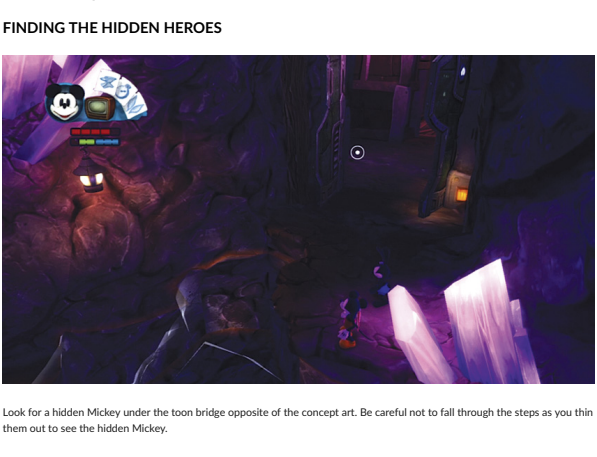
Concept Art 6



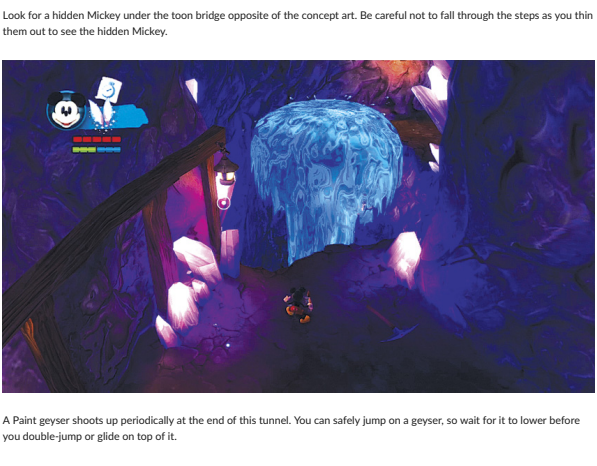
You can miss this piece of concept art if you aren't looking carefully. It rests atop the Thinner falls a short distance past the Security Eye. Oswald must throw his Boomerang to retrieve it safely.

OPTIONAL QUEST

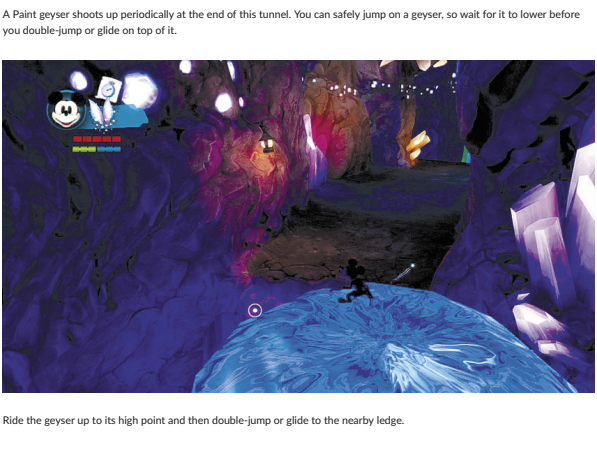
FINDING THE HIDDEN HEROES



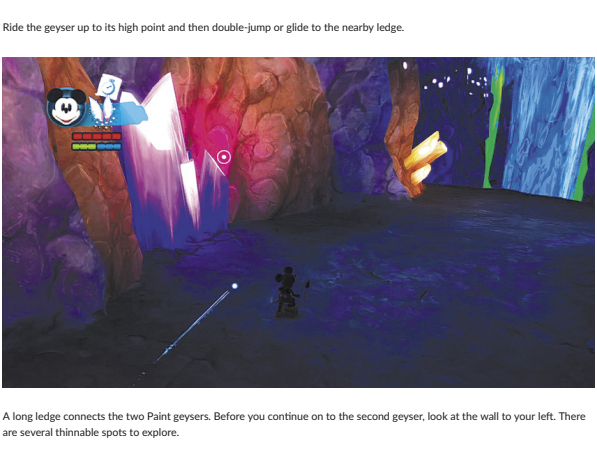
Look for a hidden Mickey under the toon bridge opposite of the concept art. Be careful not to fall through the steps as you thin them out to see the hidden Mickey.



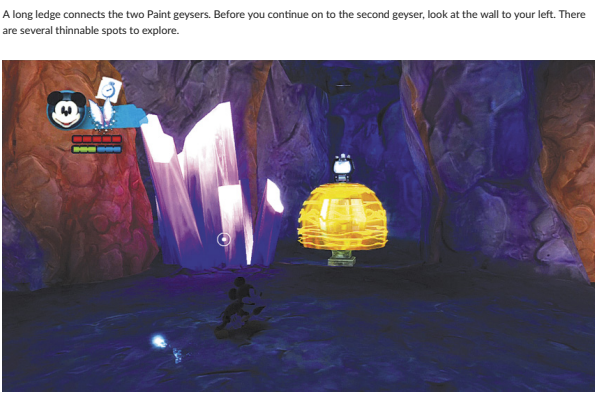
A Paint geyser shoots up periodically at the end of this tunnel. You can safely jump on a geyser, so wait for it to lower before you double-jump or glide on top of it.

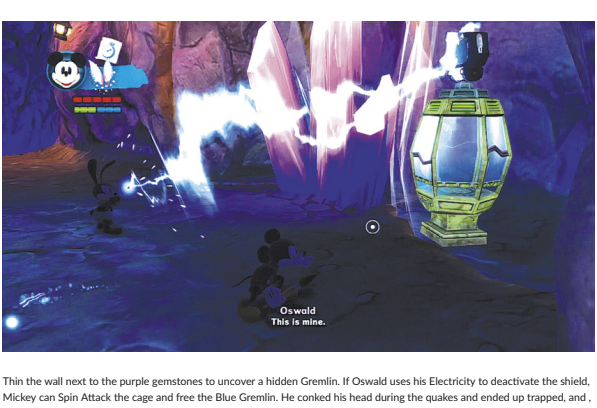


Ride the geyser up to its high point and then double-jump or glide to the nearby ledge.

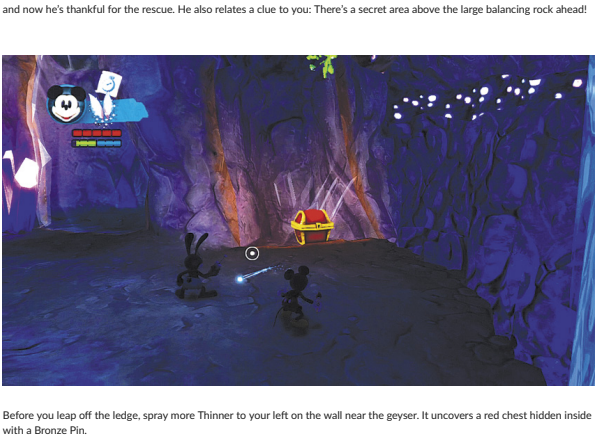


A long ledge connects the two Paint geysers. Before you continue on to the second geyser, look at the wall to your left. There are several thinnable spots to explore.



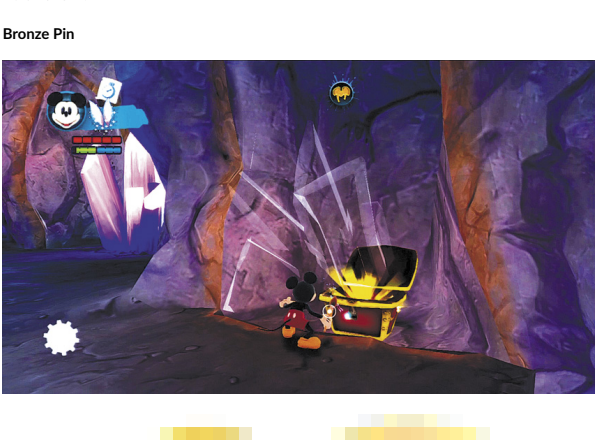


Thin the wall next to the purple gemstones to uncover a hidden Gremlin. If Oswald uses his Electricity to deactivate the shield, Mickey can Spin Attack the cage and free the Blue Gremlin. He conked his head during the quakes and ended up trapped, and , and now he's thankful for the rescue. He also relates a clue to you: There's a secret area above the large balancing rock ahead!

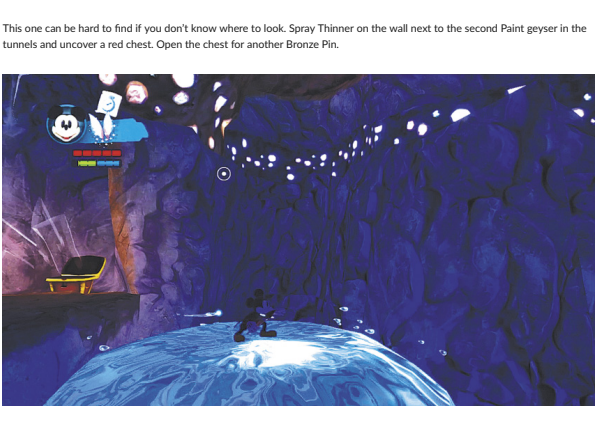


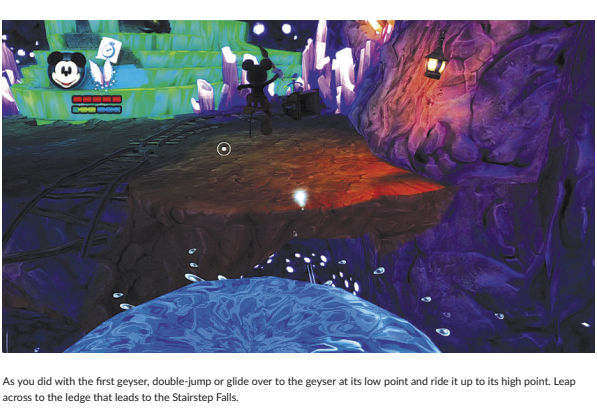
Before you leap off the ledge, spray more Thinner to your left on the wall near the geyser. It uncovers a red chest hidden inside with a Bronze Pin.

Bronze Pin



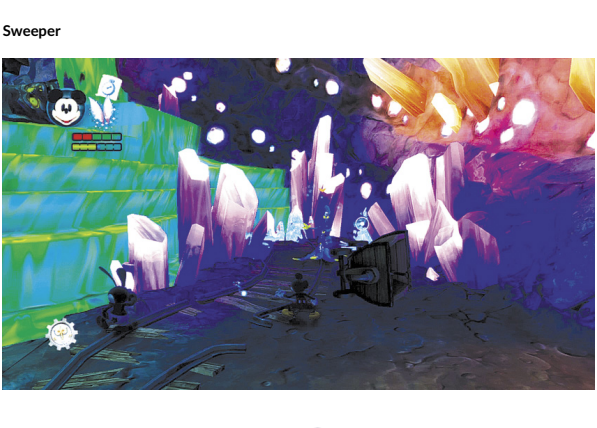
This one can be hard to find if you don't know where to look. Spray Thinner on the wall next to the second Paint geyser in the tunnels and uncover a red chest. Open the chest for another Bronze Pin.



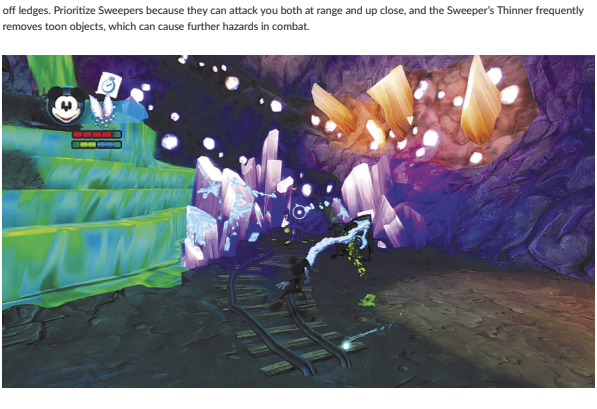


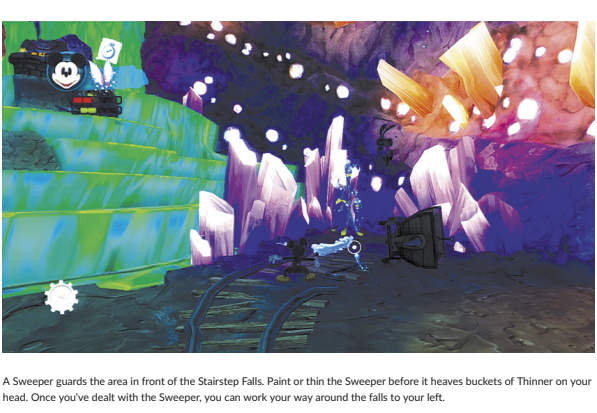
As you did with the first geyser, double-jump or glide over to the geyser at its low point and ride it up to its high point. Leap across to the ledge that leads to the Stairstep Falls.

Sweeper



The dangerous Sweeper has two primary attacks: a ranged bucket of Thinner and its namesake body sweep that can knock you off ledges. Prioritize Sweepers because they can attack you both at range and up close, and the Sweeper's Thinner frequently removes toon objects, which can cause further hazards in combat.

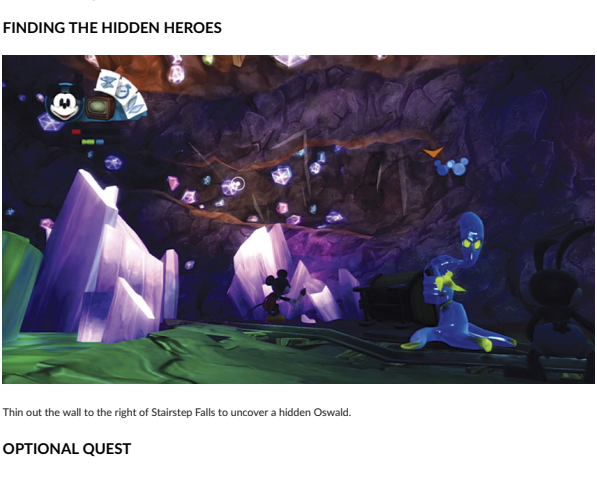




A Sweeper guards the area in front of the Stairstep Falls. Paint or thin the Sweeper before it heaves buckets of Thinner on your head. Once you've dealt with the Sweeper, you can work your way around the falls to your left.

OPTIONAL QUEST

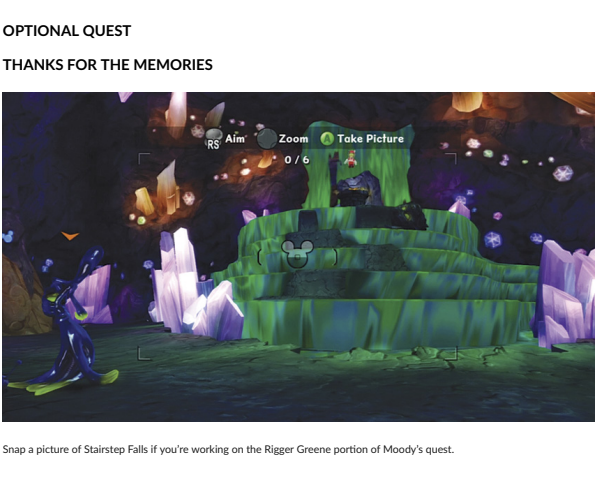
FINDING THE HIDDEN HEROES



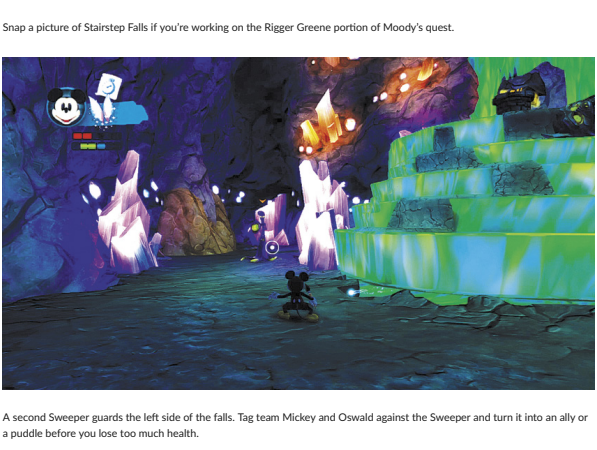
Thin out the wall to the right of Stairstep Falls to uncover a hidden Oswald.

OPTIONAL QUEST

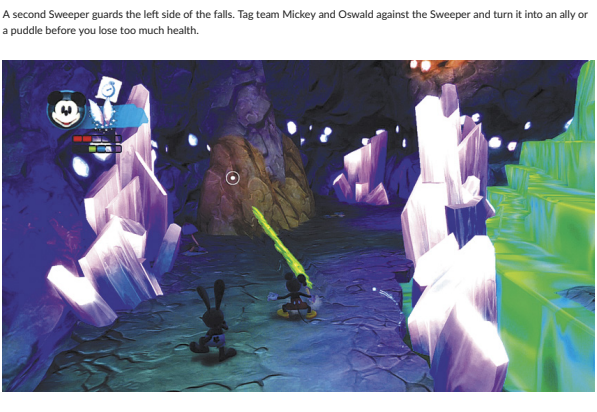
THANKS FOR THE MEMORIES

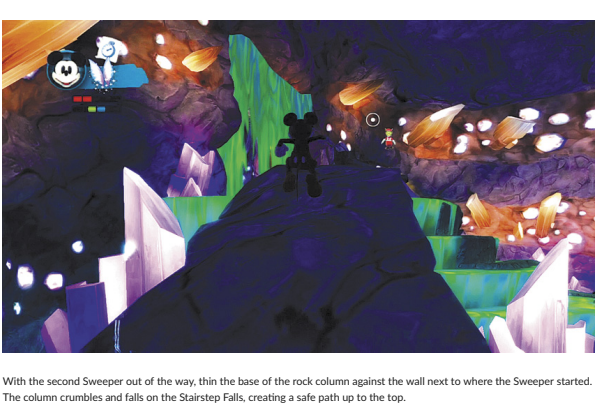


Snap a picture of Stairstep Falls if you're working on the Rigger Greene portion of Moody's quest.

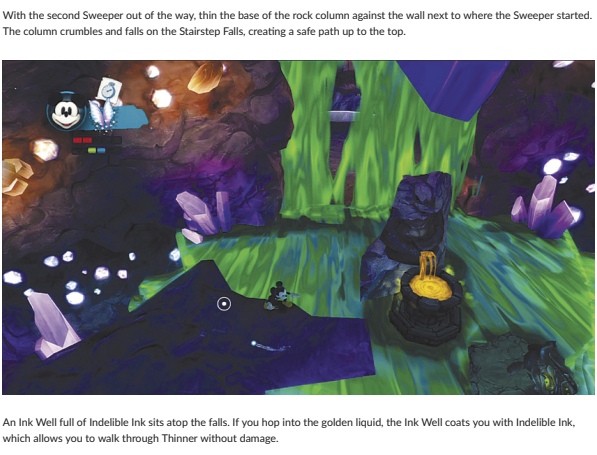


A second Sweeper guards the left side of the falls. Tag team Mickey and Oswald against the Sweeper and turn it into an ally or a puddle before you lose too much health.

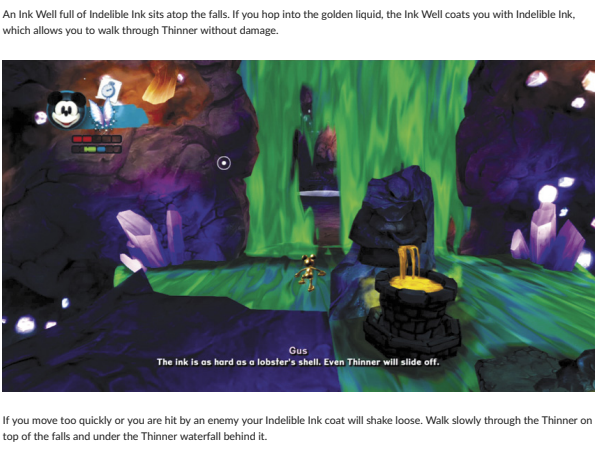




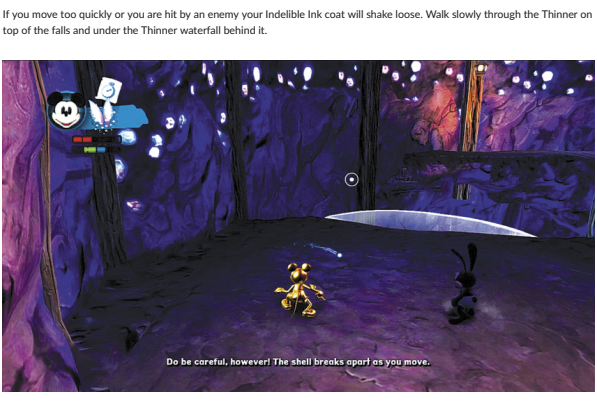
With the second Sweeper out of the way, thin the base of the rock column against the wall next to where the Sweeper started. The column crumbles and falls on the Stairstep Falls, creating a safe path up to the top.

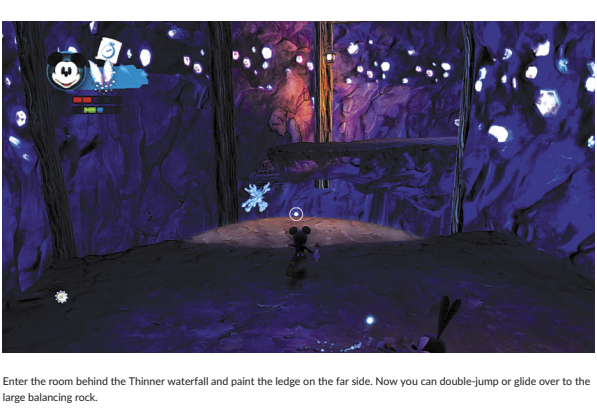


An Ink Well full of Indelible Ink sits atop the falls. If you hop into the golden liquid, the Ink Well coats you with Indelible Ink, which allows you to walk through Thinner without damage.

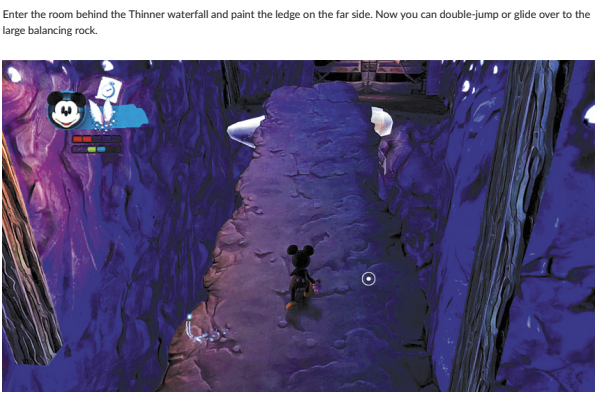

Gus
The ink is as hard as a lobster's shell. Even Thinner will slide off.

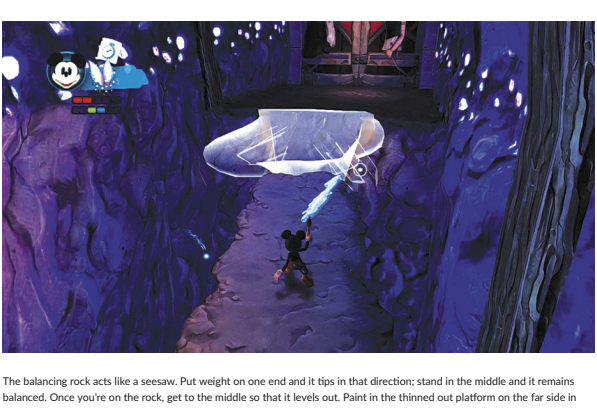
If you move too quickly or you are hit by an enemy your Indelible Ink coat will shake loose. Walk slowly through the Thinner on top of the falls and under the Thinner waterfall behind it.



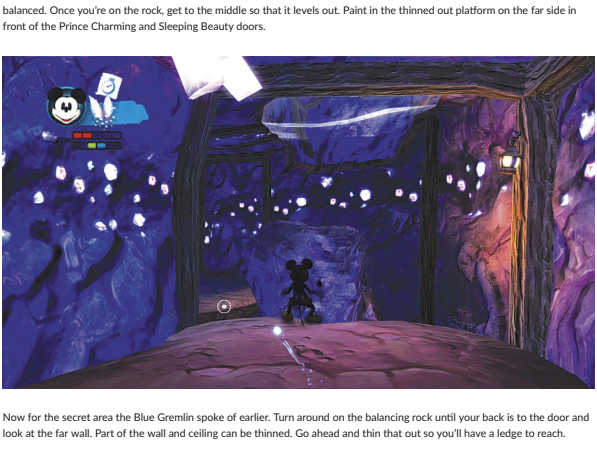


Enter the room behind the Thinner waterfall and paint the ledge on the far side. Now you can double-jump or glide over to the large balancing rock.





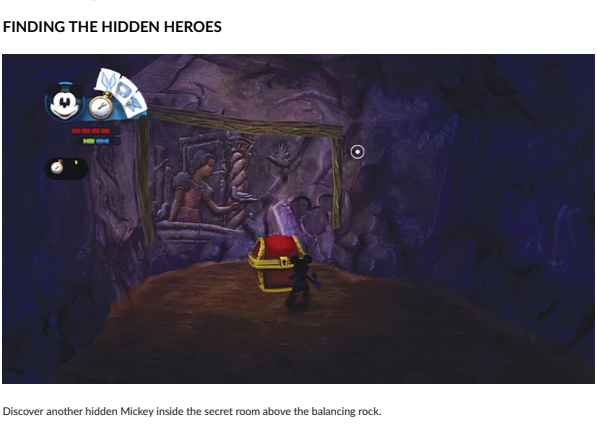
The balancing rock acts like a seesaw. Put weight on one end and it tips in that direction; stand in the middle and it remains balanced. Once you're on the rock, get to the middle so that it levels out. Paint in the thinned out platform on the far side in front of the Prince Charming and Sleeping Beauty doors.



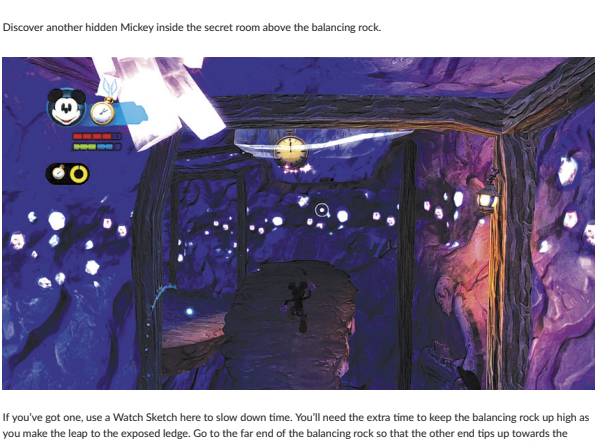
Now for the secret area the Blue Gremlin spoke of earlier. Turn around on the balancing rock until your back is to the door and look at the far wall. Part of the wall and ceiling can be thinned. Go ahead and thin that out so you'll have a ledge to reach.

OPTIONAL QUEST

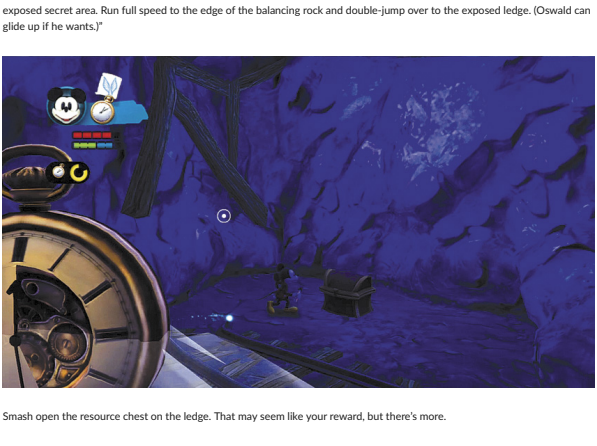
FINDING THE HIDDEN HEROES



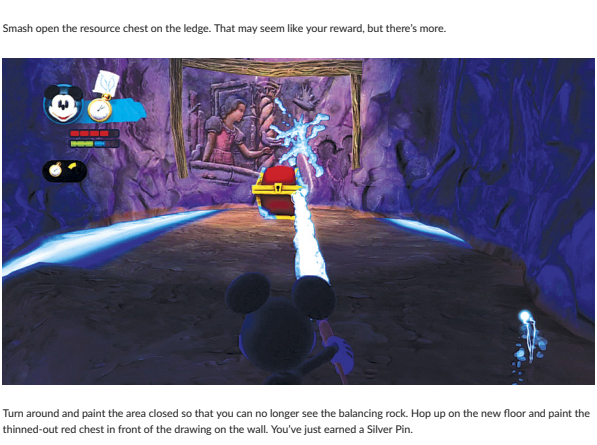
Discover another hidden Mickey inside the secret room above the balancing rock.



If you've got one, use a Watch Sketch here to slow down time. You'll need the extra time to keep the balancing rock up high as you make the leap to the exposed ledge. Go to the far end of the balancing rock so that the other end tips up towards the exposed secret area. Run full speed to the edge of the balancing rock and double-jump over to the exposed ledge. (Oswald can glide up if he wants.)

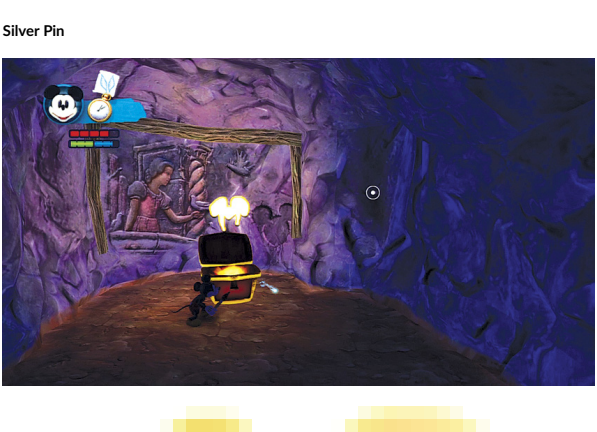


Smash open the resource chest on the ledge. That may seem like your reward, but there's more.

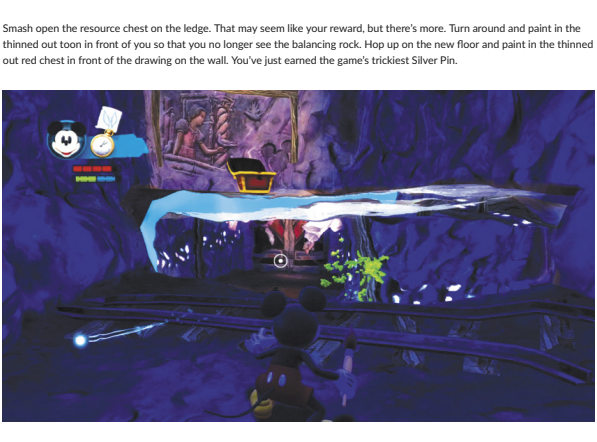


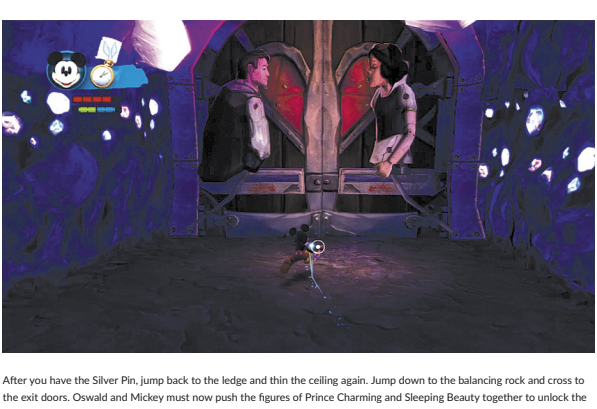
Turn around and paint the area closed so that you can no longer see the balancing rock. Hop up on the new floor and paint the thinned-out red chest in front of the drawing on the wall. You've just earned a Silver Pin.

Silver Pin

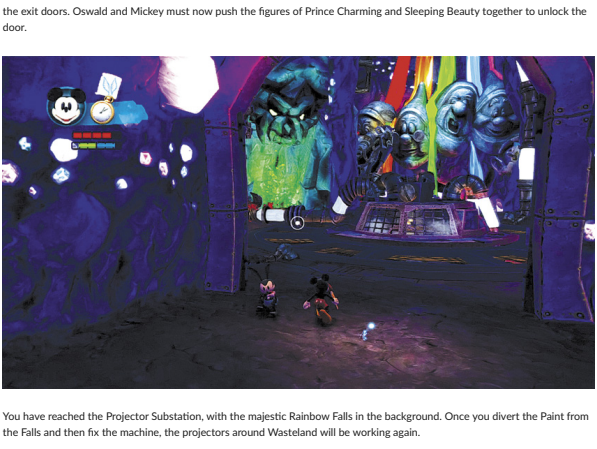


Smash open the resource chest on the ledge. That may seem like your reward, but there's more. Turn around and paint in the thinned out toon in front of you so that you no longer see the balancing rock. Hop up on the new floor and paint in the thinned out red chest in front of the drawing on the wall. You've just earned the game's trickiest Silver Pin.

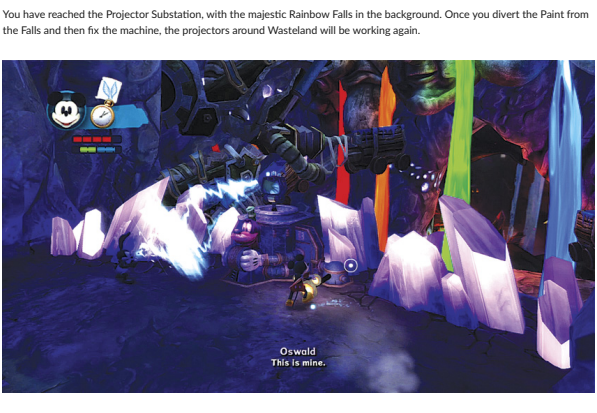


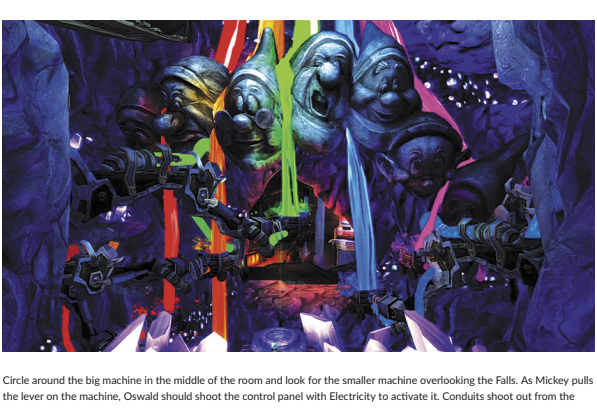


After you have the Silver Pin, jump back to the ledge and thin the ceiling again. Jump down to the balancing rock and cross to the exit doors. Oswald and Mickey must now push the figures of Prince Charming and Sleeping Beauty together to unlock the door.



You have reached the Projector Substation, with the majestic Rainbow Falls in the background. Once you divert the Paint from the Falls and then fix the machine, the projectors around Wasteland will be working again.



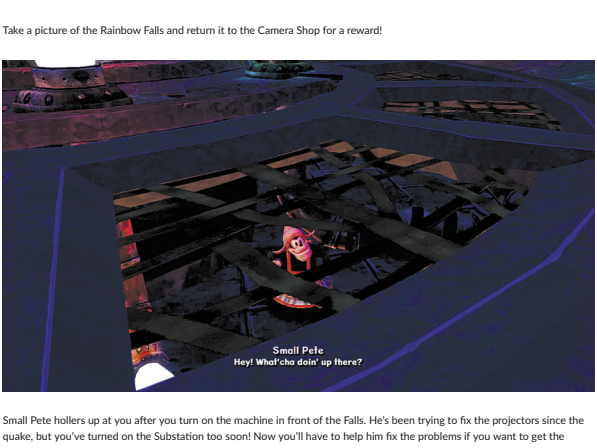


Circle around the big machine in the middle of the room and look for the smaller machine overlooking the Falls. As Mickey pulls the lever on the machine, Oswald should shoot the control panel with Electricity to activate it. Conduits shoot out from the walls, and the multicolored Paint from Rainbow Falls fills the tubes and channels toward the substation.

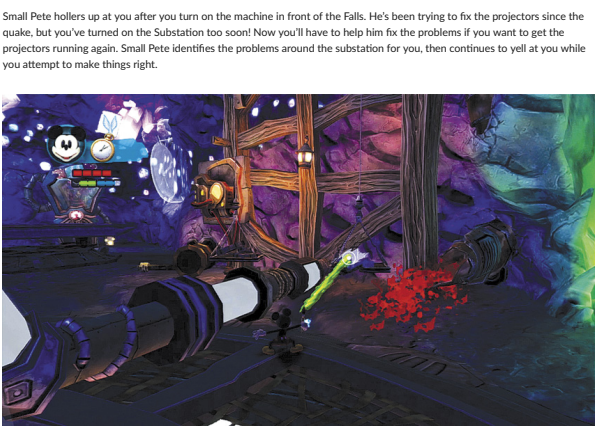
OPTIONAL QUEST

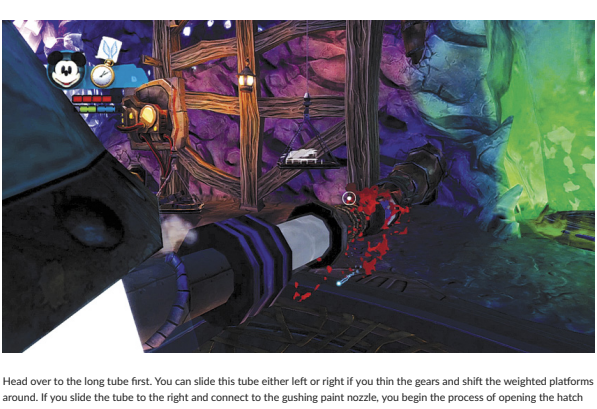
ENCYCLOPAEDIA WASTELANDICA

Take a picture of the Rainbow Falls and return it to the Camera Shop for a reward!

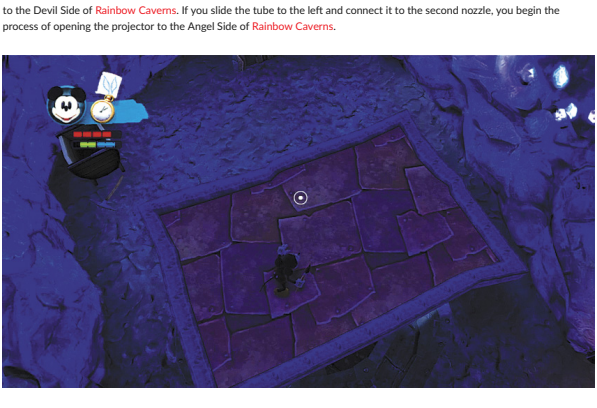


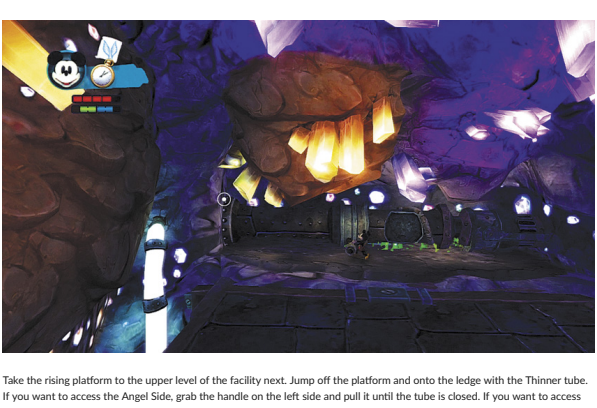
Small Pete hollers up at you after you turn on the machine in front of the Falls. He's been trying to fix the projectors since the quake, but you've turned on the Substation too soon! Now you'll have to help him fix the problems if you want to get the projectors running again. Small Pete identifies the problems around the substation for you, then continues to yell at you while you attempt to make things right.



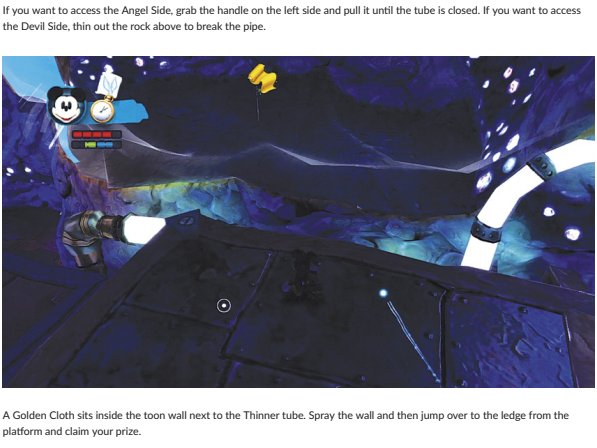


Head over to the long tube first. You can slide this tube either left or right if you thin the gears and shift the weighted platforms around. If you slide the tube to the right and connect to the gushing paint nozzle, you begin the process of opening the hatch to the Devil Side of Rainbow Caverns. If you slide the tube to the left and connect it to the second nozzle, you begin the process of opening the projector to the Angel Side of Rainbow Caverns.

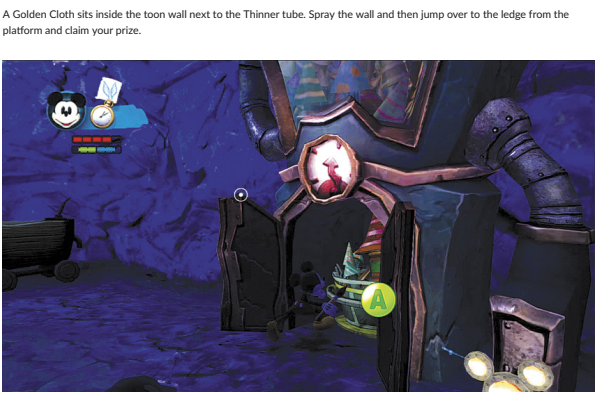


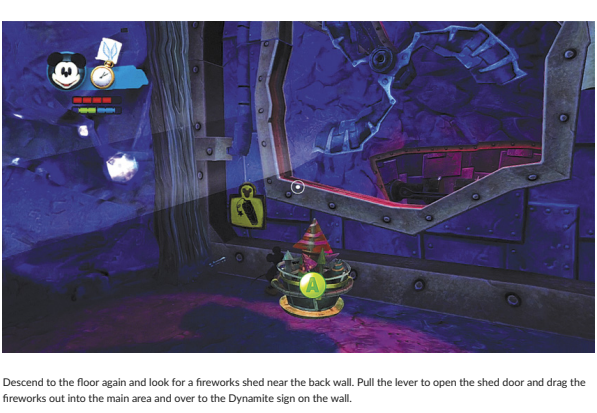


Take the rising platform to the upper level of the facility next. Jump off the platform and onto the ledge with the Thinner tube. If you want to access the Angel Side, grab the handle on the left side and pull it until the tube is closed. If you want to access the Devil Side, thin out the rock above to break the pipe.

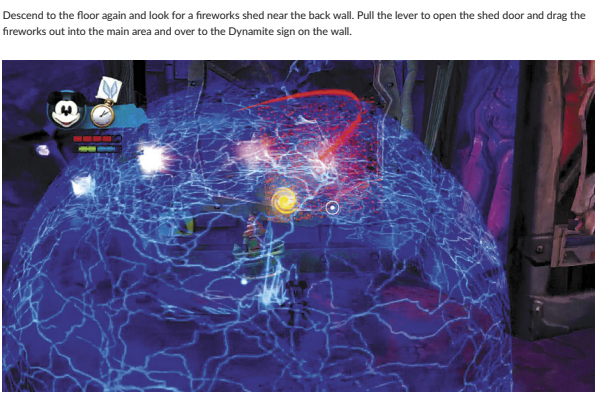


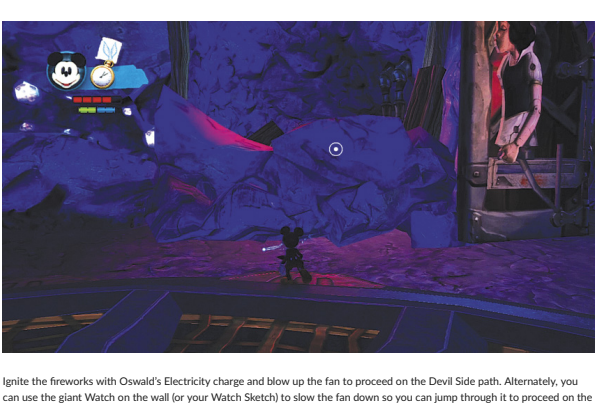
A Golden Cloth sits inside the toon wall next to the Thinner tube. Spray the wall and then jump over to the ledge from the platform and claim your prize.



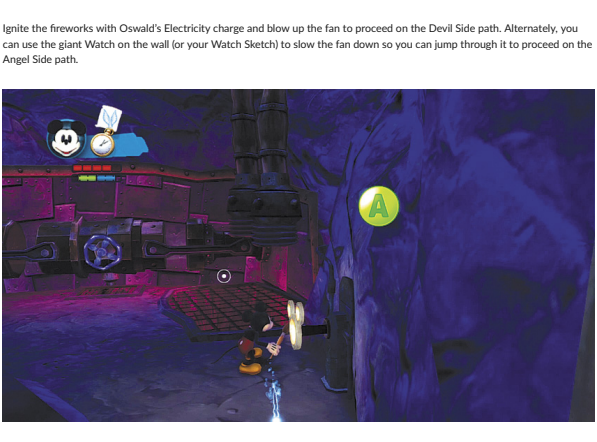


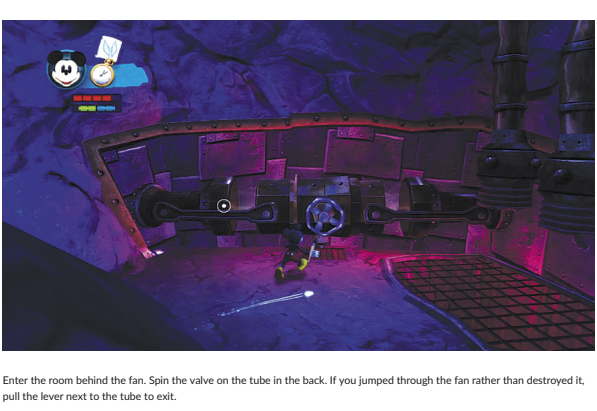
Descend to the floor again and look for a fireworks shed near the back wall. Pull the lever to open the shed door and drag the fireworks out into the main area and over to the Dynamite sign on the wall.



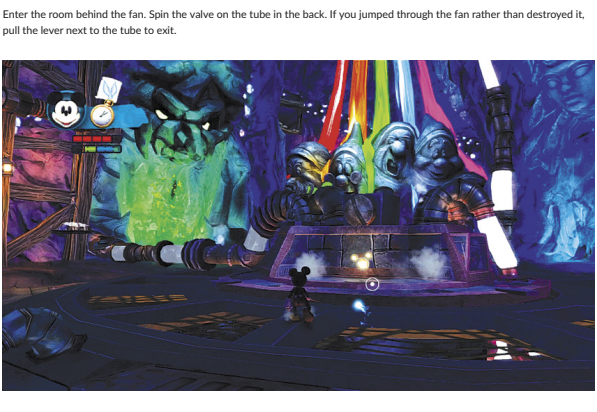


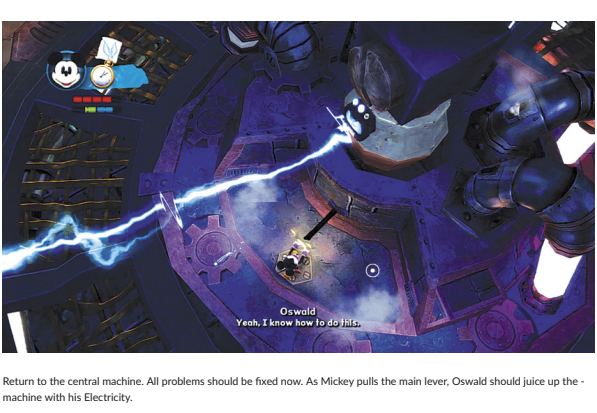
Ignite the fireworks with Oswald's Electricity charge and blow up the fan to proceed on the Devil Side path. Alternately, you can use the giant Watch on the wall (or your Watch Sketch) to slow the fan down so you can jump through it to proceed on the Angel Side path.





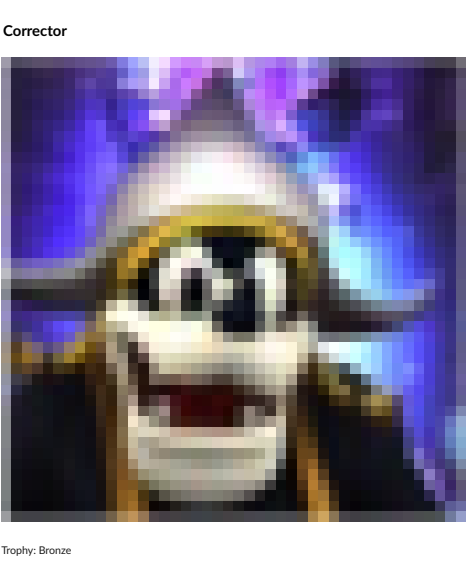
Enter the room behind the fan. Spin the valve on the tube in the back. If you jumped through the fan rather than destroyed it, pull the lever next to the tube to exit.





Return to the central machine. All problems should be fixed now. As Mickey pulls the main lever, Oswald should juice up the - machine with his Electricity.

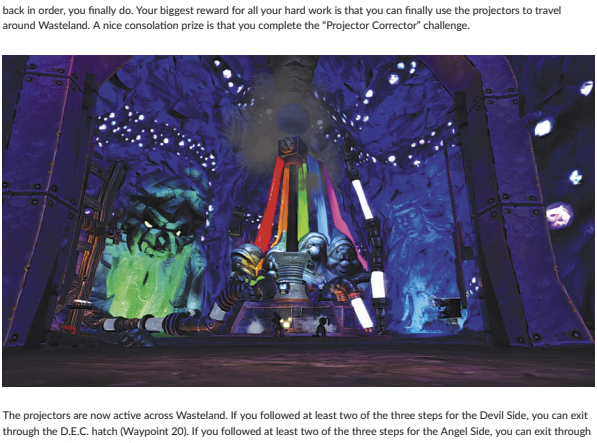
Projector Corrector



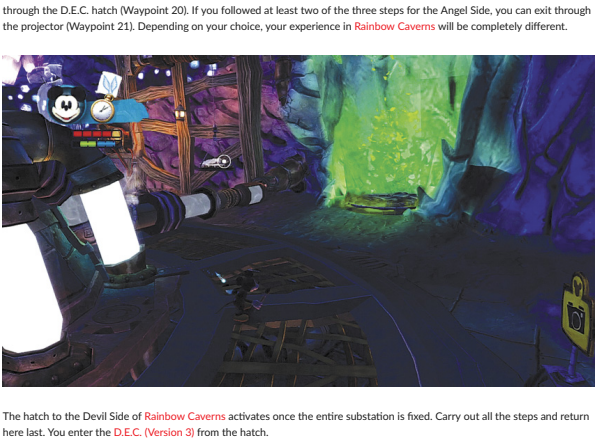
Playstation 3 Trophy: Bronze

Xbox 360 Gamer Points: 20

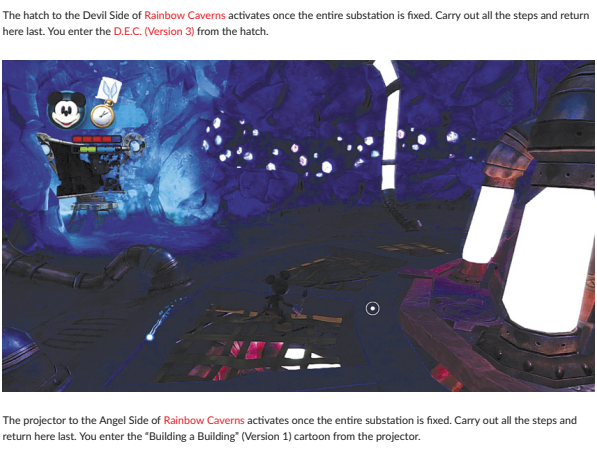
From almost the beginning of the game you've been on a quest to fix the projectors. When you get the Projector Substation back in order, you finally do. Your biggest reward for all your hard work is that you can finally use the projectors to travel around Wasteland. A nice consolation prize is that you complete the "Projector Corrector" challenge.



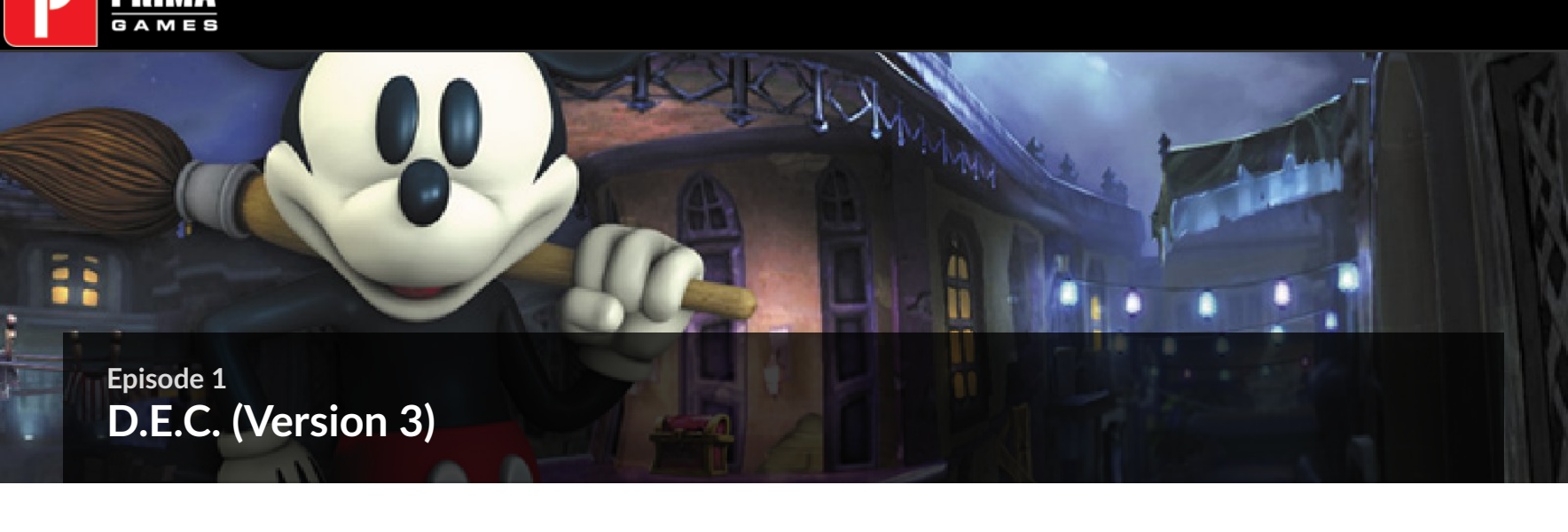
The projectors are now active across Wasteland. If you followed at least two of the three steps for the Devil Side, you can exit through the D.E.C. hatch (Waypoint 20). If you followed at least two of the three steps for the Angel Side, you can exit through the projector (Waypoint 21). Depending on your choice, your experience in Rainbow Caverns will be completely different.



The hatch to the Devil Side of Rainbow Caverns activates once the entire substation is fixed. Carry out all the steps and return here last. You enter the D.E.C. (Version 3) from the hatch.



The projector to the Angel Side of Rainbow Caverns activates once the entire substation is fixed. Carry out all the steps and return here last. You enter the "Building a Building" (Version 1) cartoon from the projector.



Episode 1

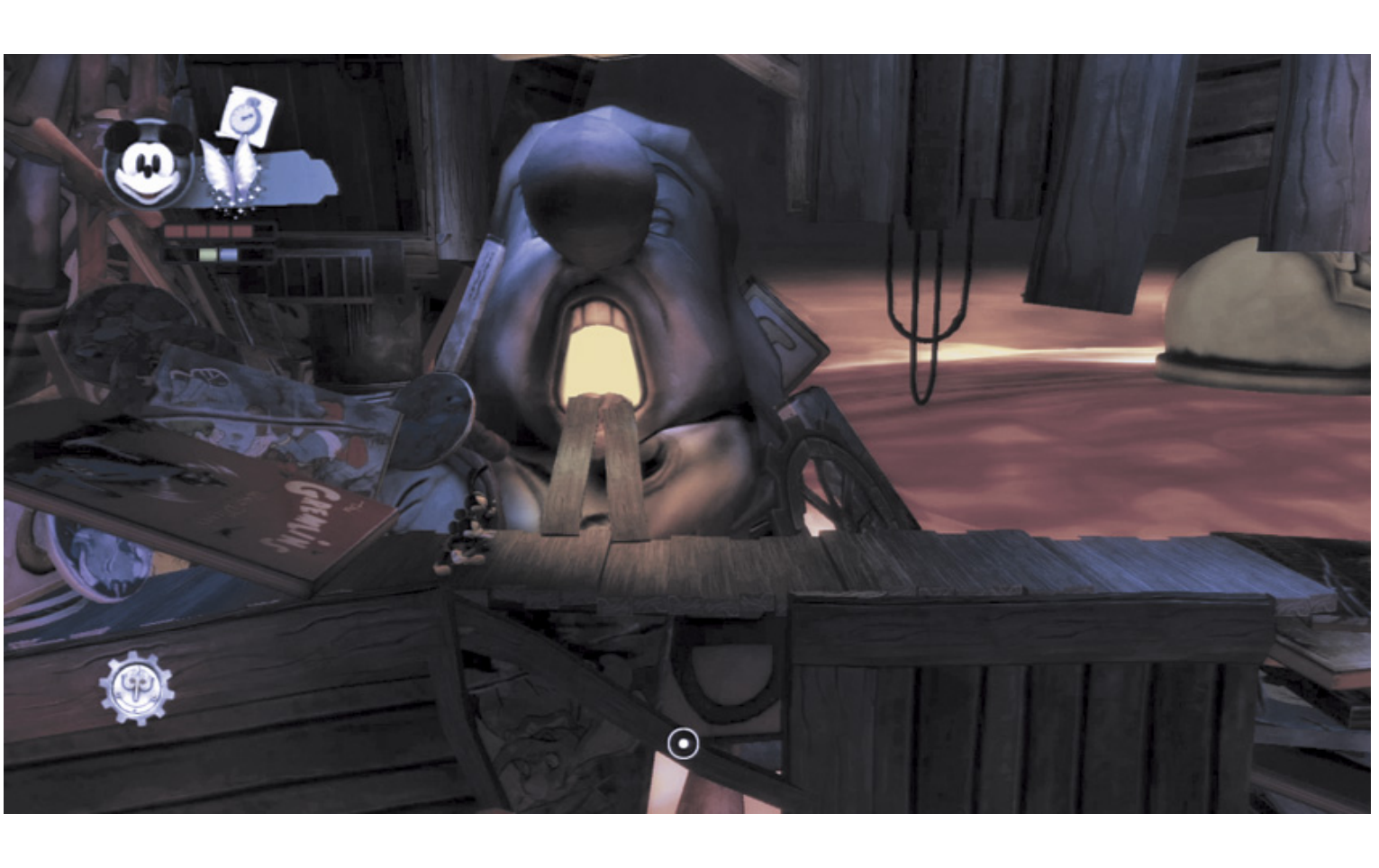
D.E.C. (Version 3)

Level Breakdown

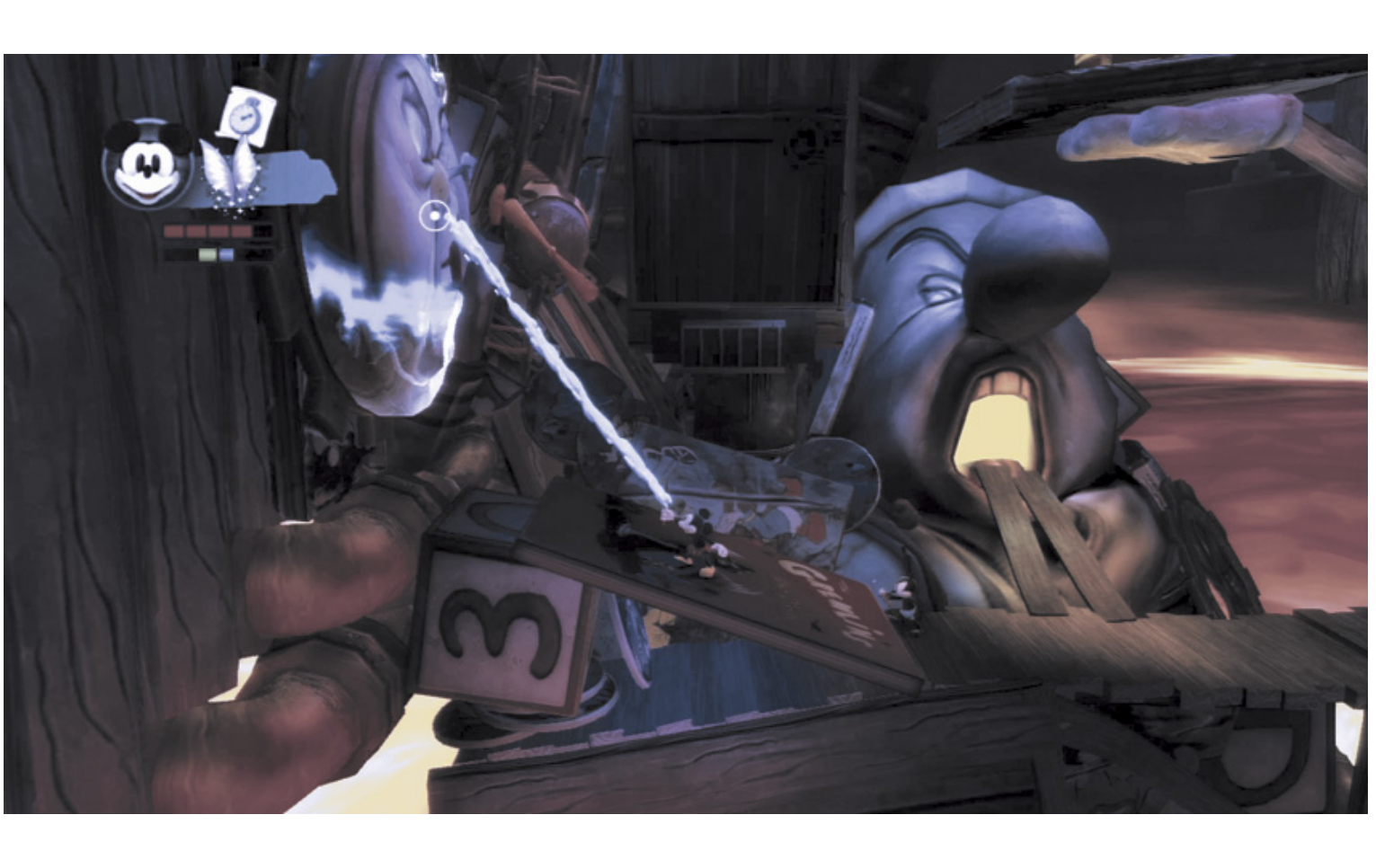
Collectibles

- Concept Art 33
- Golden E-ticket
- Silver Pin (x2)

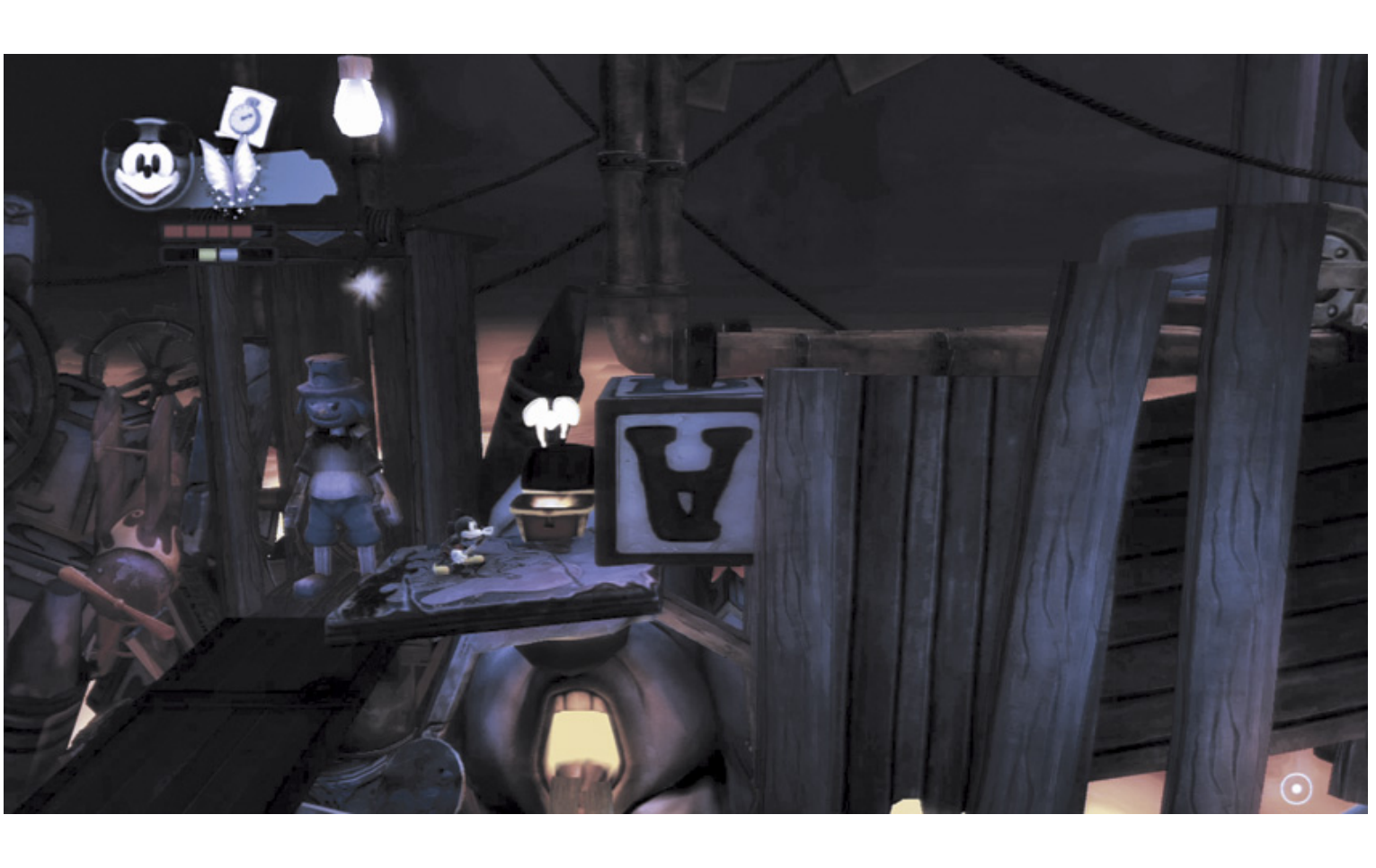
Note: The D.E.C. (version 3) connects Rainbow Falls to the Devil Side of Rainbow Caverns.



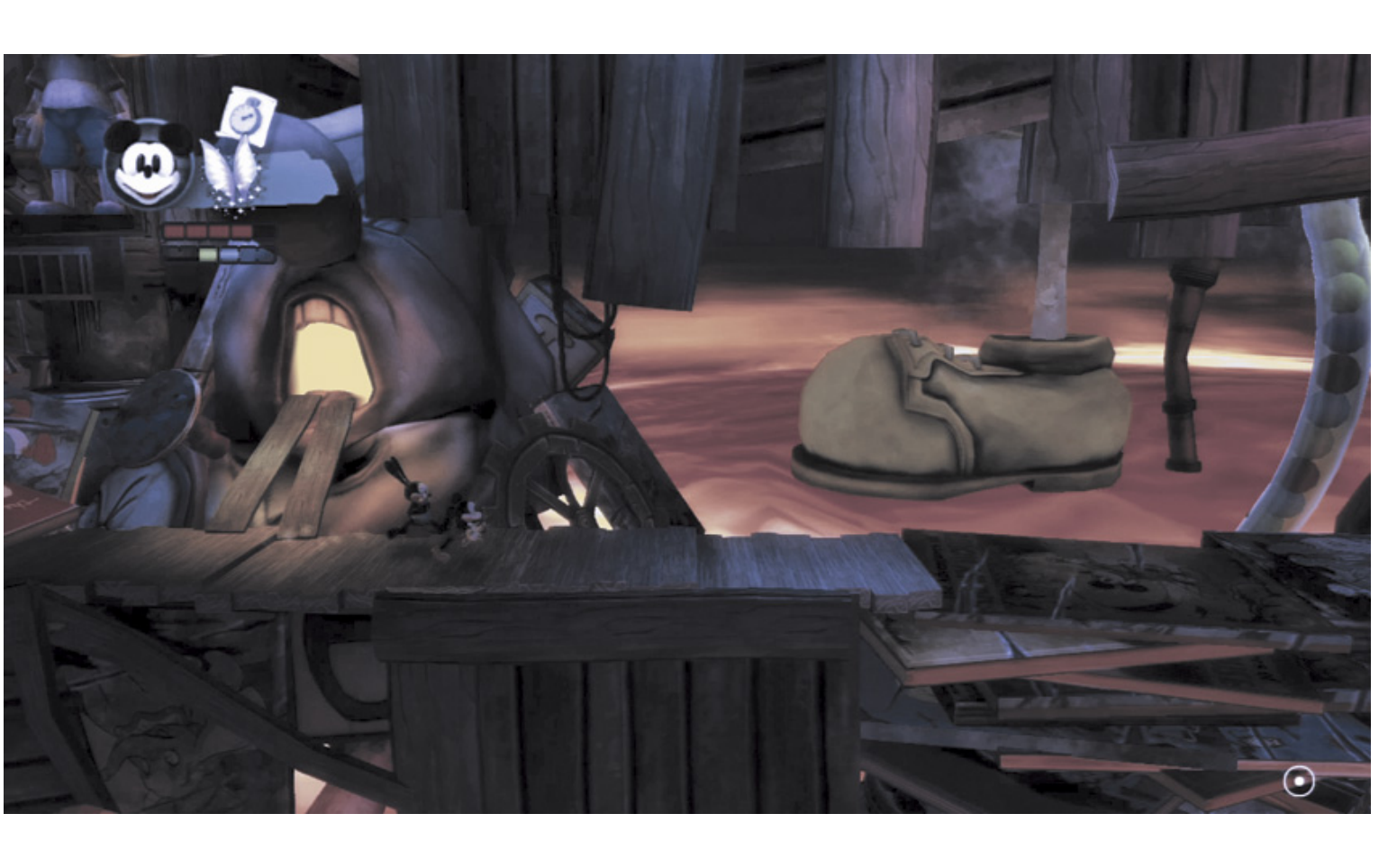
This version of the D.E.C. offers a few paths to reach the exit. This chapter follows a path that takes you to all the collectibles before you exit the level.



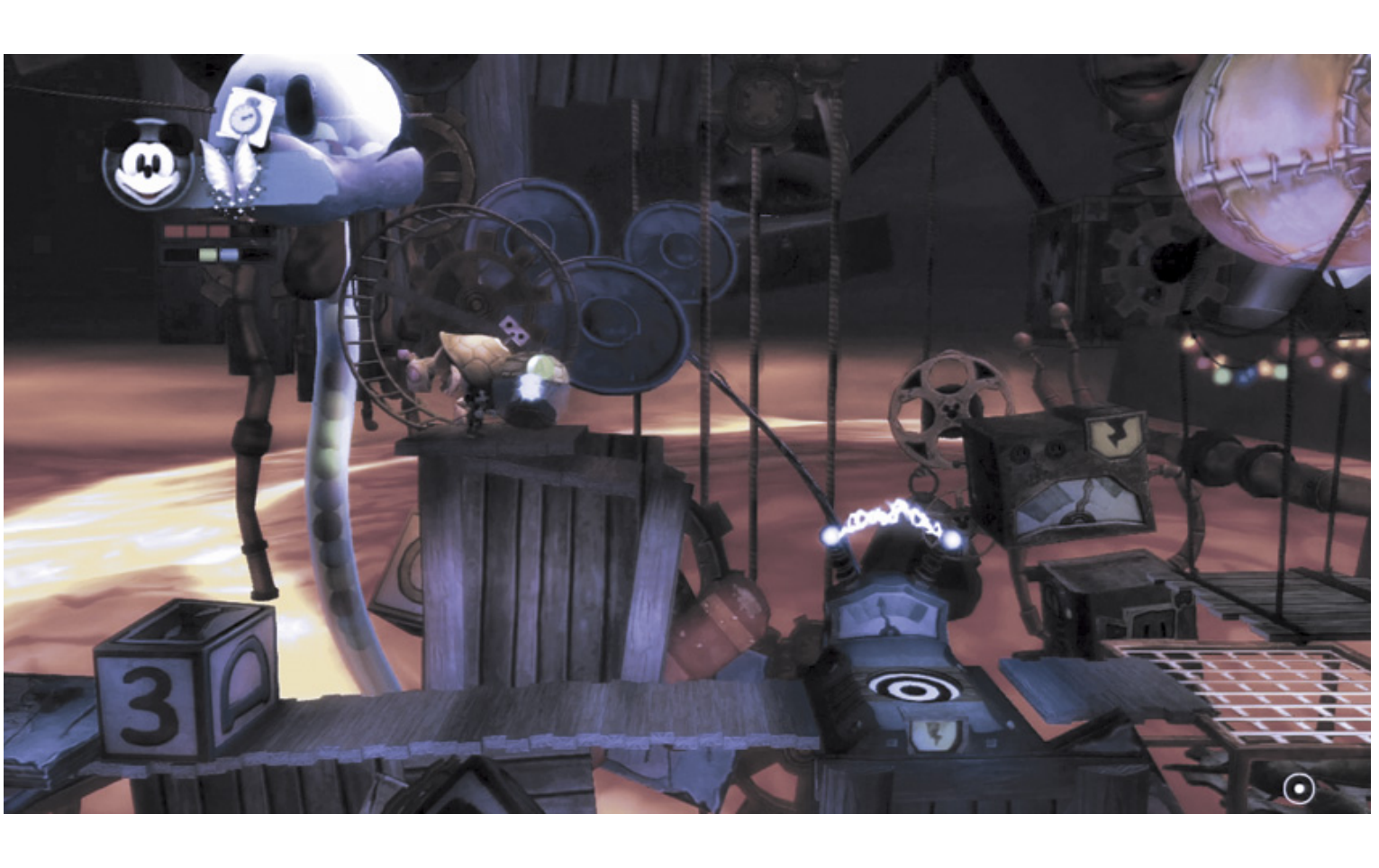
To the left of the entrance, you can paint a clock on the wall to lower a platform from above.



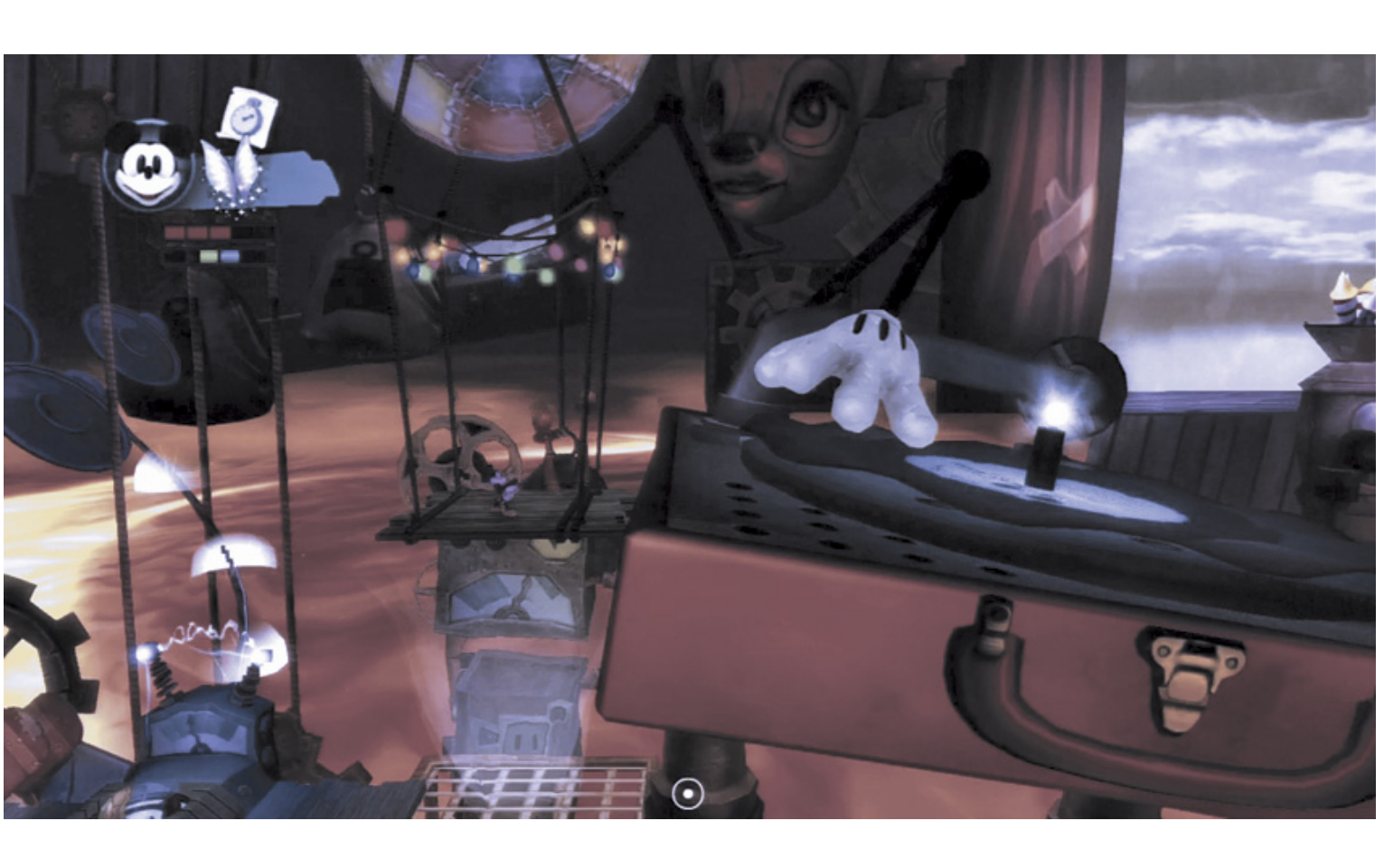
Use the lowered platform to reach a red chest containing the first Silver Pin.

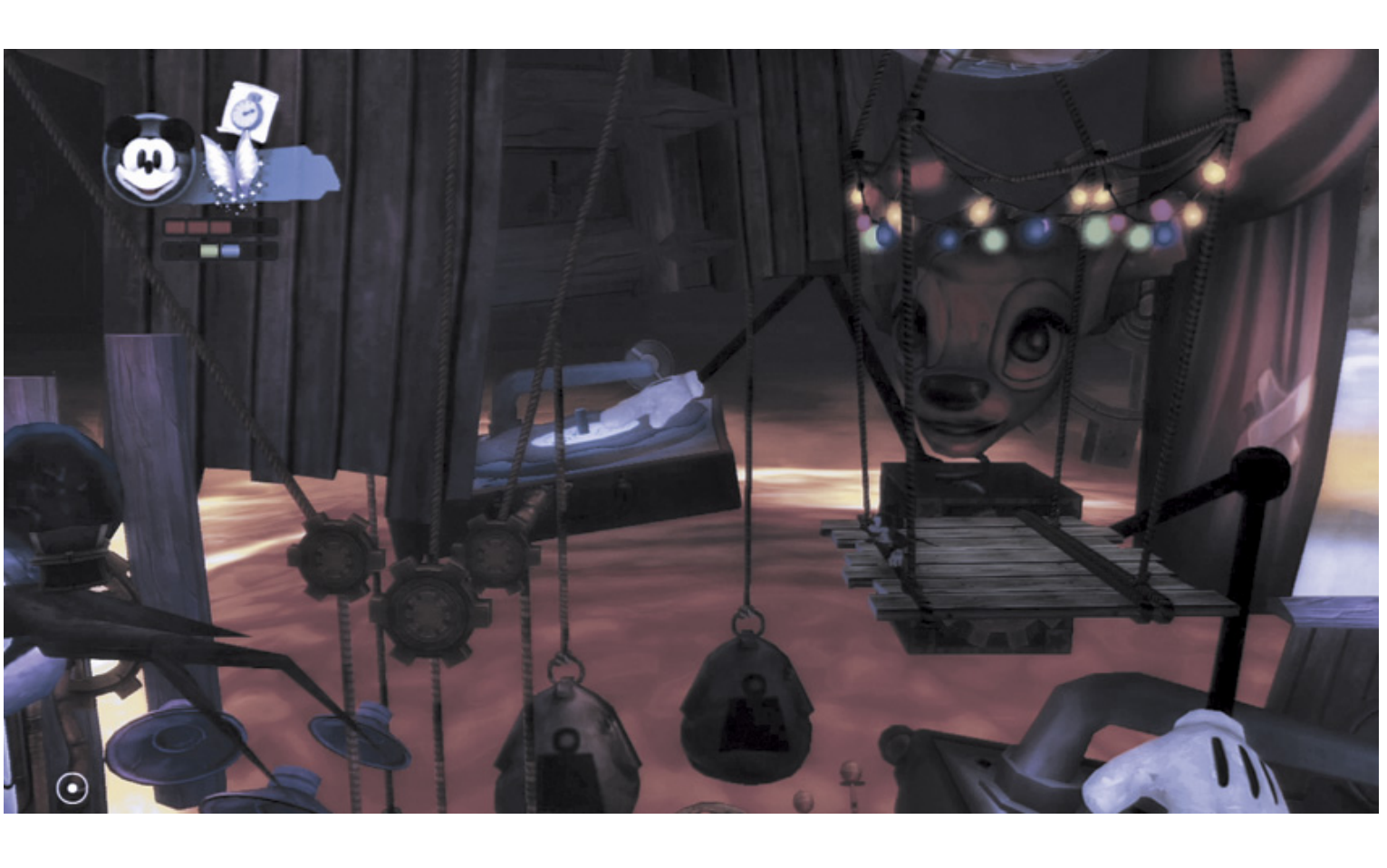


Go back past the entrance and through a tunnel with big, stomping shoes. Move past them after they lift up to avoid being crushed.

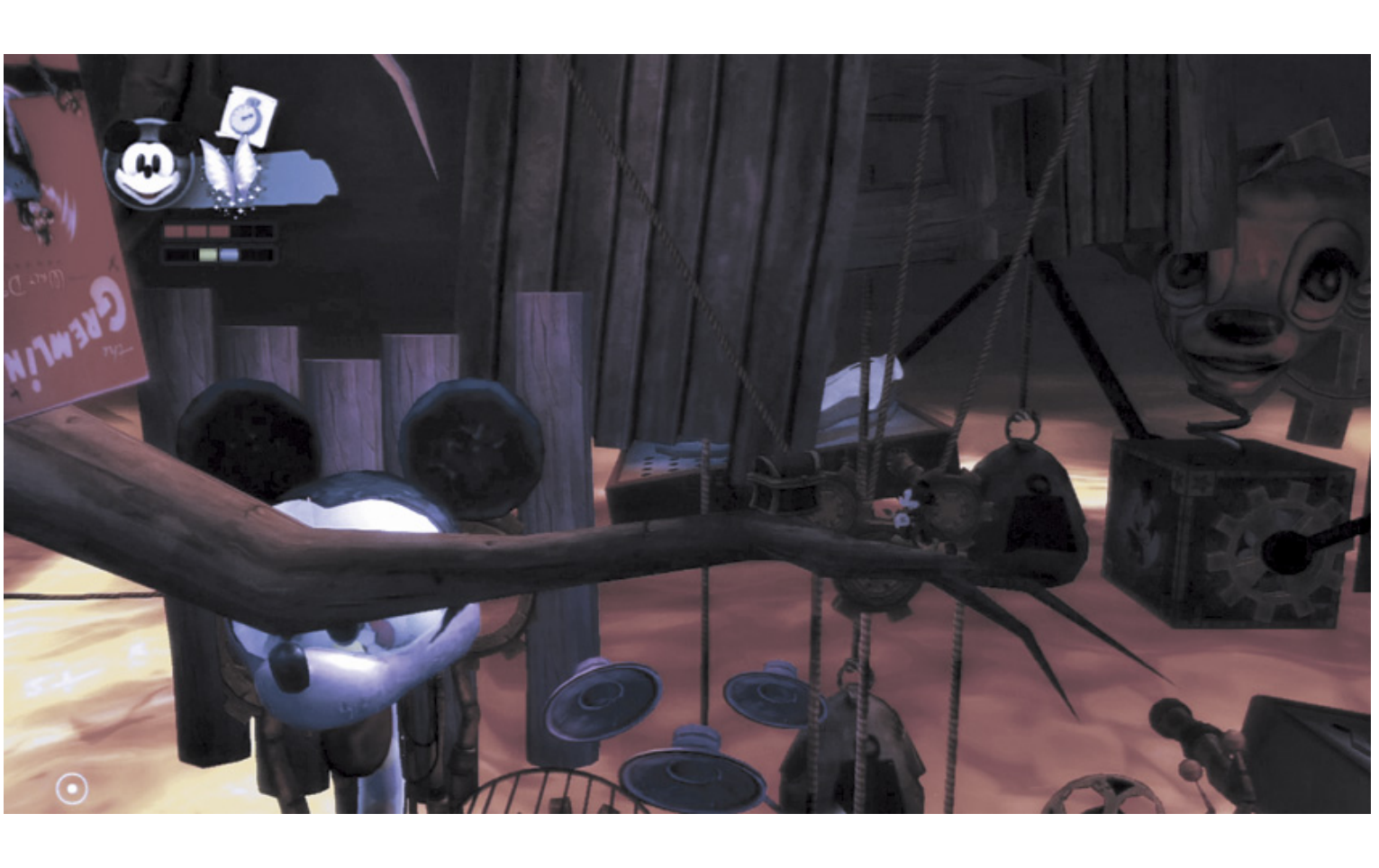


After the shoe tunnel, you can vault off a block to reach an Battery Sphere. Roll the sphere down into the machine to activate the fan under a balloon platform.

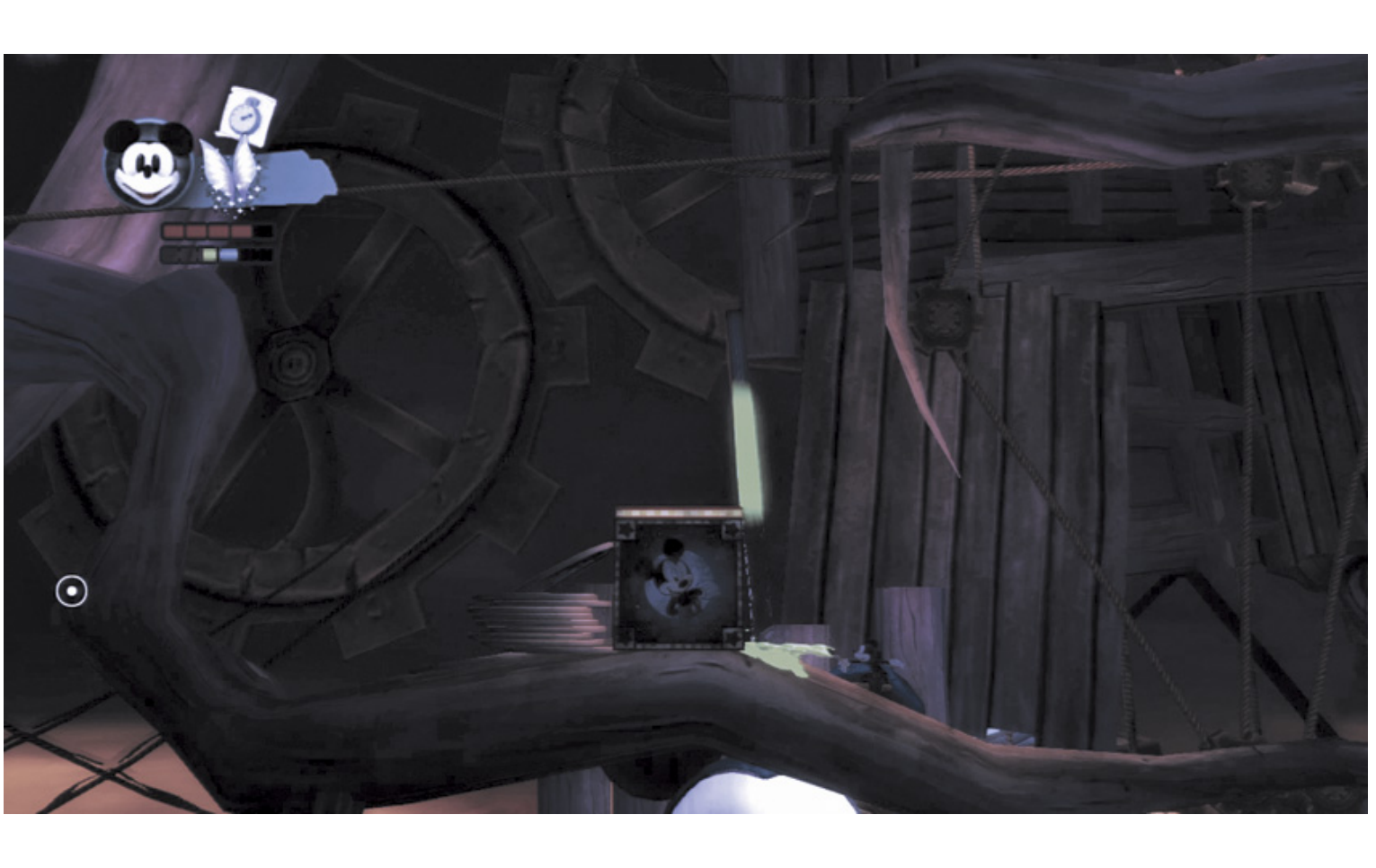




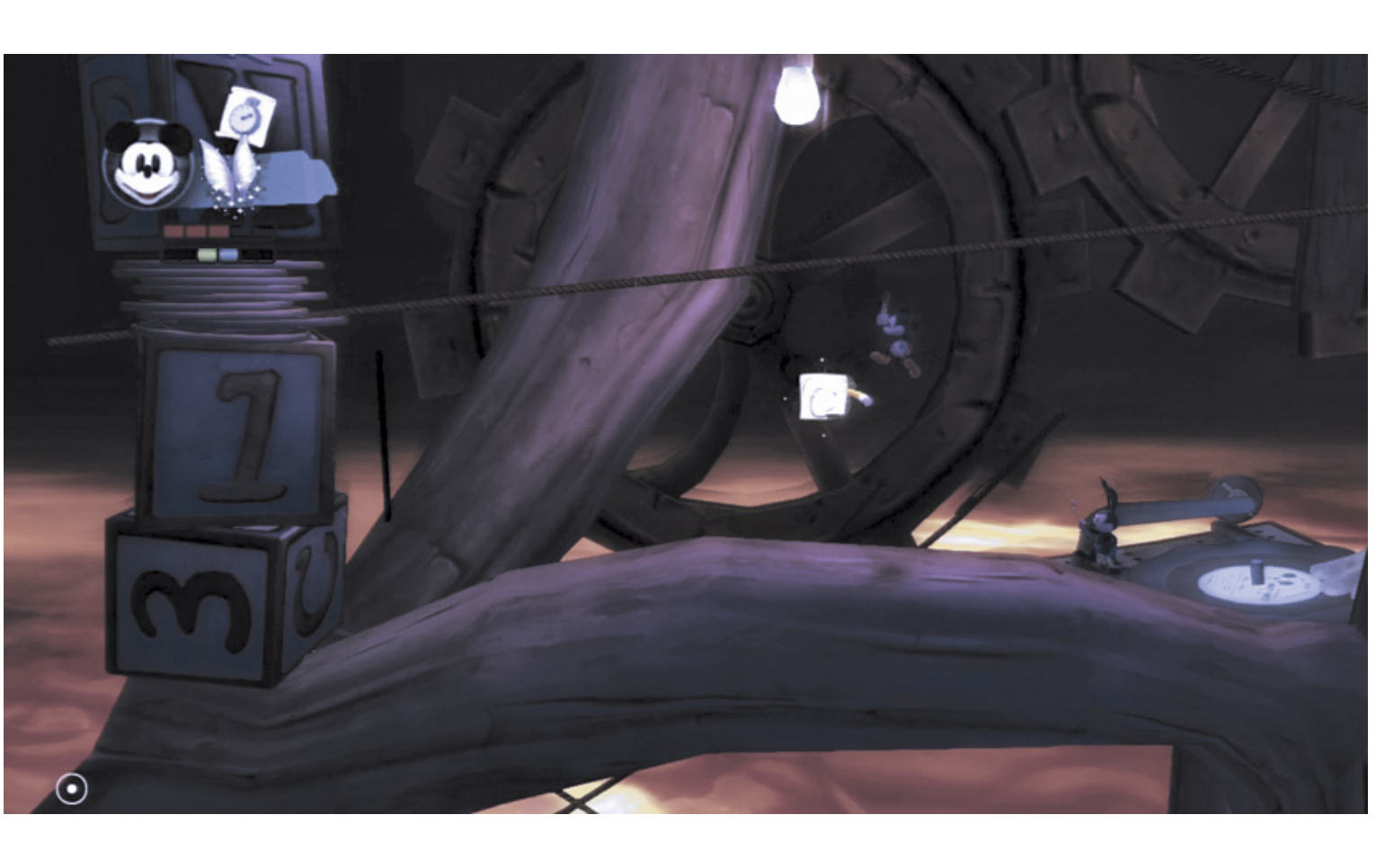
Float up on the balloon platform. There is a passage to your right but you miss out on some collectibles if you go that way, so ride the balloon to the top.



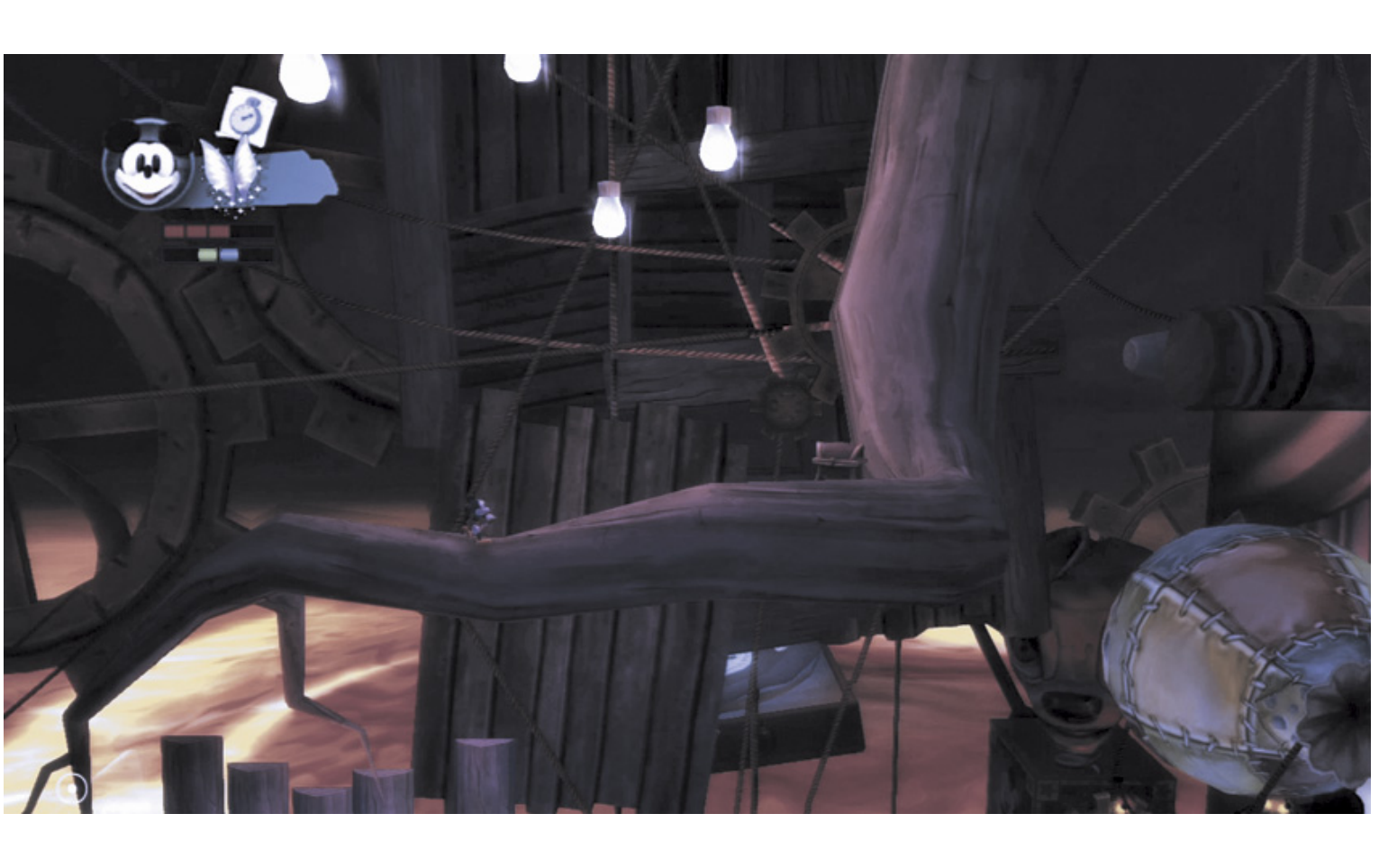
At the top of the ride, you see a branch off to the left. Double-jump or glide over to the branch and collect some random loot from the chest.



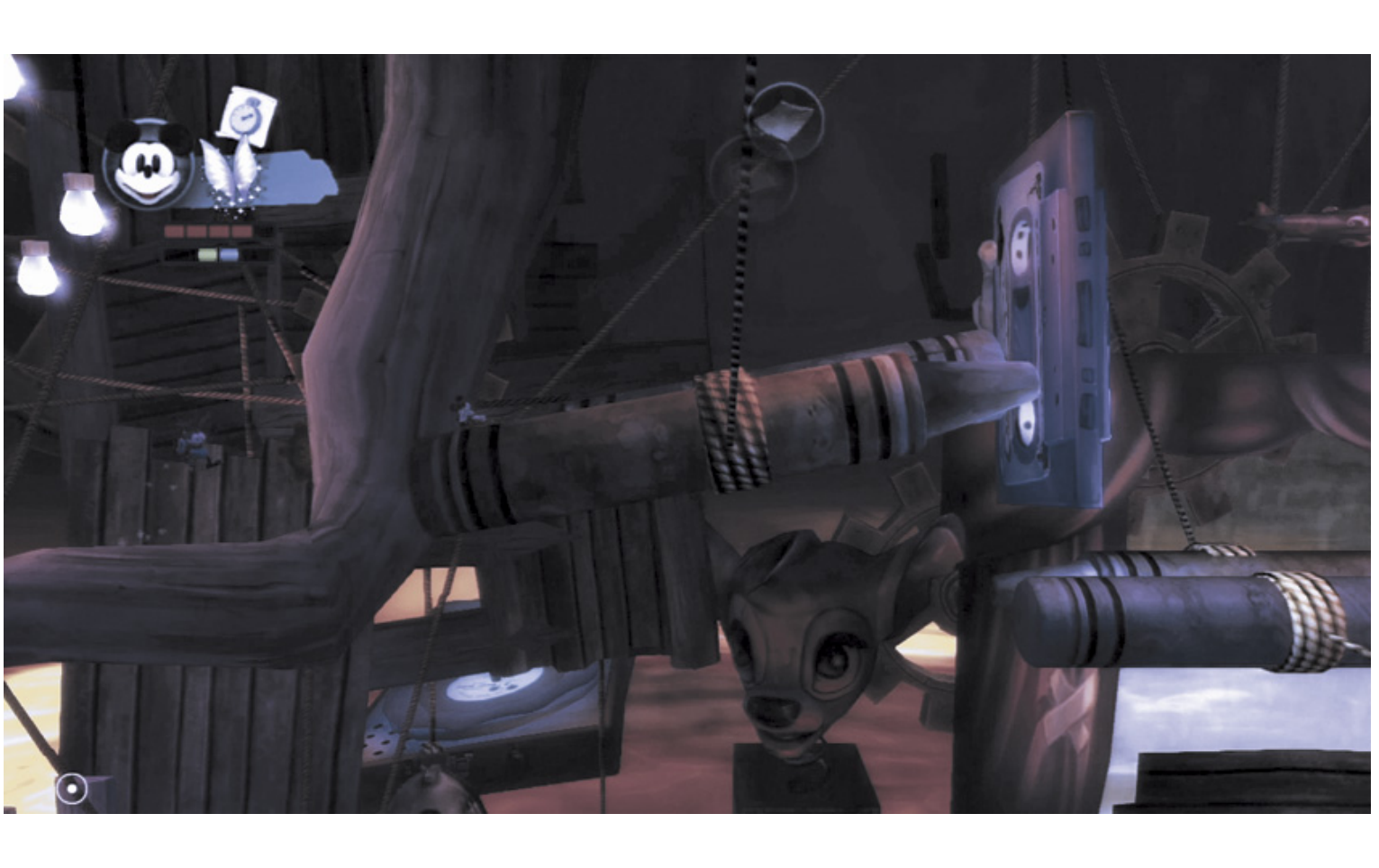
Farther up the branch you need to thin out a wall to reach the spring box.



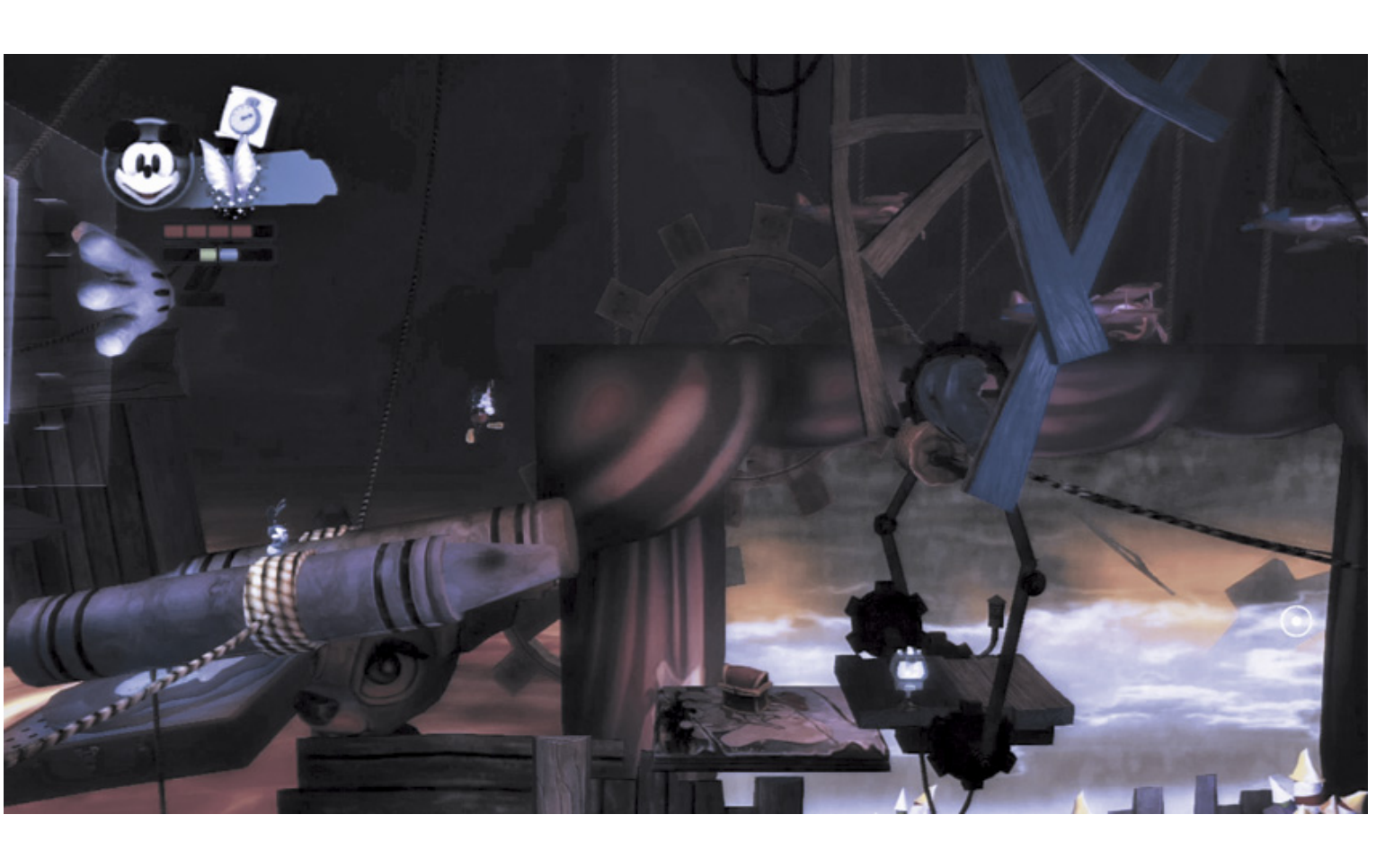
Bounce off the spring and up to your left to land on another branch. Here you will find Concept Art 33.



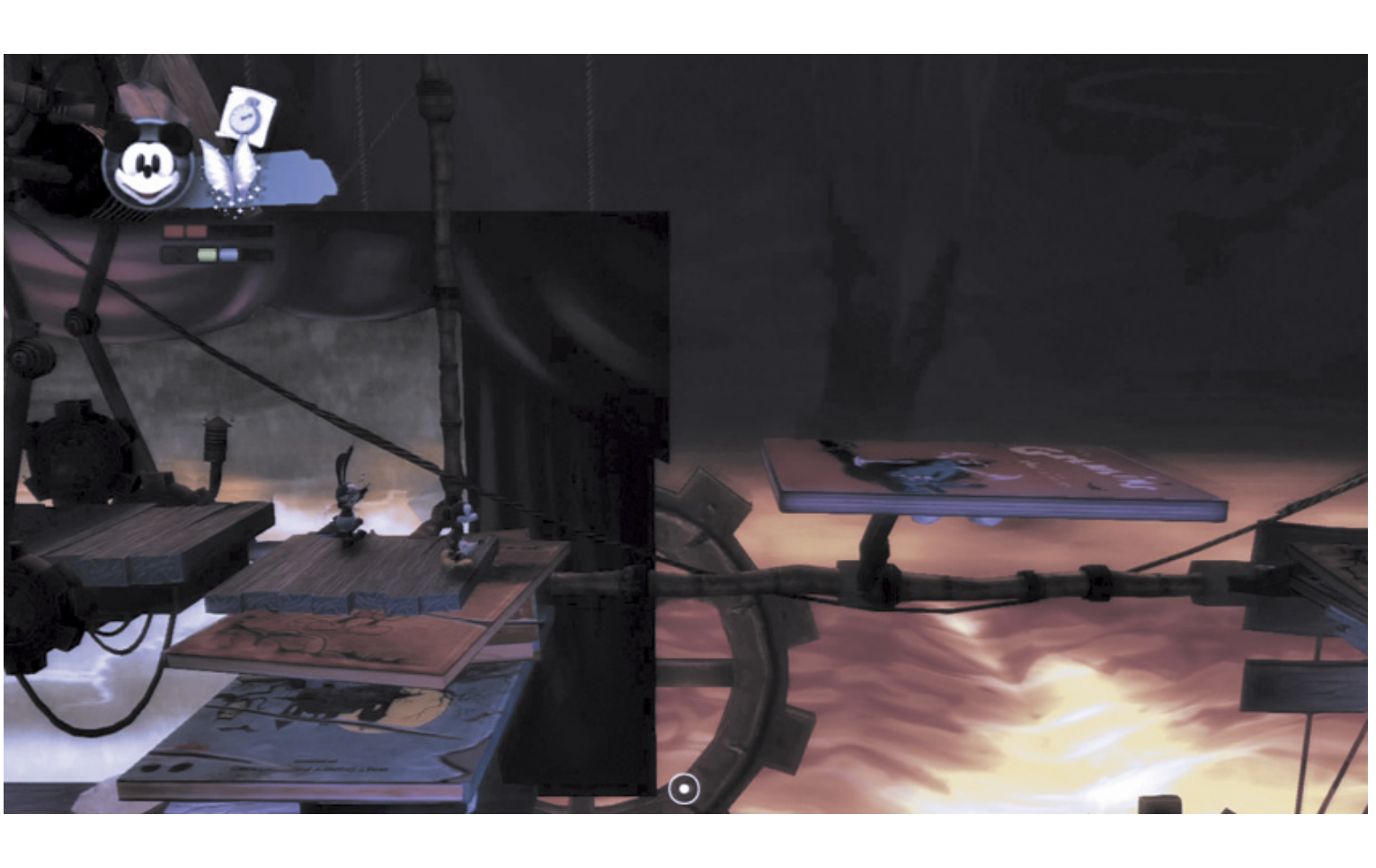
Go back to the spring and bounce up to another branch on the right side. Collect the loot from a nearby chest.



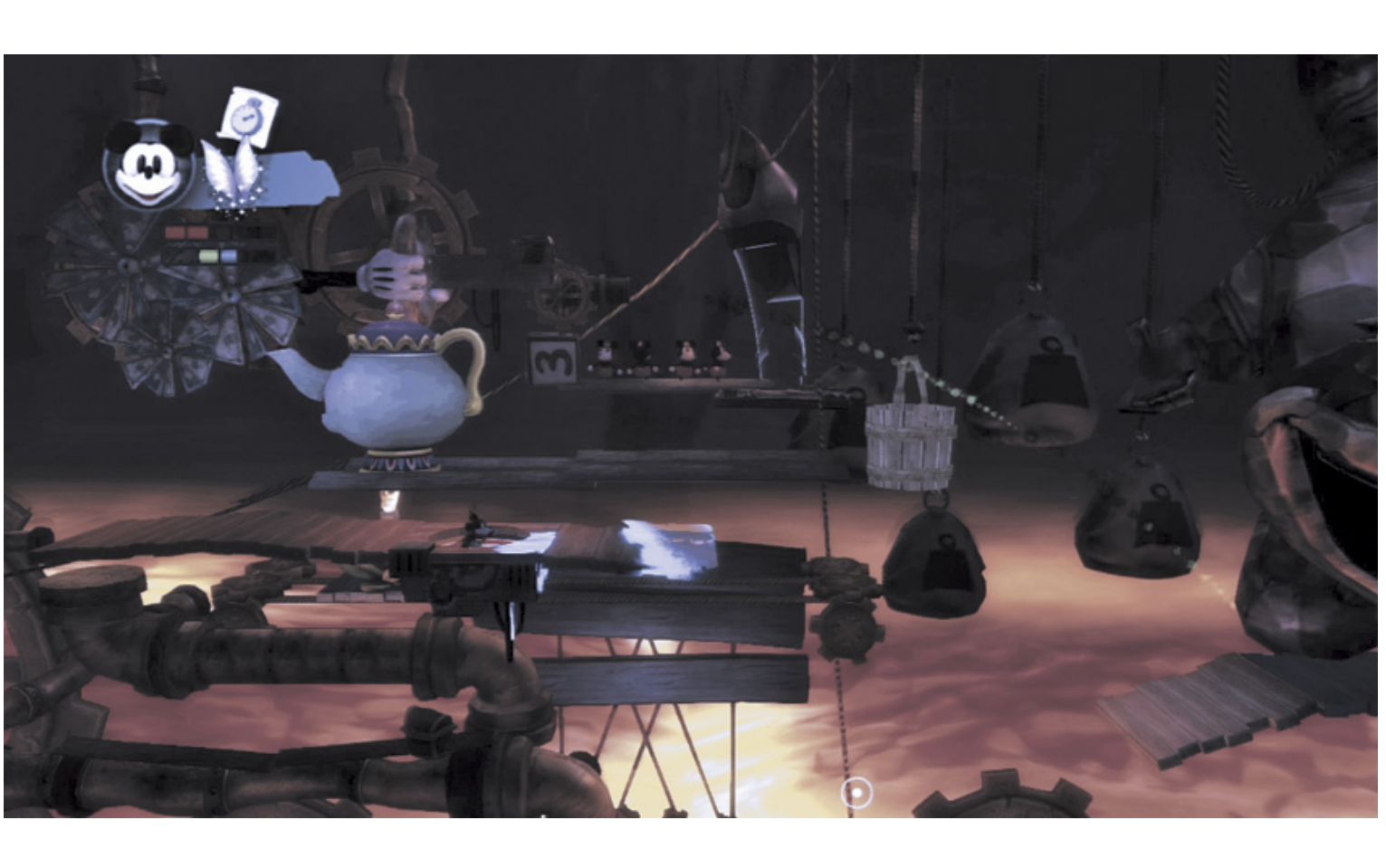
Next up, you come to a couple of large crayon platforms. You have to thin out the cassette tape in the middle of them to pass.

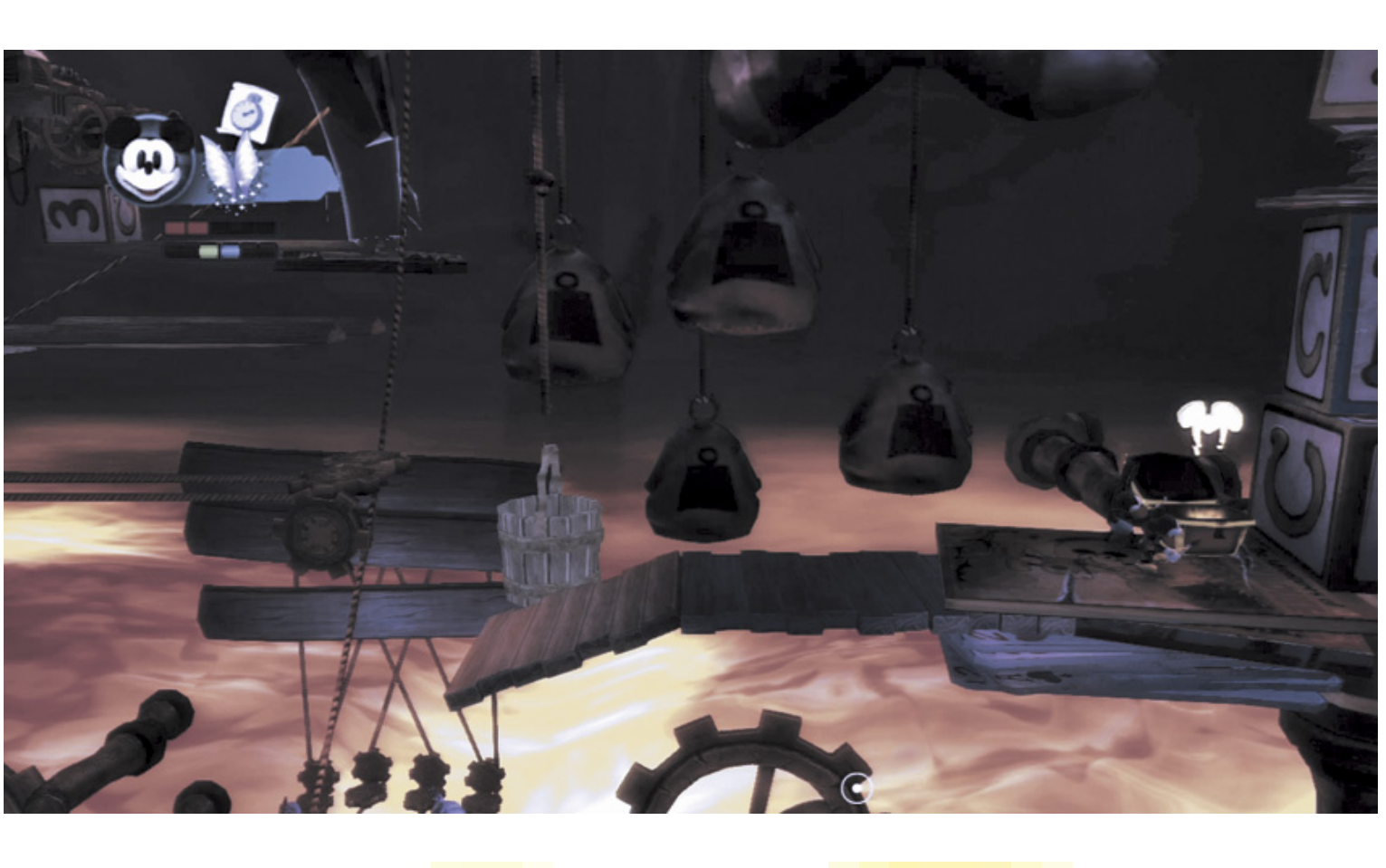


There is a transport platform after the crayons. Stand on the transport, and Oswald can give it some juice to send you down the line.

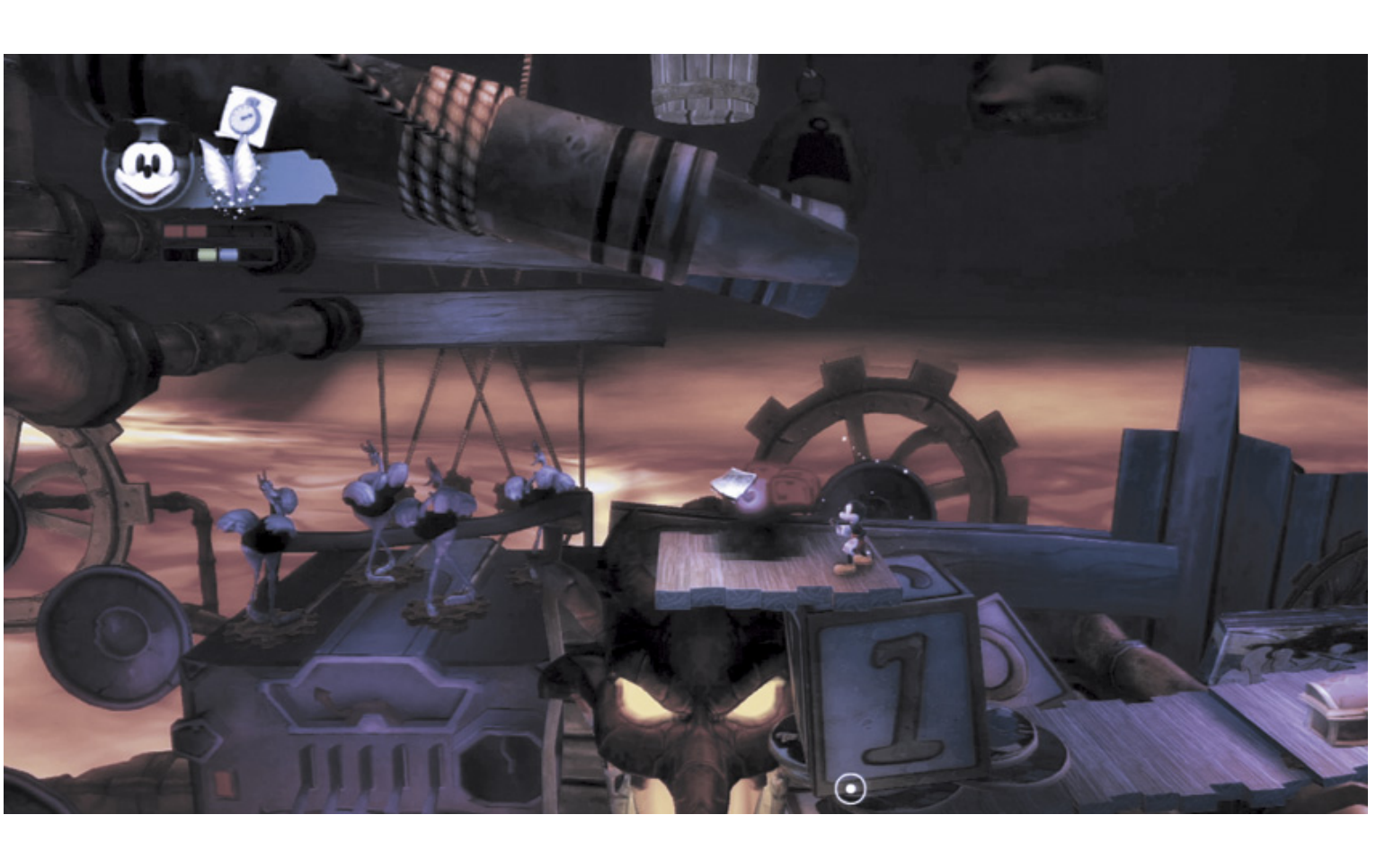


After the ride, you come to a book that will help you cross some small chasms.

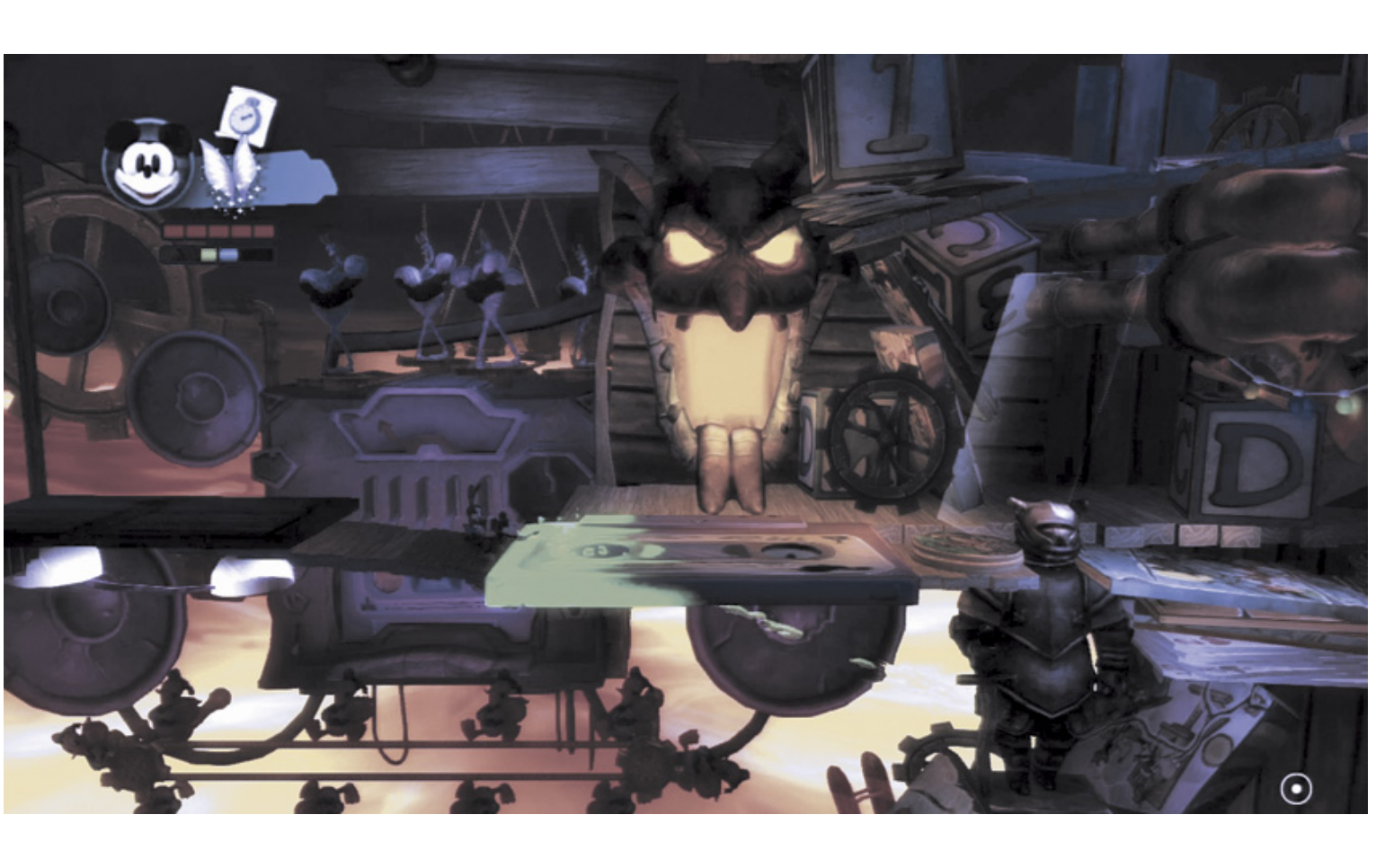




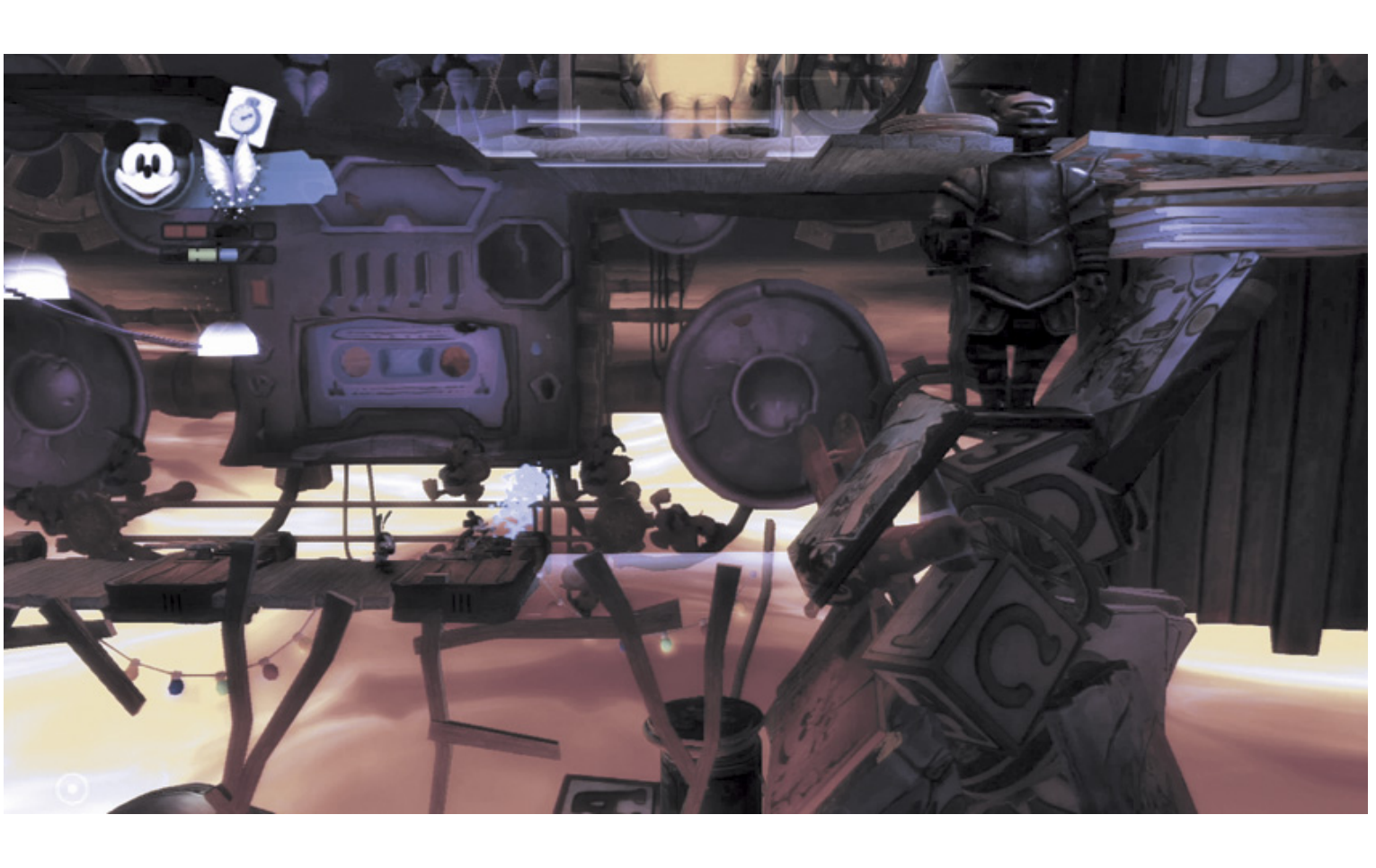
Next up is a teapot connected to a contraption in the background. Stand on the small target circle to set off a chain of events that lifts the large cat statue blocking the far right path. Paint in the small ledge next to you and double-jump or glide over to the cleared-out path on the right to get a Silver Pin.



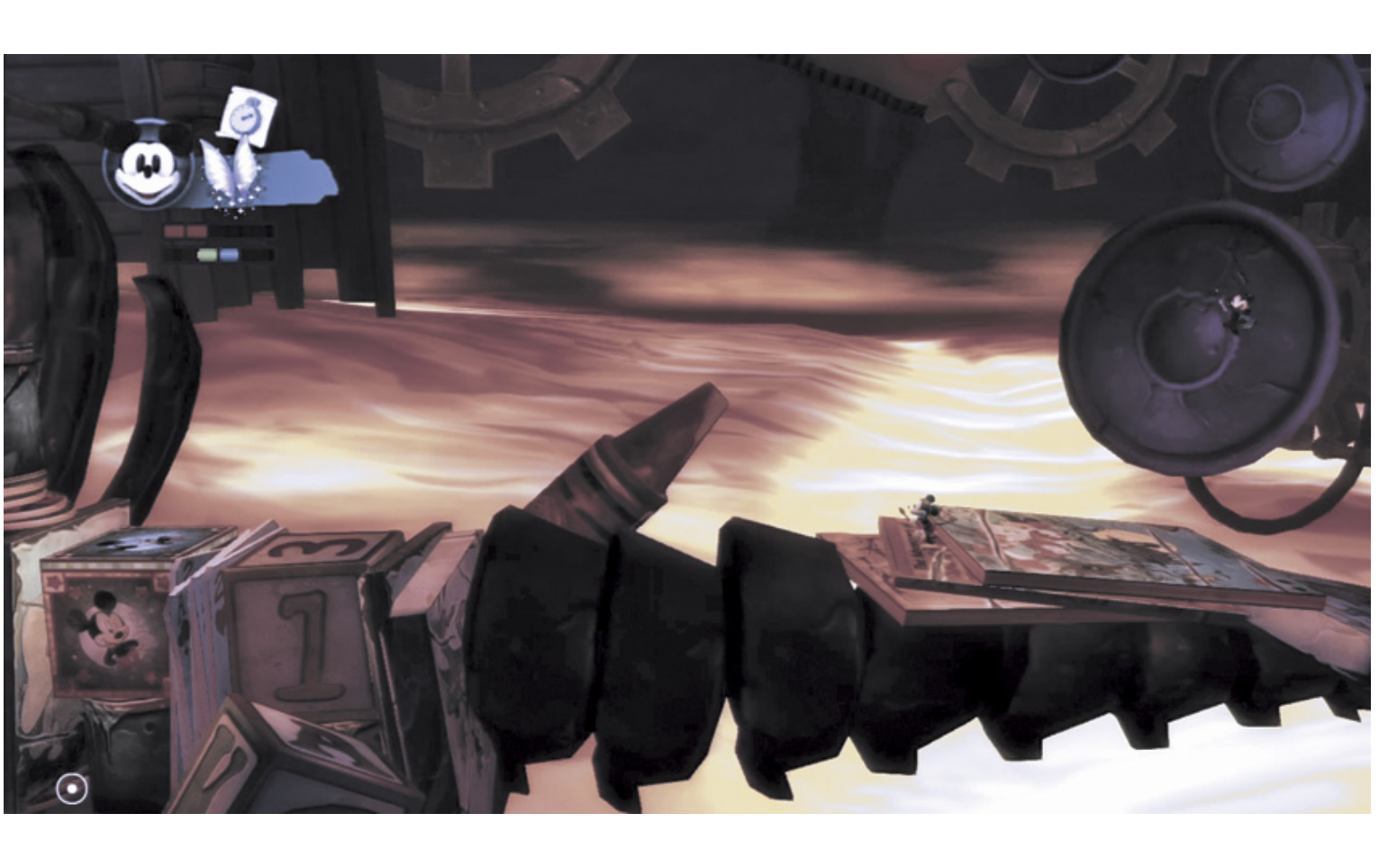
Drop past the hanging crayons and collect a couple more random loot chests.



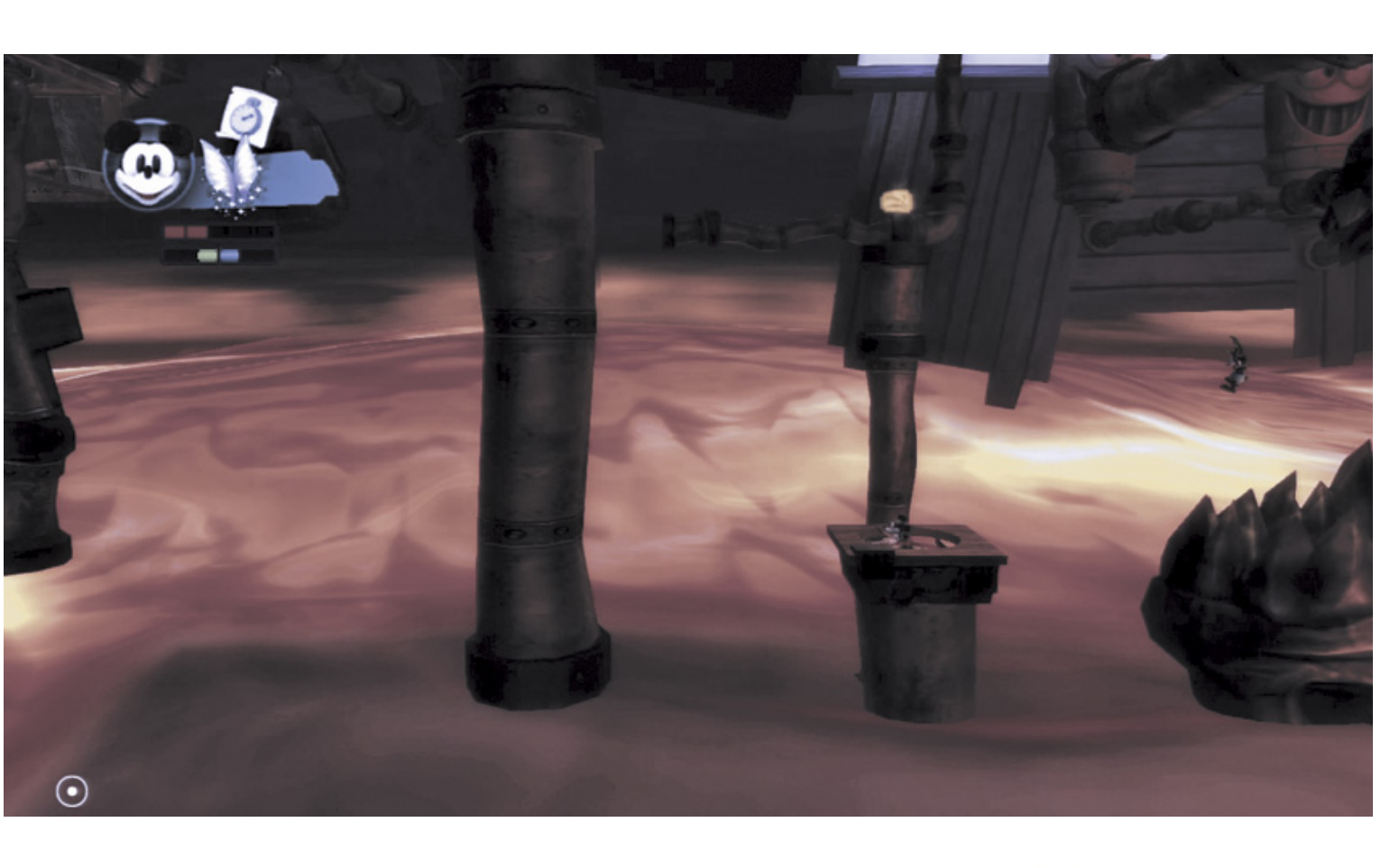
Make another plunge off the ledge to land in front of a demon's large open mouth. This is the exit. You still have more collectibles to find, so instead of leaving, thin out the cassette tape and fall down the hole.



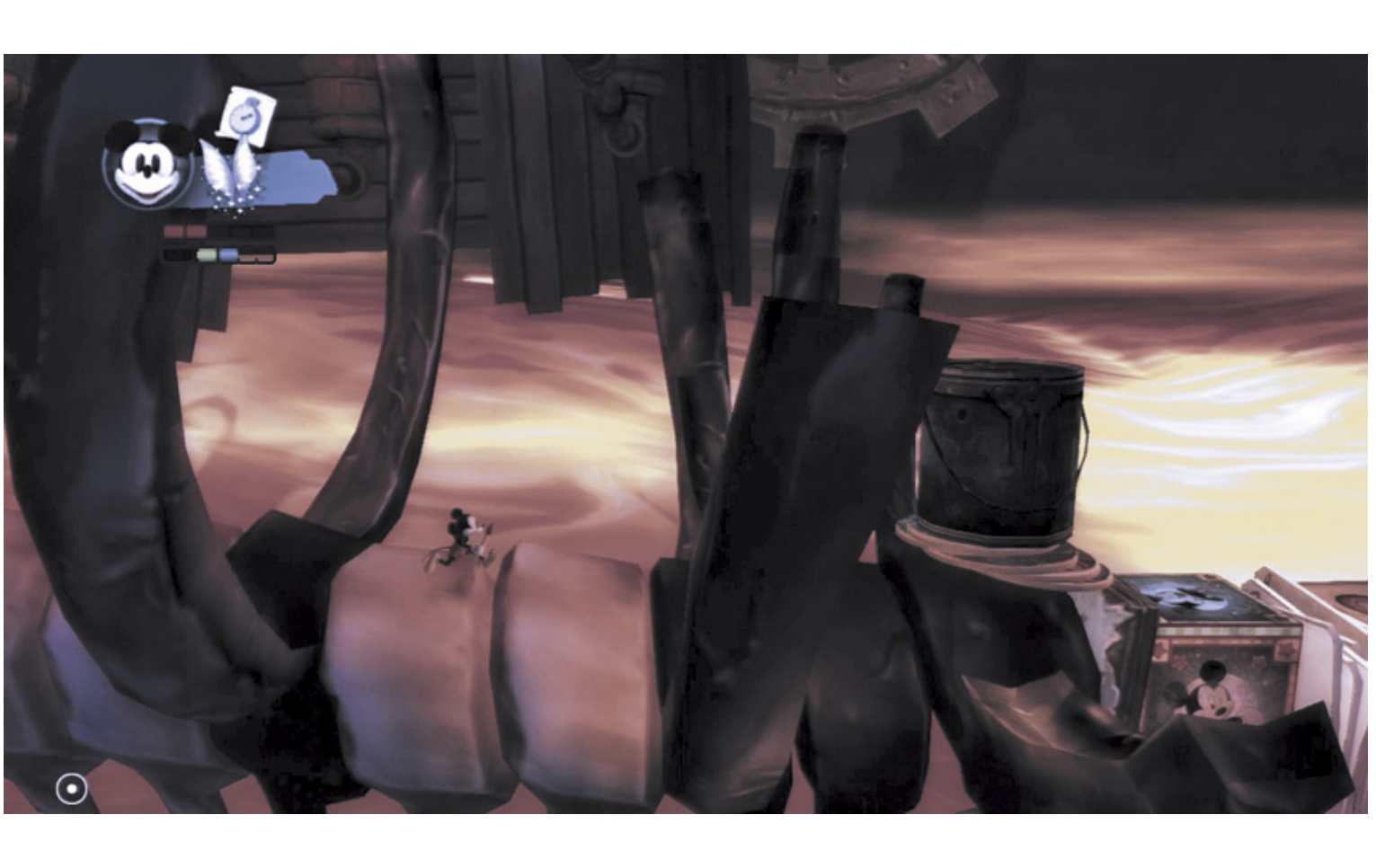
Below the cassette tape is a shooting gallery mini-game. The buttons on the floor shoot paint when you step on them. If you can hit the spinning targets in the background with the Paint, some green E-tickets will rain down as a reward.



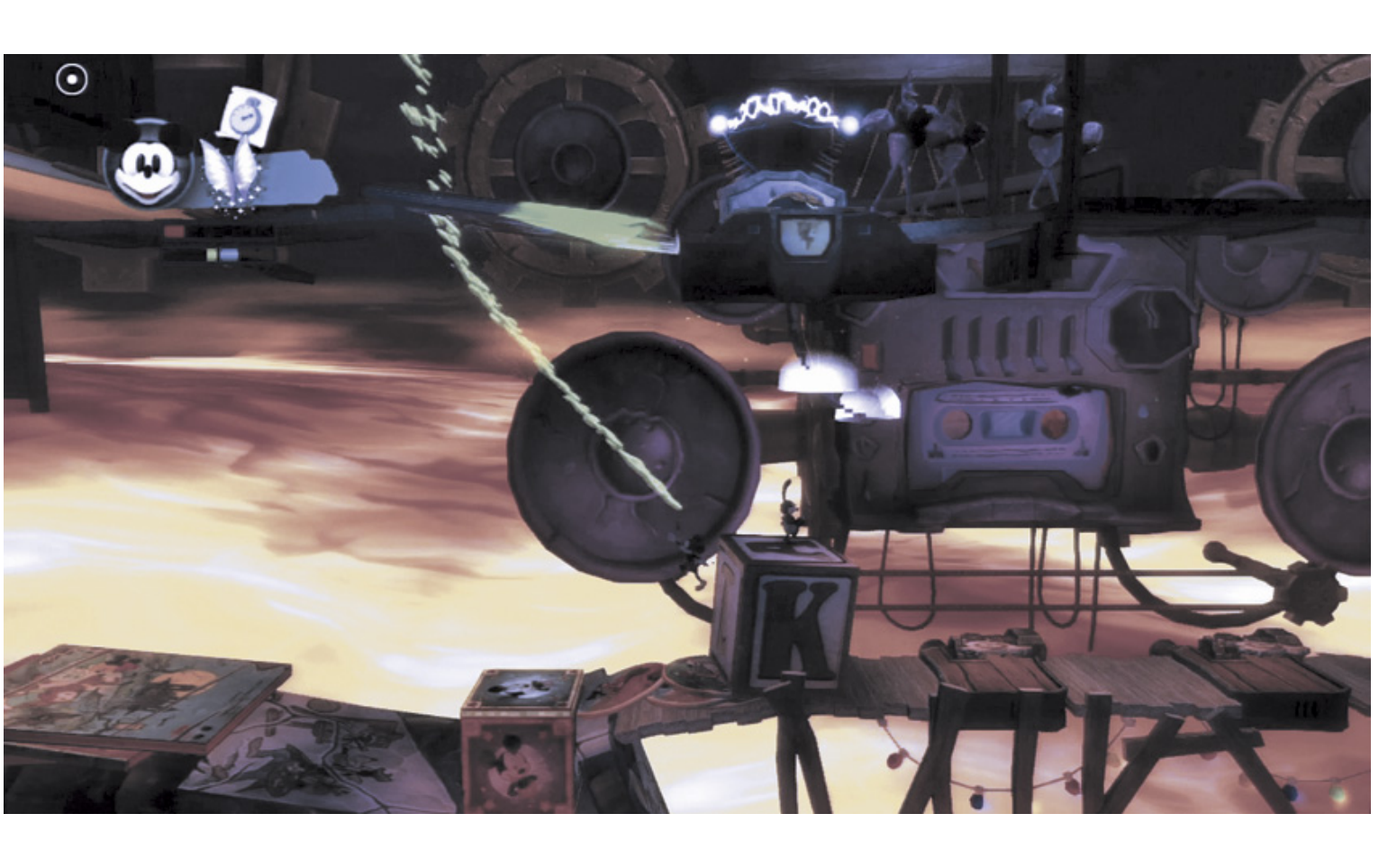
Thin out the floor to the right of the shooting gallery and drop to the bottom floor.



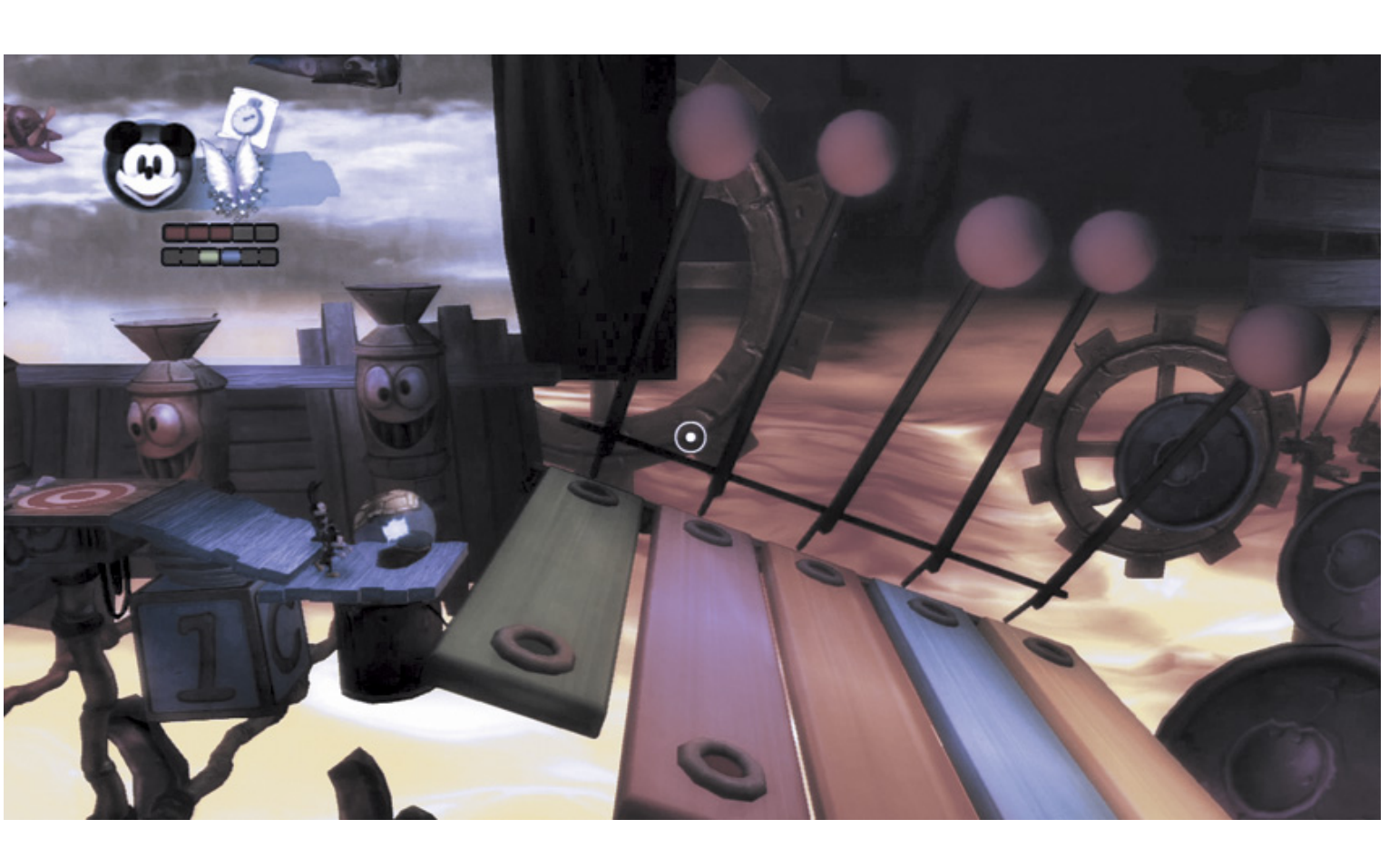
Race to the left and pass through a gigantic dinosaur skeleton. Jump from the mouth to a stand in the middle of the lava. You can toss Oswald up here to grab the golden E-ticket.

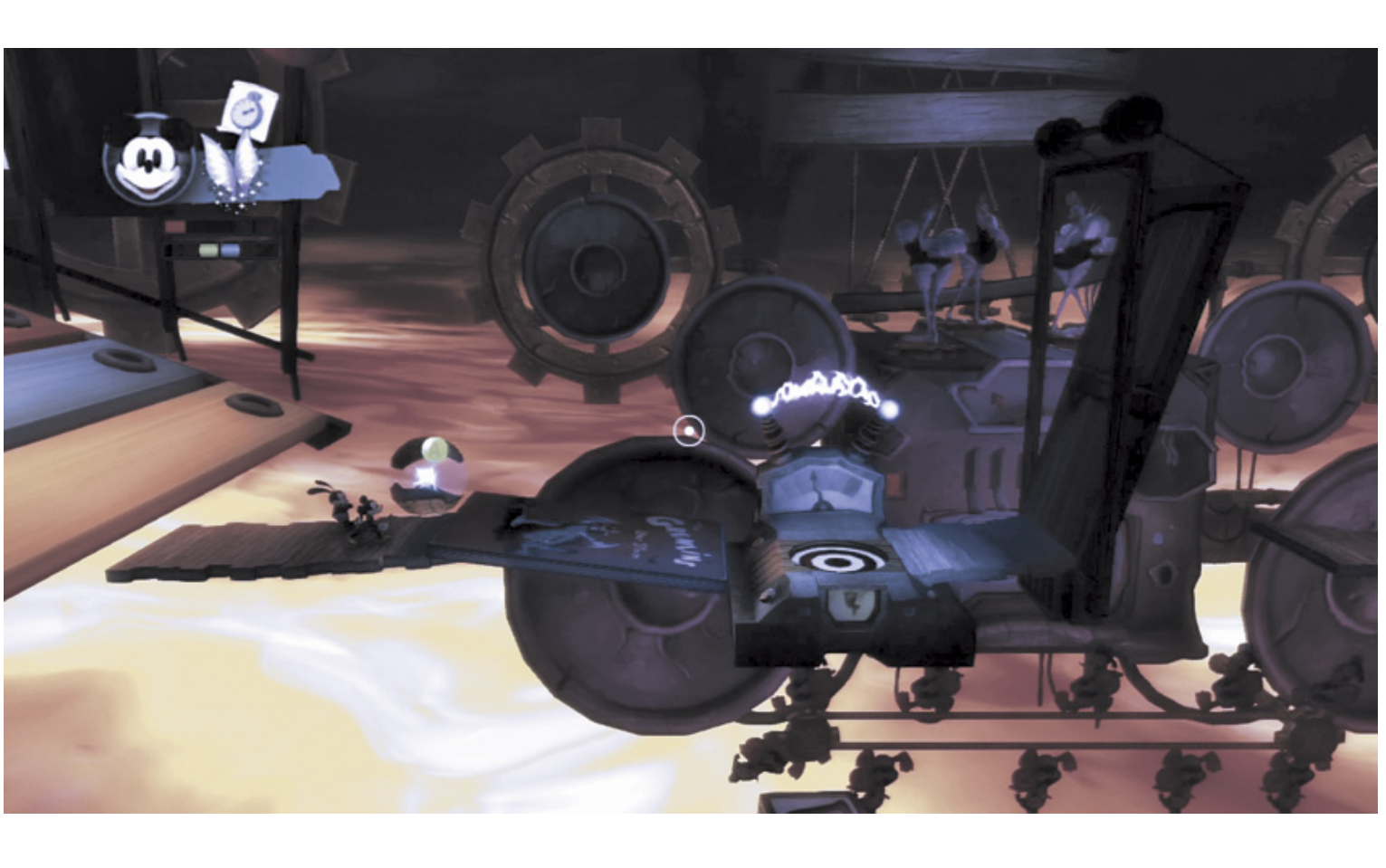


Head right, back the way you came, until you get to the shooting gallery.

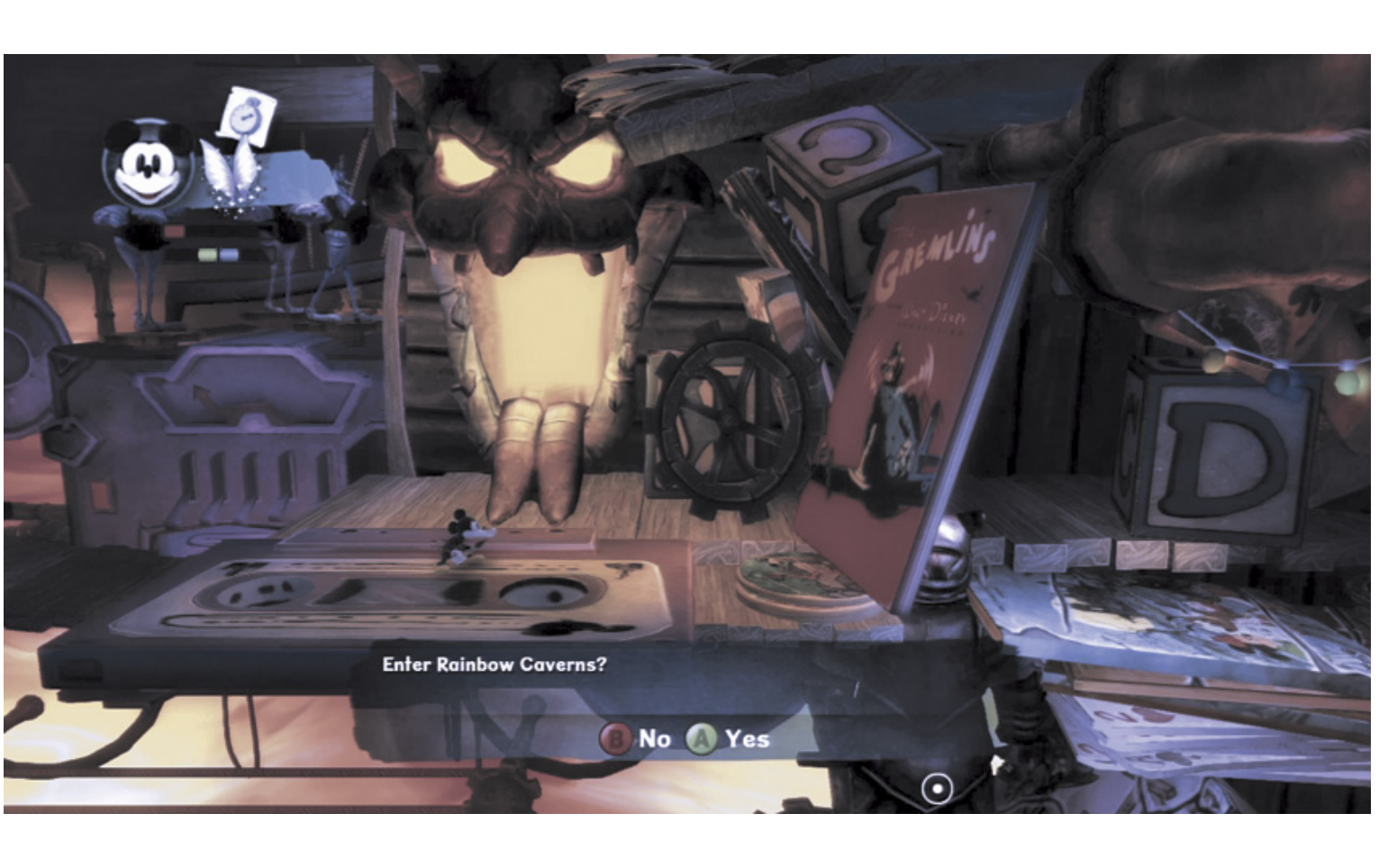


At the shooting gallery, thin out a book to the left of the machine above. The spring directly under the book can bounce you up to the xylophone. Paint the book back in once you are on the xylophone.

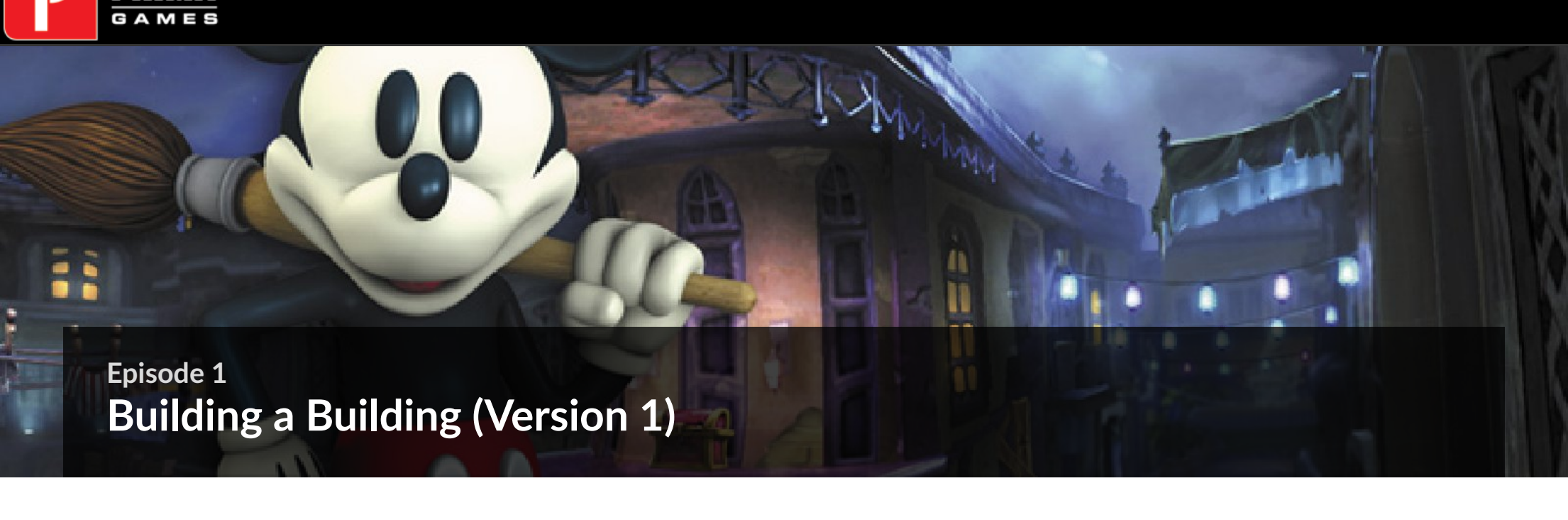




Run up the xylophone to find a Battery Sphere. Roll the sphere down the xylophone and plug it into the machine to lower the drawbridge.



Cross the drawbridge and enter the mouth to head to the Devil's Side of Rainbow Caverns.



Episode 1

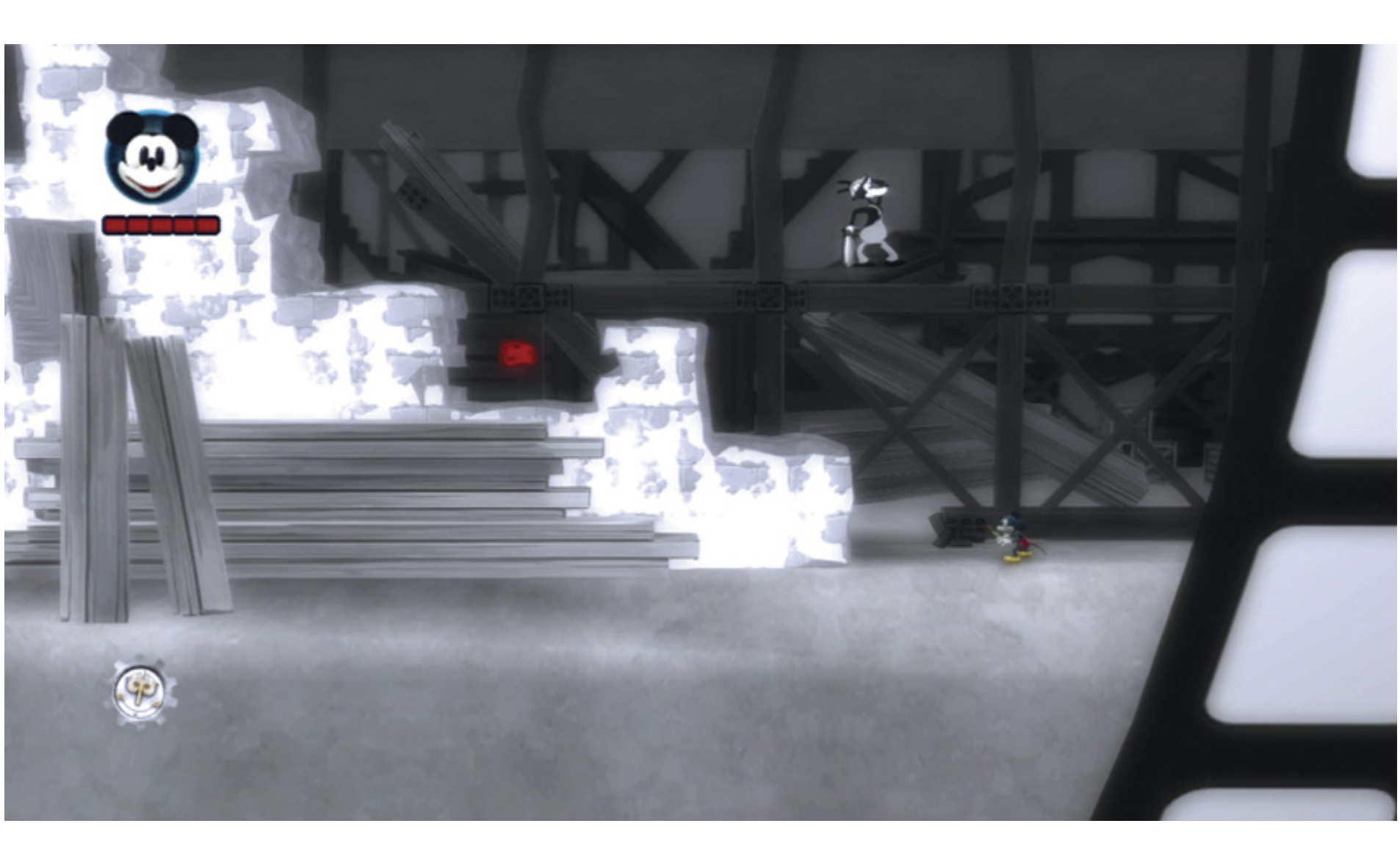
Building a Building (Version 1)

Level Breakdown

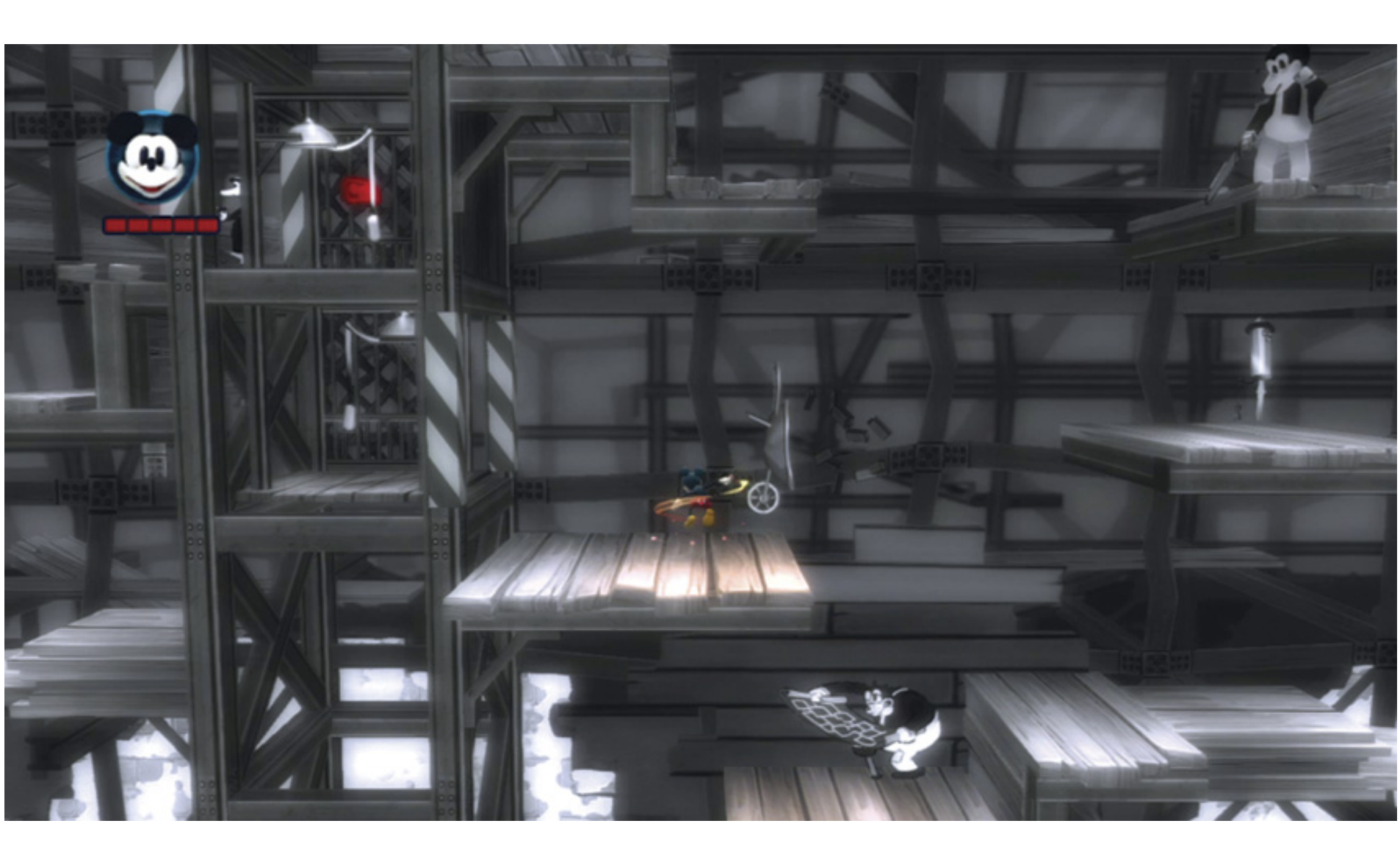
Collectibles

- Film Reel
- Golden E-ticket (x3)
- Gold Pin

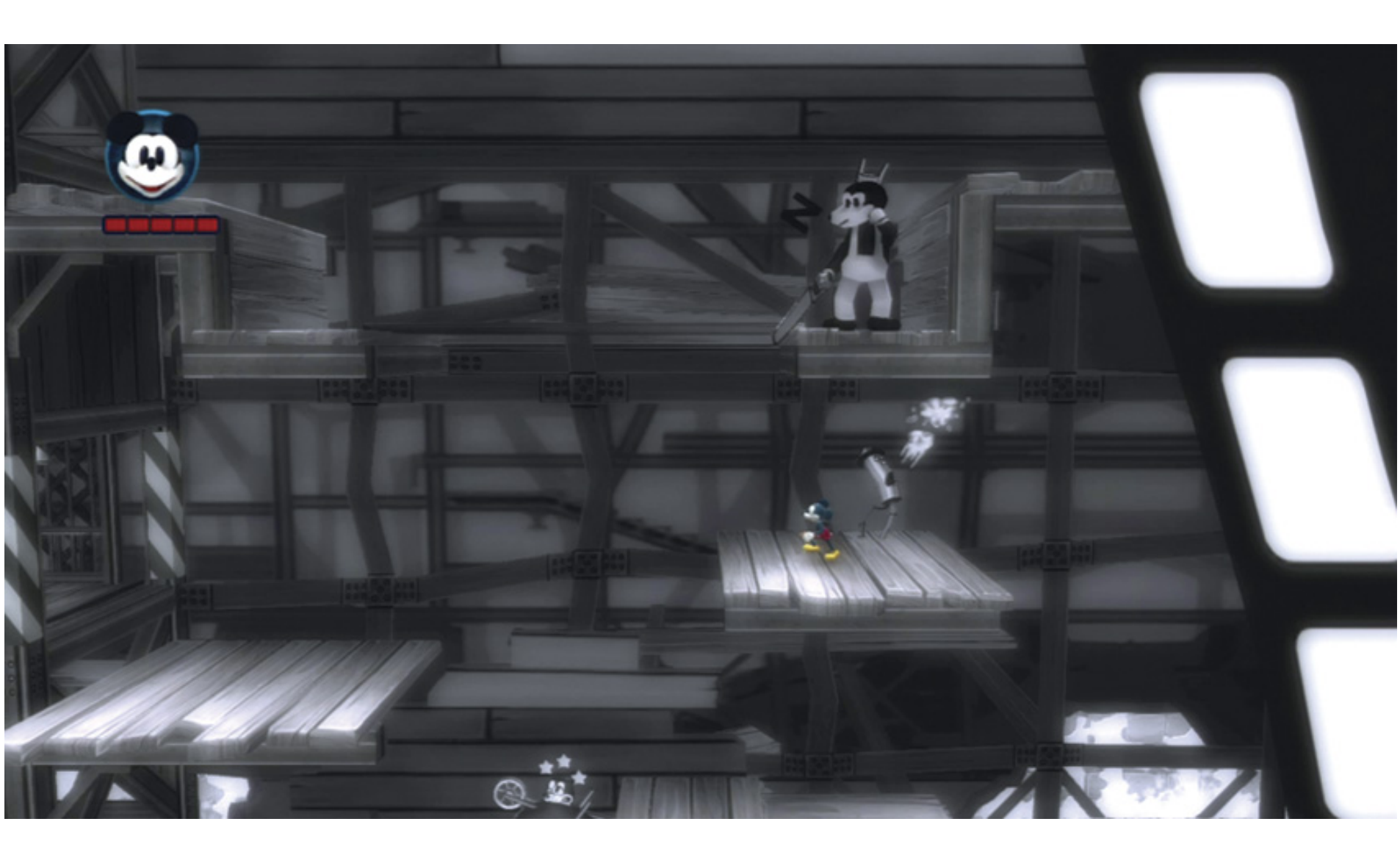
Note: Building a Building (version 1) is a construction site-themed projector level, with construction materials and workers scattered about to hinder or help your progress. This projector leads you from Rainbow Falls to the Angel Side of Rainbow Caverns.

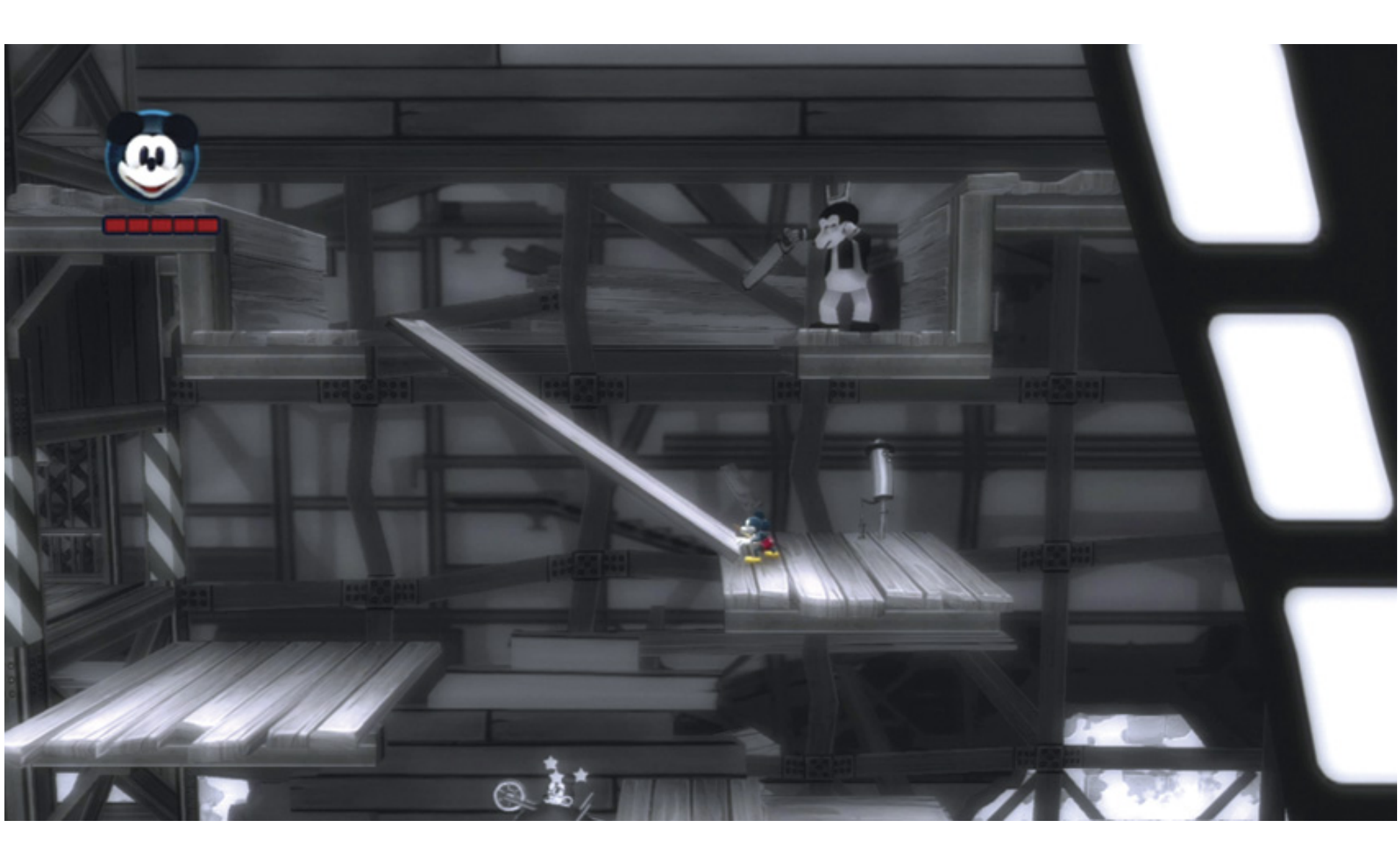


There are two paths: right and left. The right path begins at the base of an incomplete brick wall. Climb up the wall and hop over to the wooden platform.

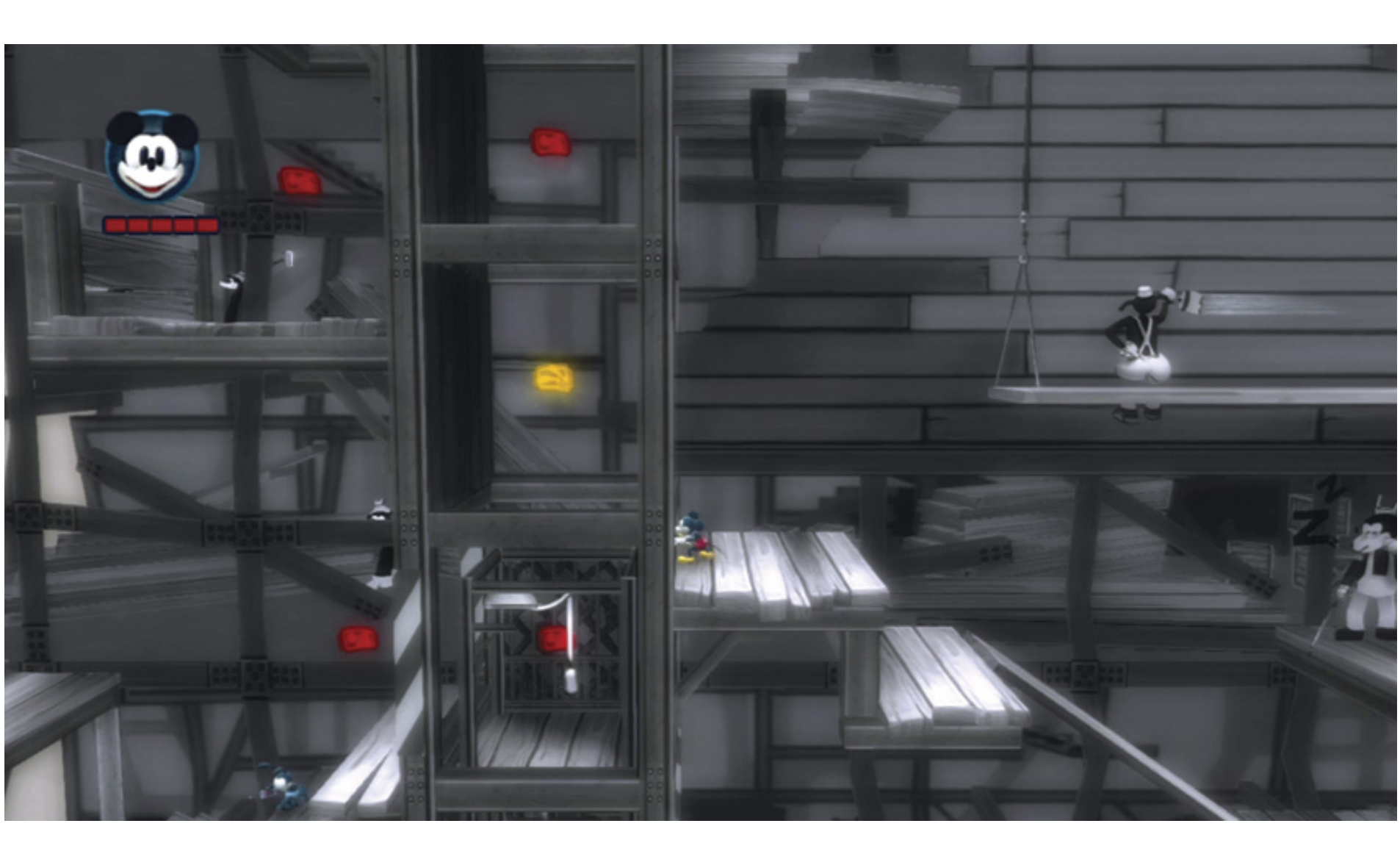


You find a wheelbarrow near the center elevator shaft. If you hit the wheelbarrow, it knocks the bricks inside on the worker below, causing him to drop a few E-tickets for you.

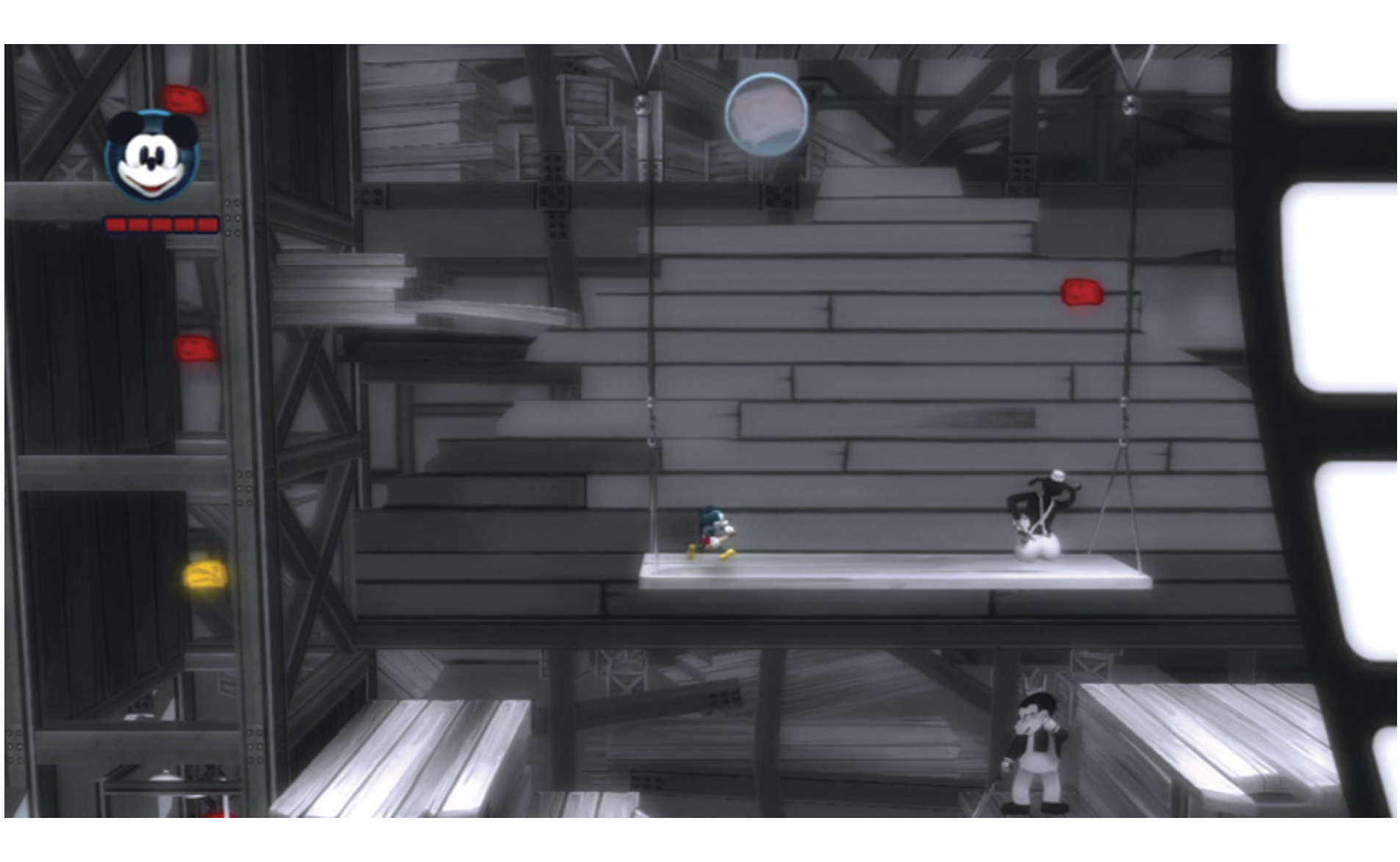




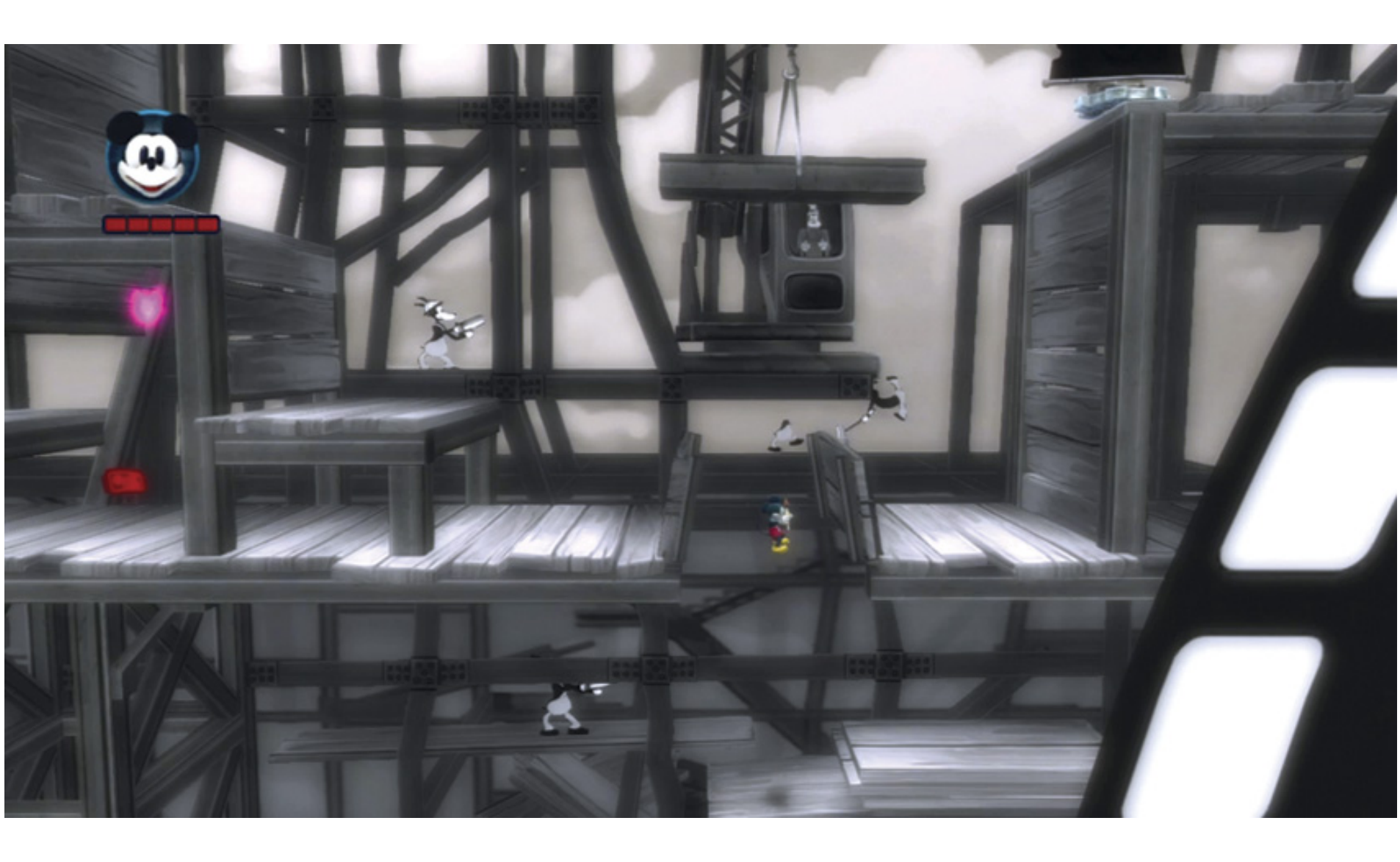
To the right of the wheelbarrow is a steam whistle. Hitting the whistle wakes up the carpenter above you, and he cuts the wooden beam. This creates a ramp for you to ascend.



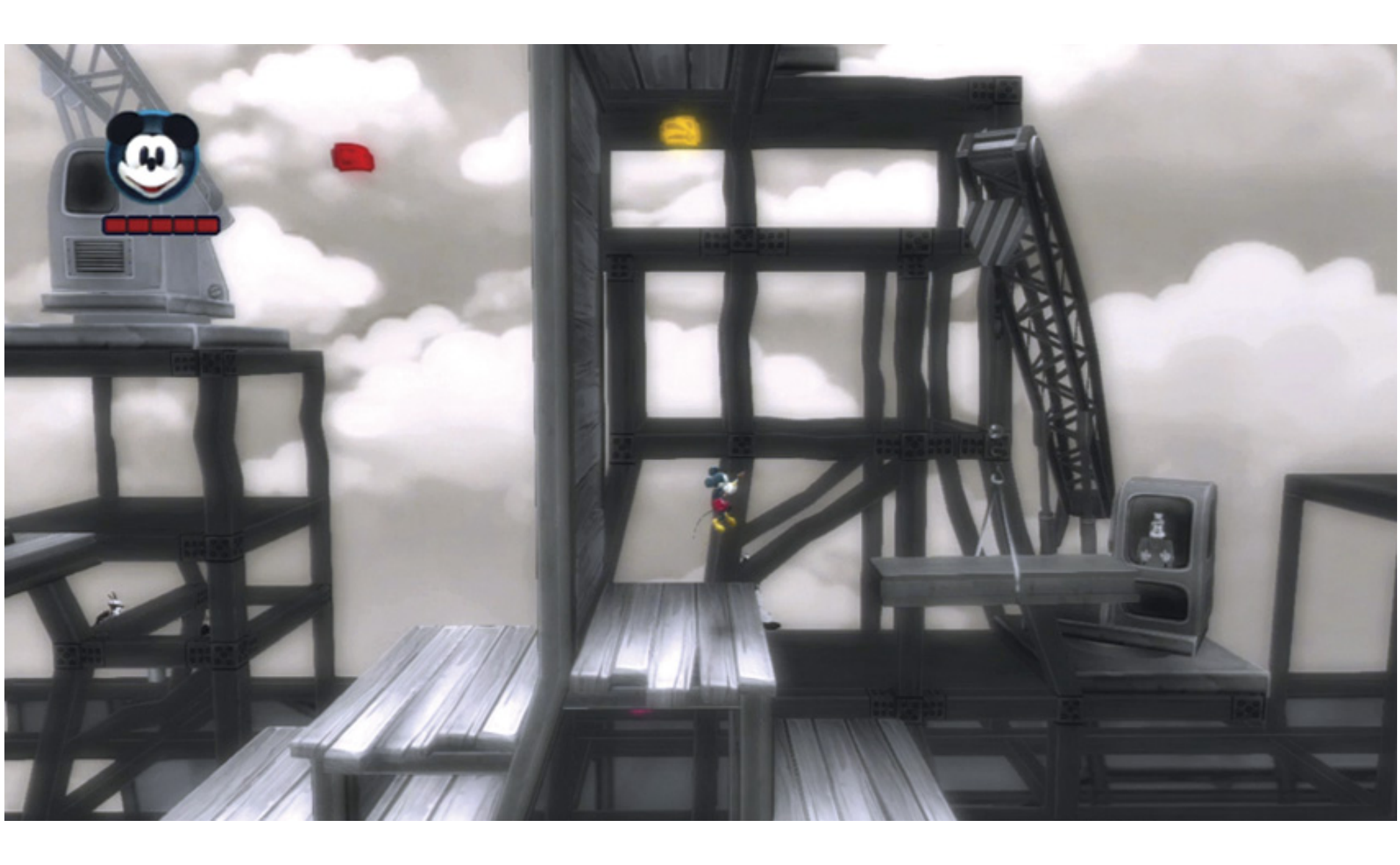
There is a golden E-ticket at the top of the ramp inside the center shaft. This ticket is only reachable on the left path, though, so retrieve it later.



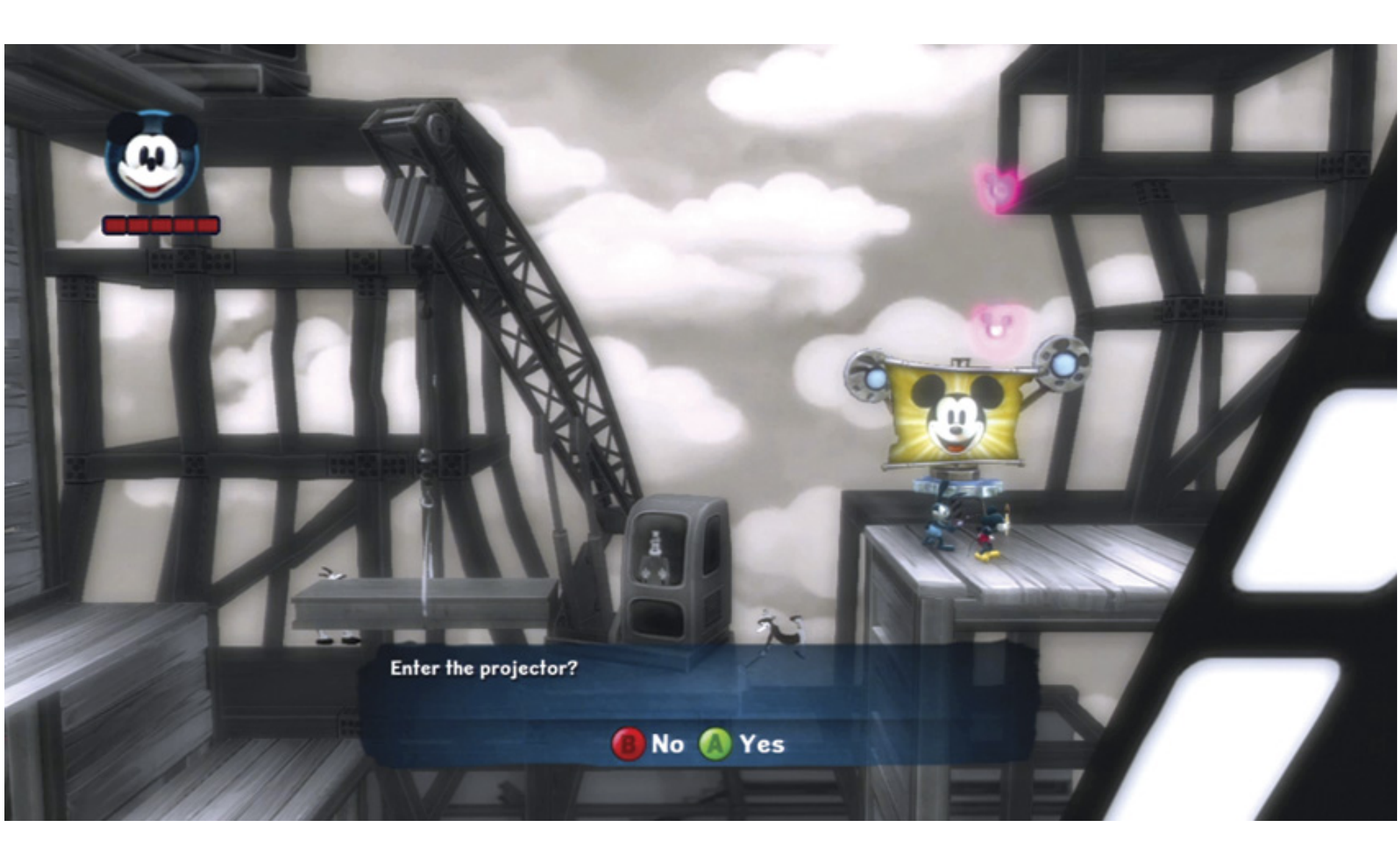
Jump on the painter's moving platform when it is near, and ride it until you can reach the springboard.



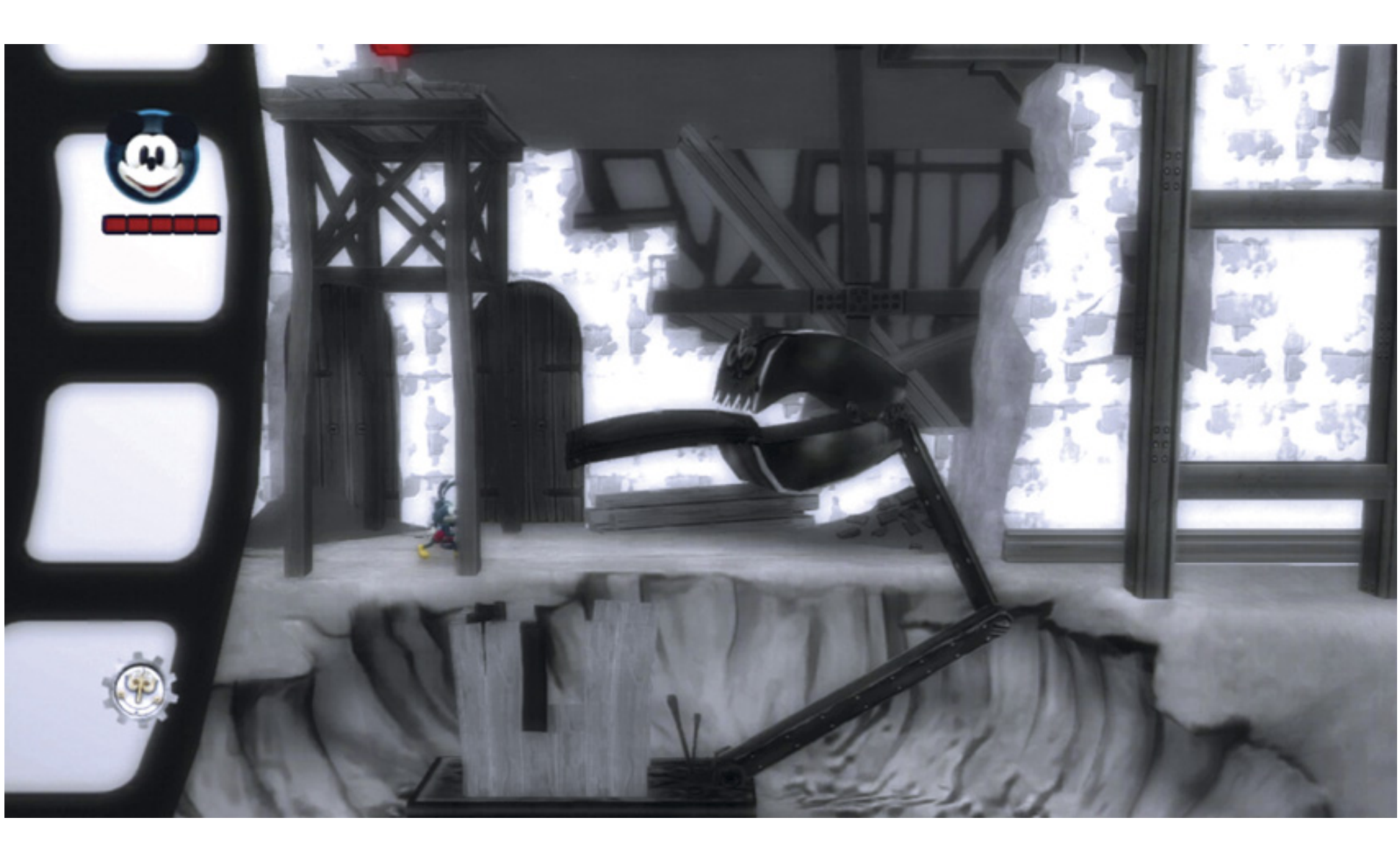
Hop up to the next level and use another springboard to pass through a trapdoor.



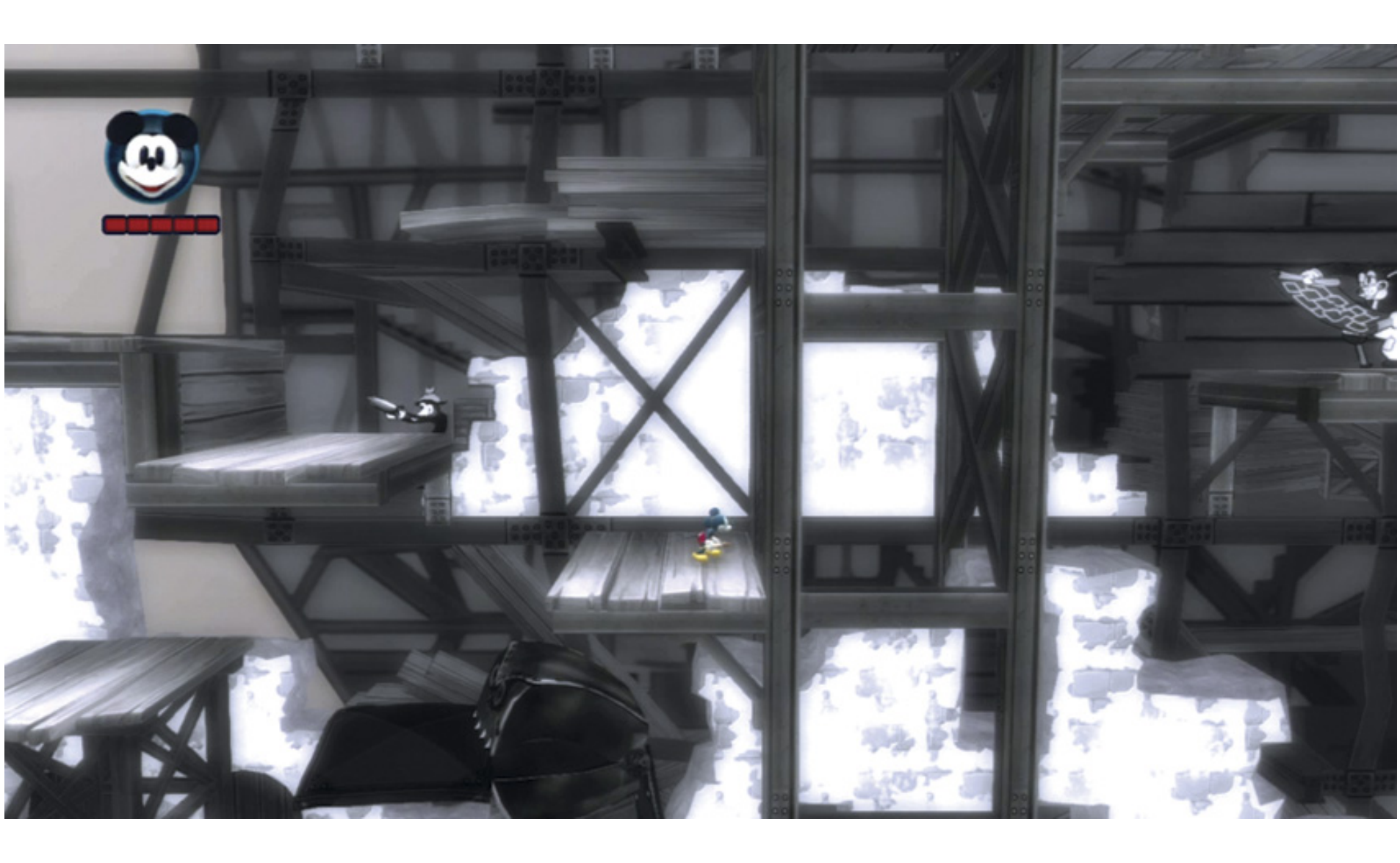
When you get to the wall on the left near the crane, you can toss Oswald in the air to fetch the golden E-ticket.



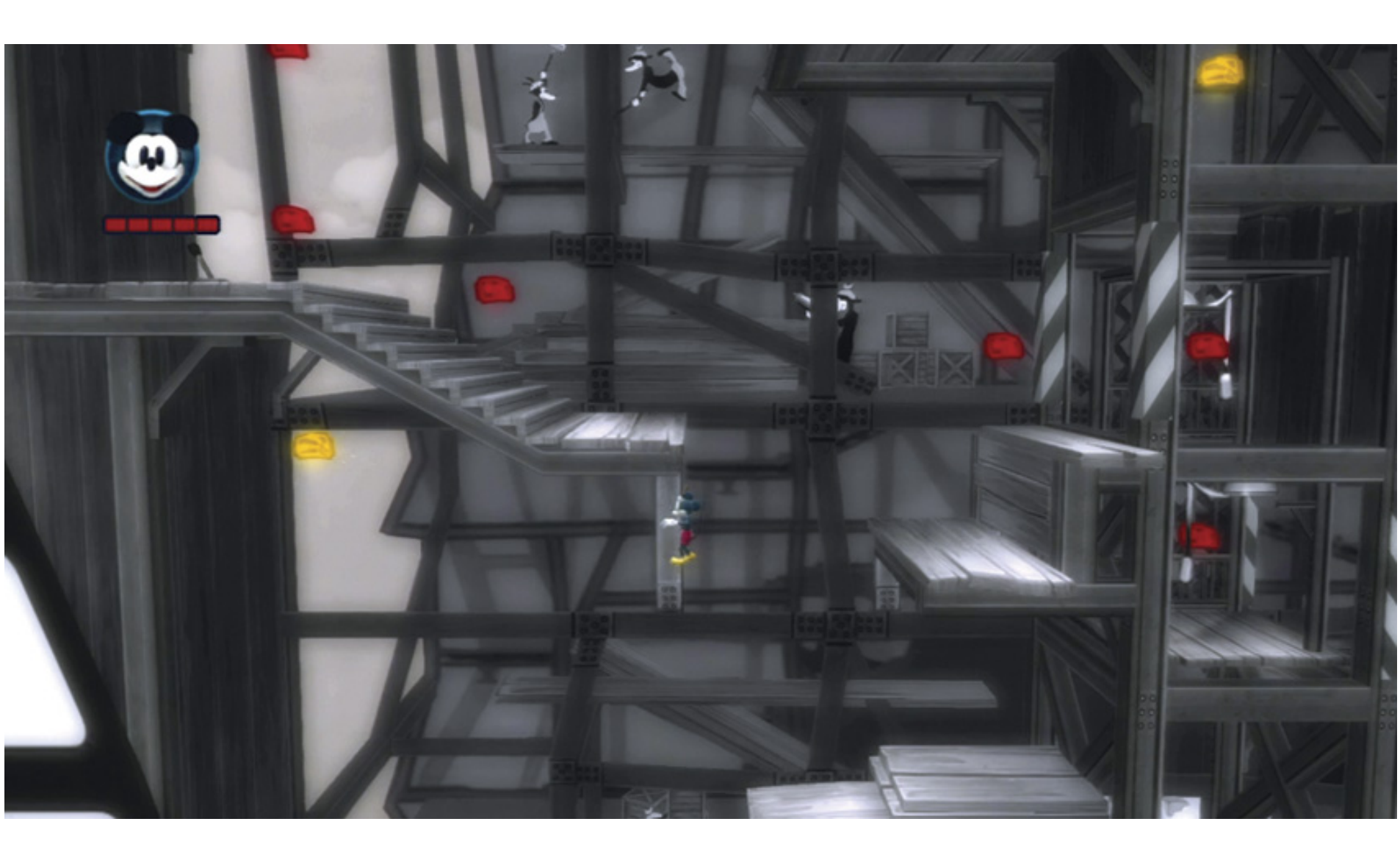
Finally, there is a steel beam being carried by a crane. Ride it over to the exit projector.



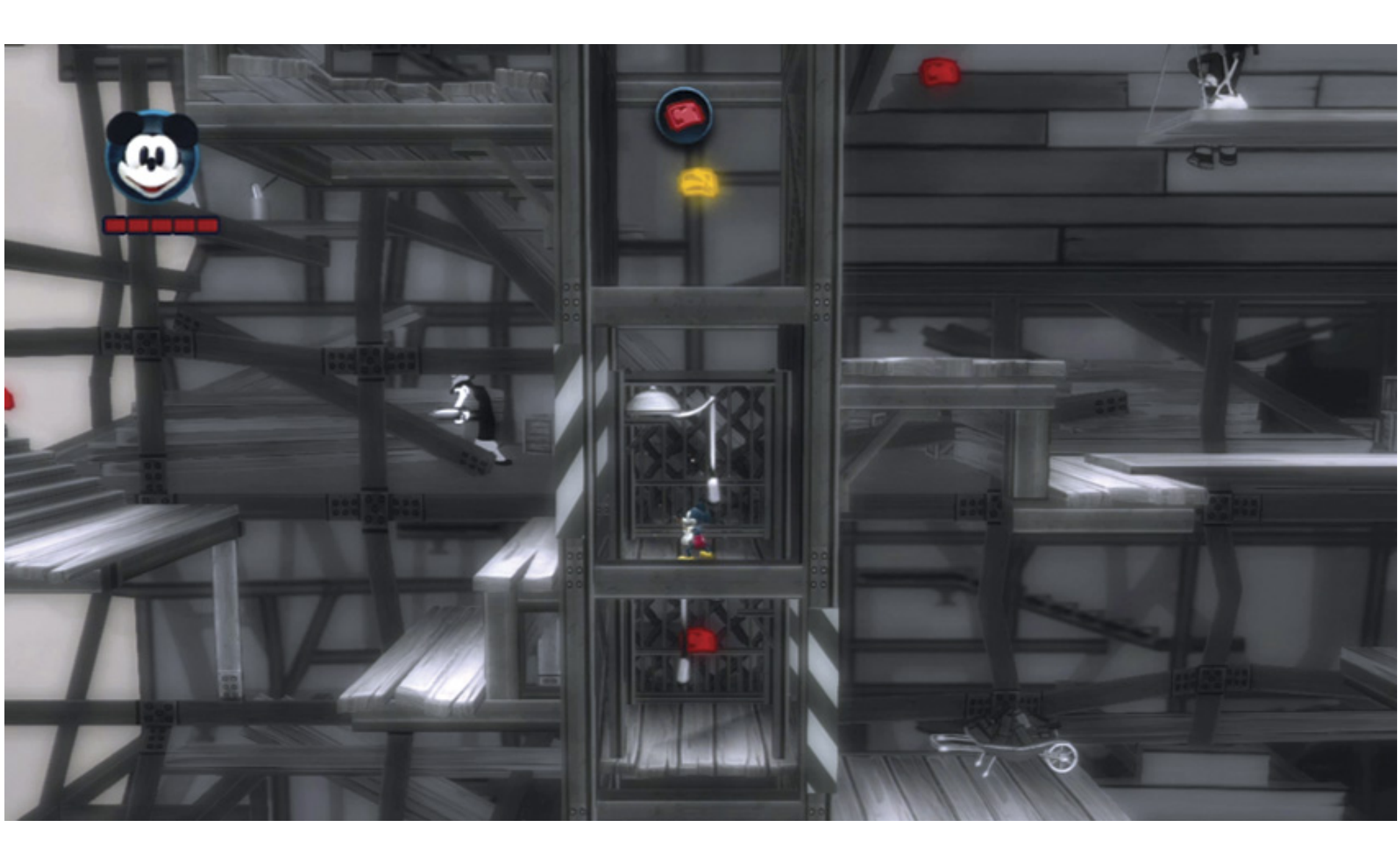
The left path starts with a mean-looking machine carrying a metal plate in its mouth.



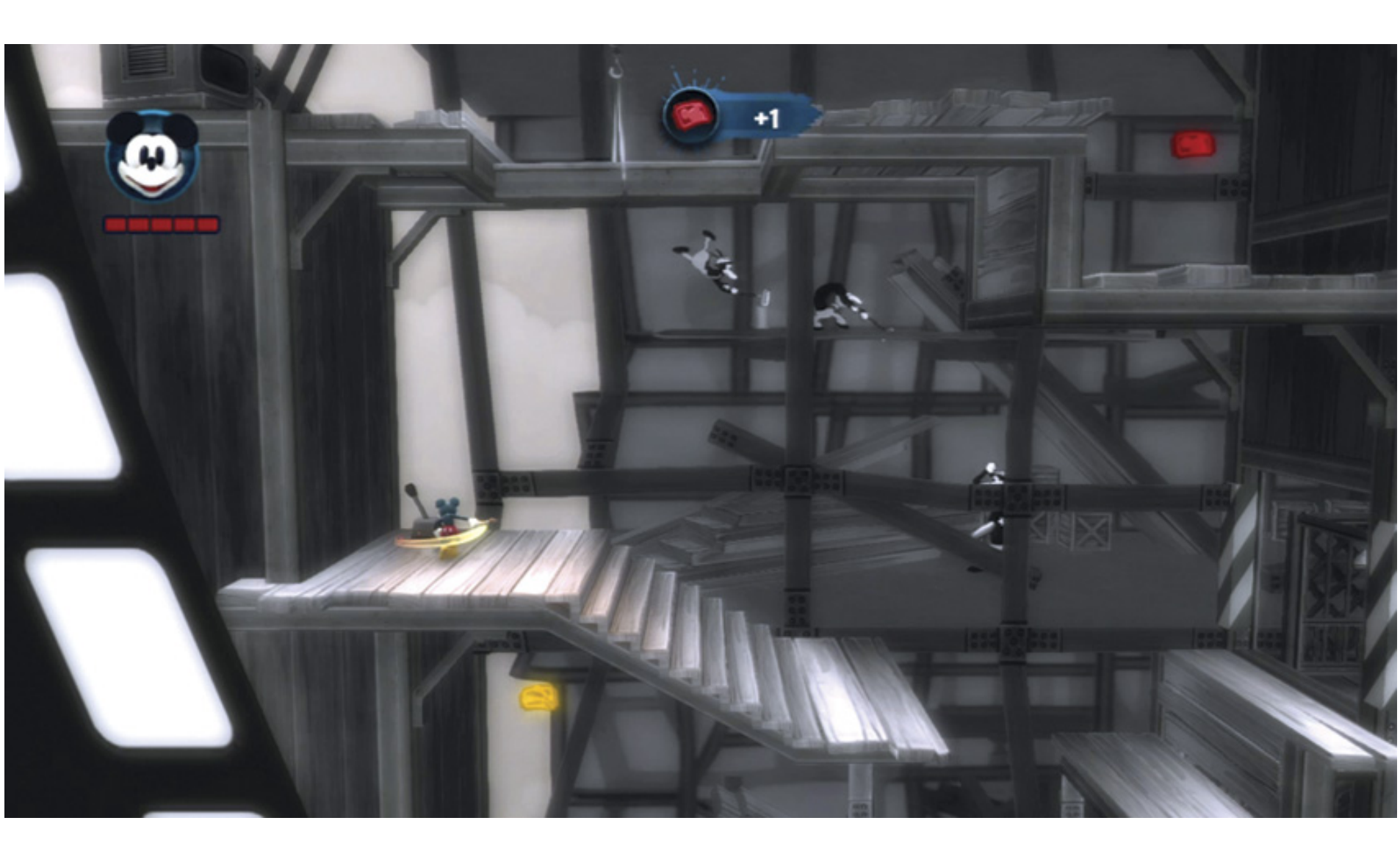
Ride on the metal plate to reach the platform above.



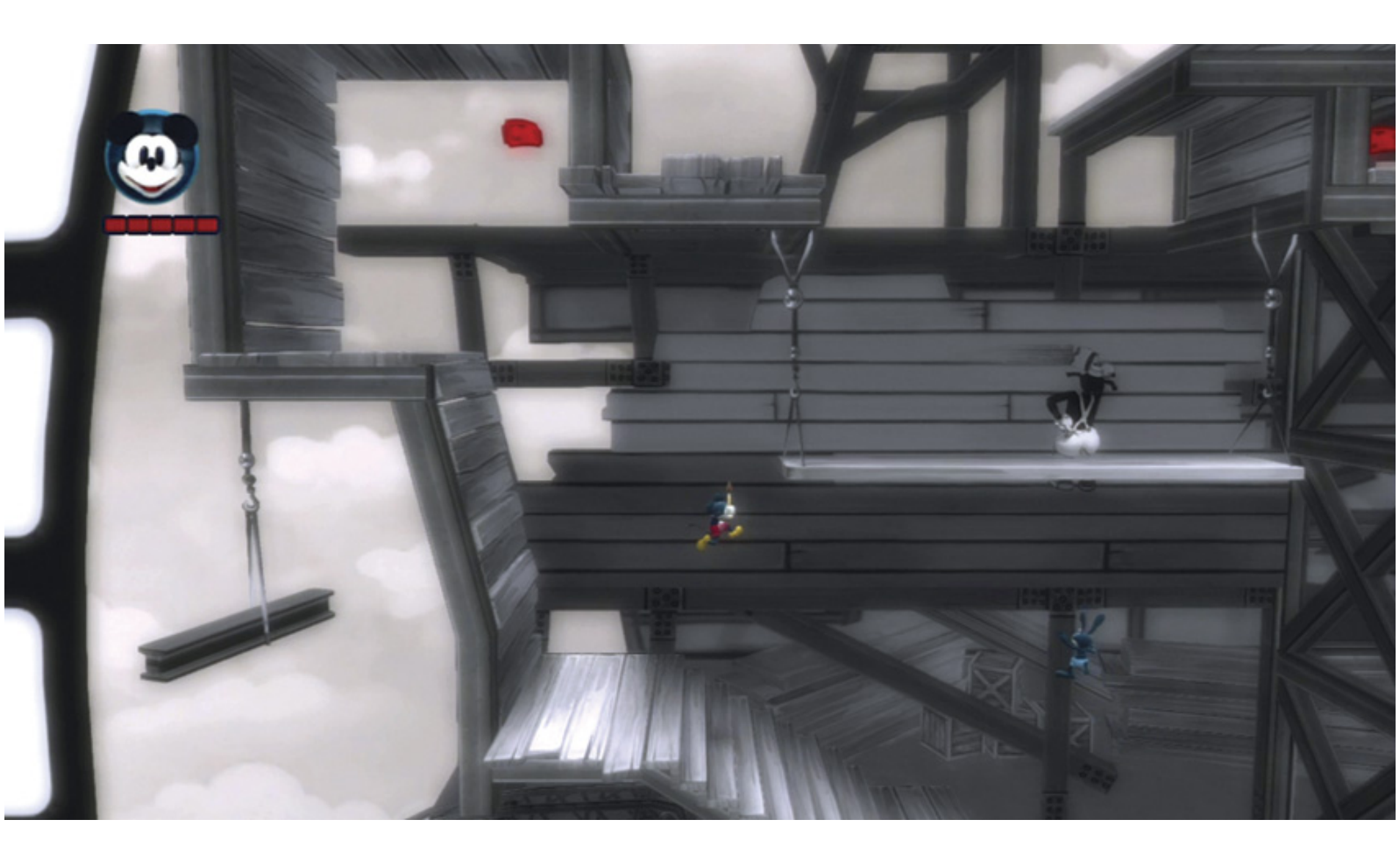
To the left is a golden E-ticket that you can get by throwing Oswald, if he is with you. Mickey also can use the nearby springboard to double-jump and get it, but this is very difficult to do. Using Oswald to help is an easier solution.



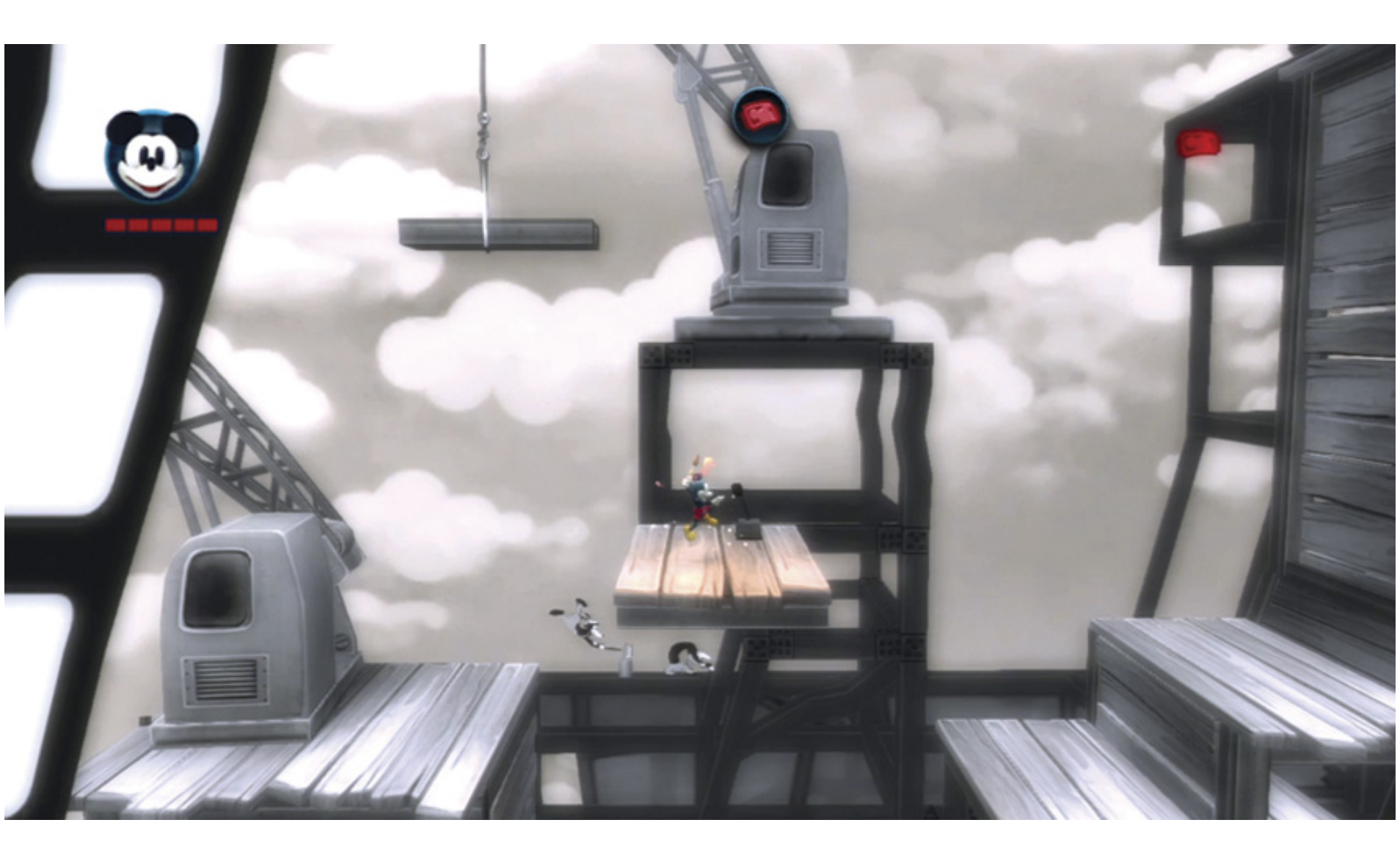
Use the springboard to reach the elevator shaft on the right. If Oswald is on the left path, too, you can toss him up inside the elevator to grab the golden E-ticket.

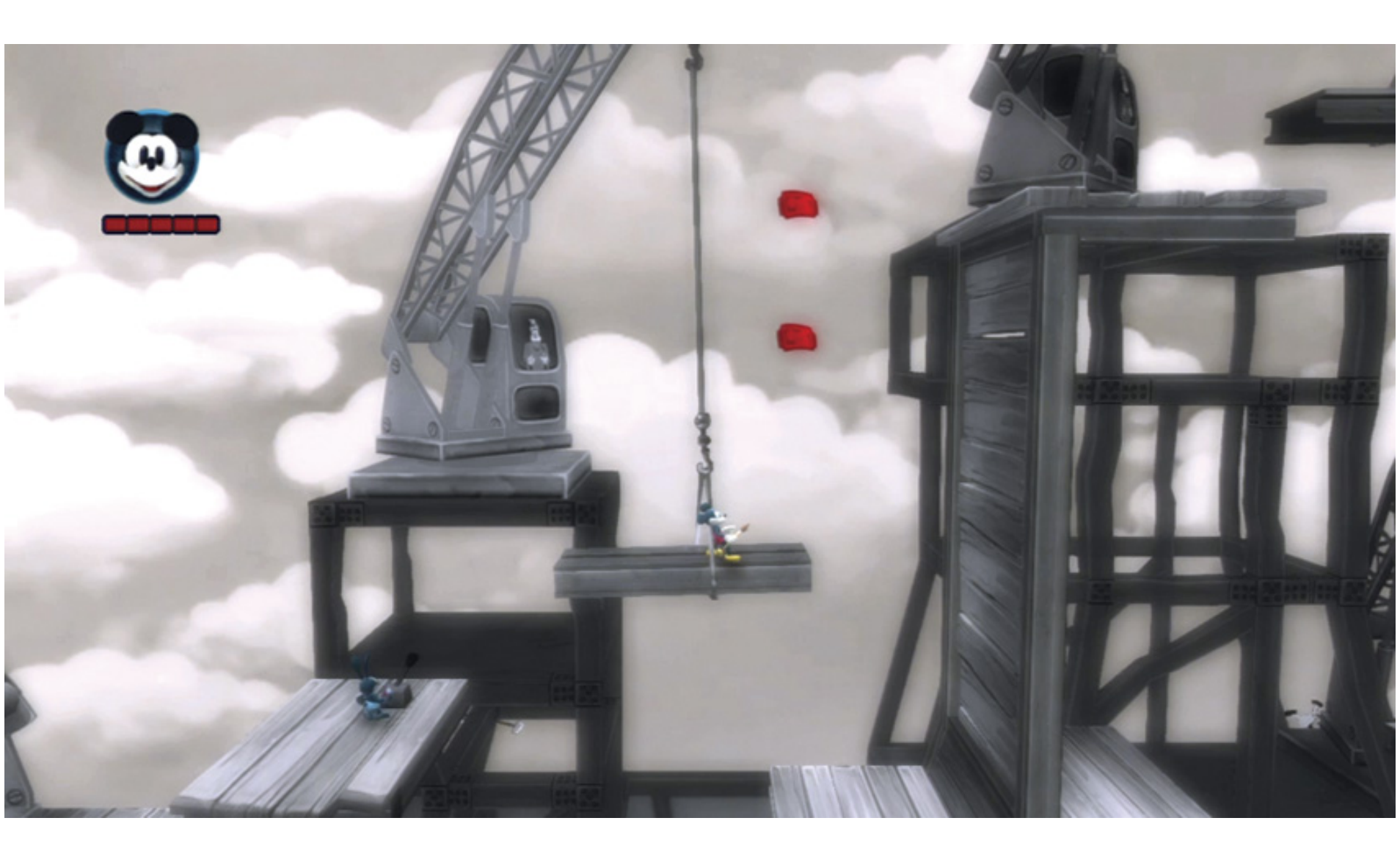


To the left of the elevator, you can flip a switch to activate a crane in the background. The crane lowers the steel girder blocking the opening to the next level. Jump up and take some stairs up.

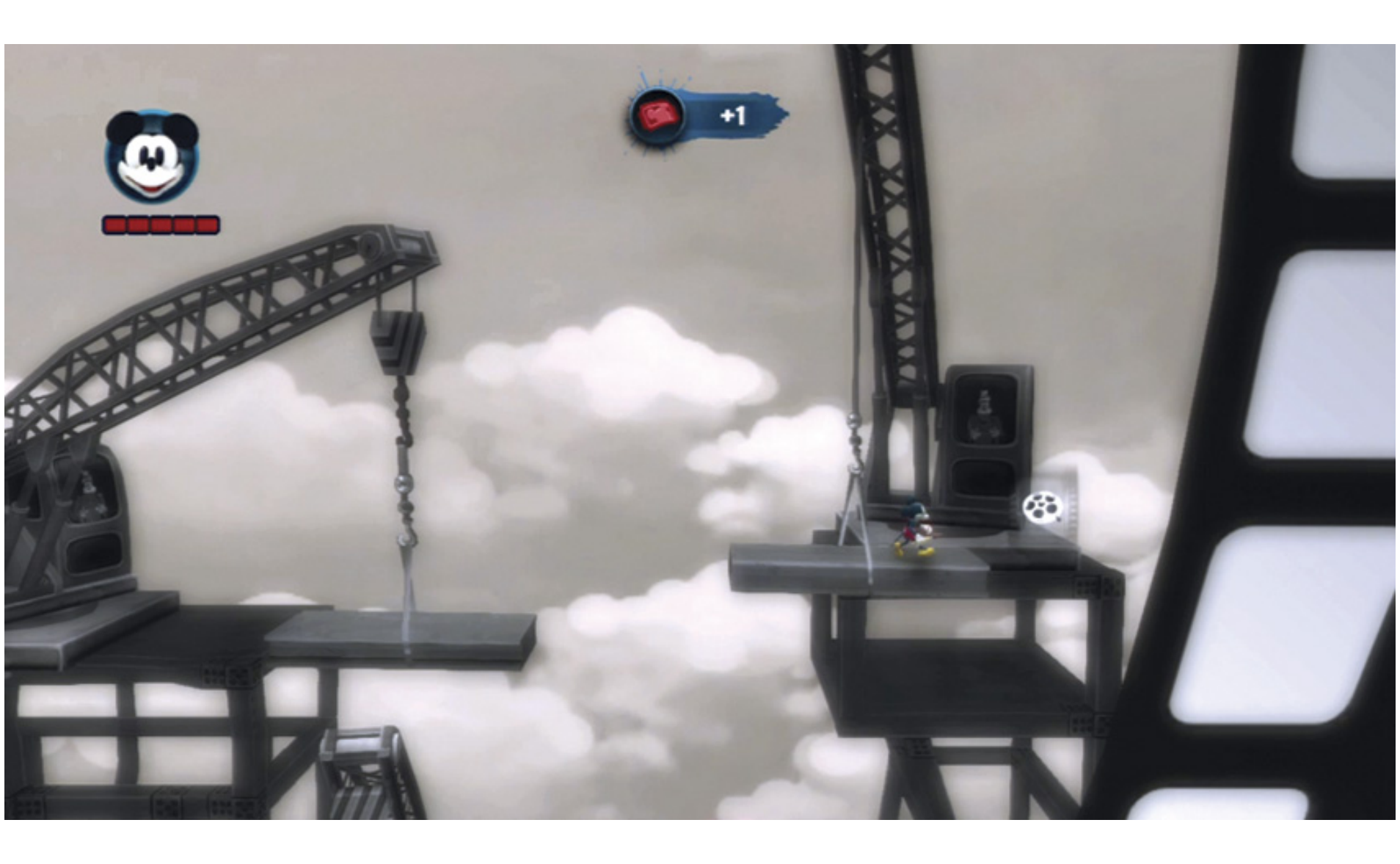


You encounter another painter at the end of the stairs. Again, jump on his platform when he gets low enough and ride up as he paints the wall.

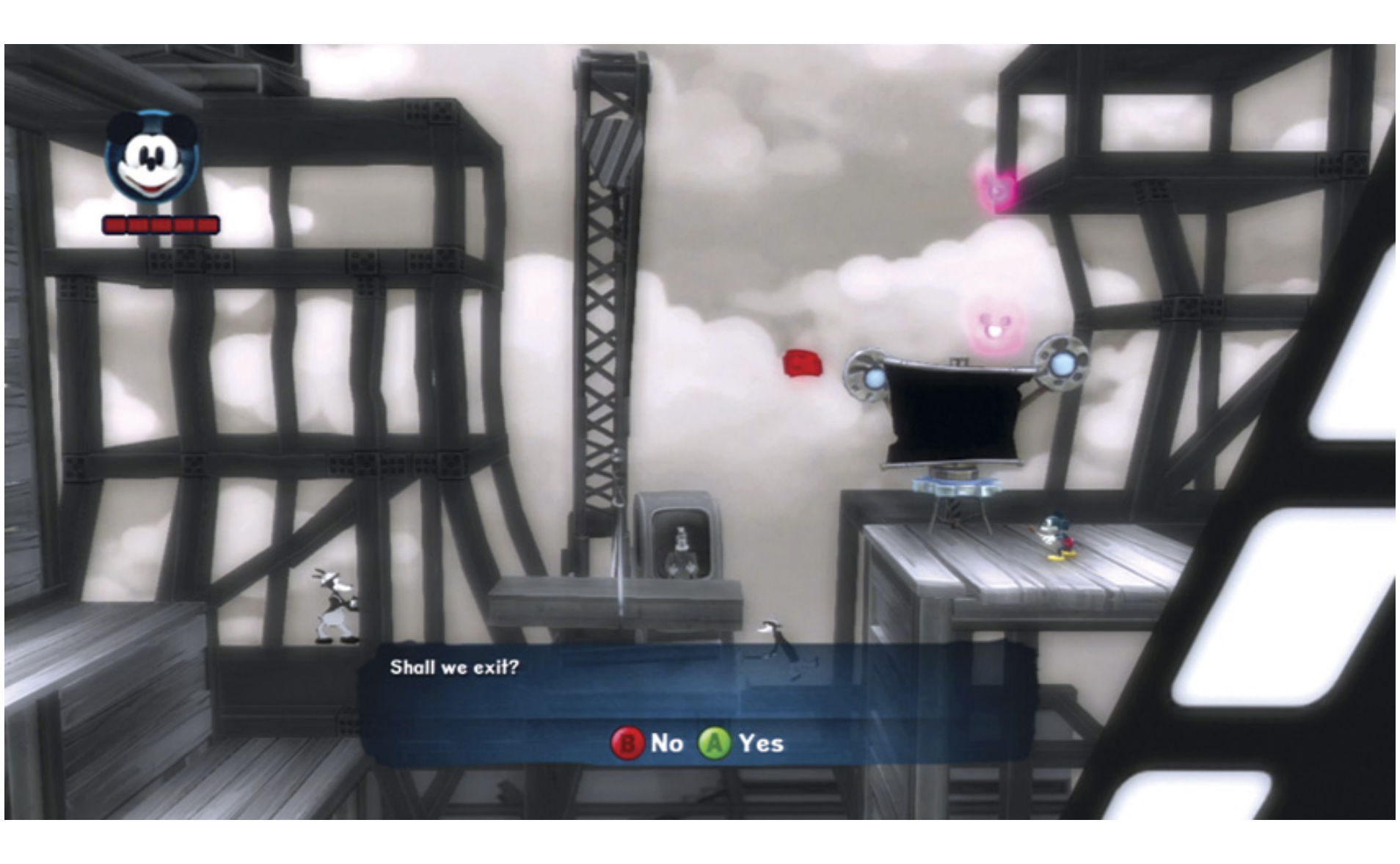




At this point, you are nearing the top of the building. There is a small platform with a lever; jump up and hit it to make crane move a steel beam over to the right. You can now use the beam to scale the large wall on the right.

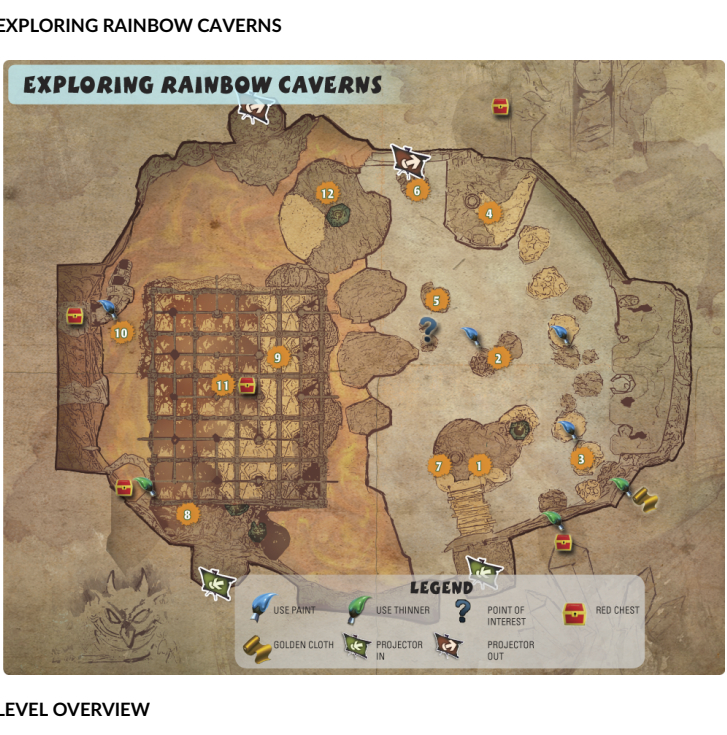


A couple more cranes carrying steel beams are ahead. Make your way across them to the right to be rewarded with the Film Reel.

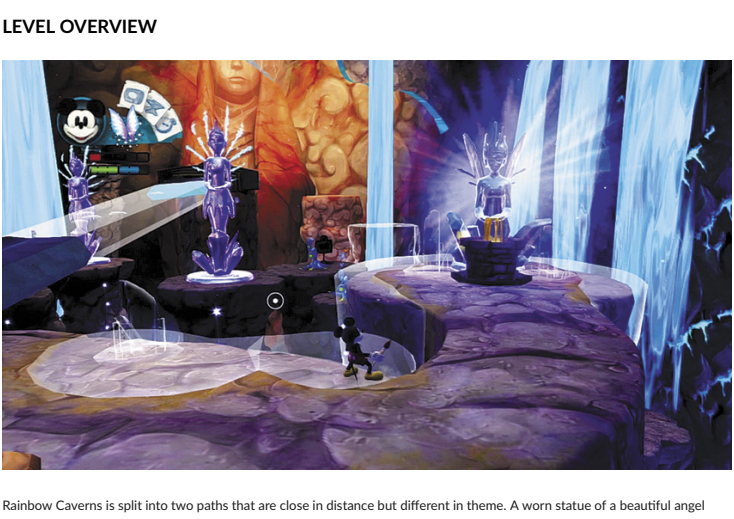


Fall down and you will be right next to the exit projector.

EXPLORING RAINBOW CAVERNS



LEVEL OVERVIEW



Rainbow Caverns is split into two paths that are close in distance but different in theme. A worn statue of a beautiful angel wielding a sword overlooks the majestic Angel Side of the Caverns. To navigate this path, you must either cross a painted sword suspended high above an abyss, or traverse an array of pillars. The Devil Side of the Caverns has no chasms to worry about, but you will have a maze of lava blocking your path to the exit.

LEVEL BREAKDOWN

Challenges

- Fall from Grace
- Your Conscience Be Your Guide

Collectibles

- A-Maze-Ing Pin
- Angels Dancing Pin
- Bronze Pin
- Golden Cloth
- Silly Symphony Fan
- Silver Pin (x2)

Enemies

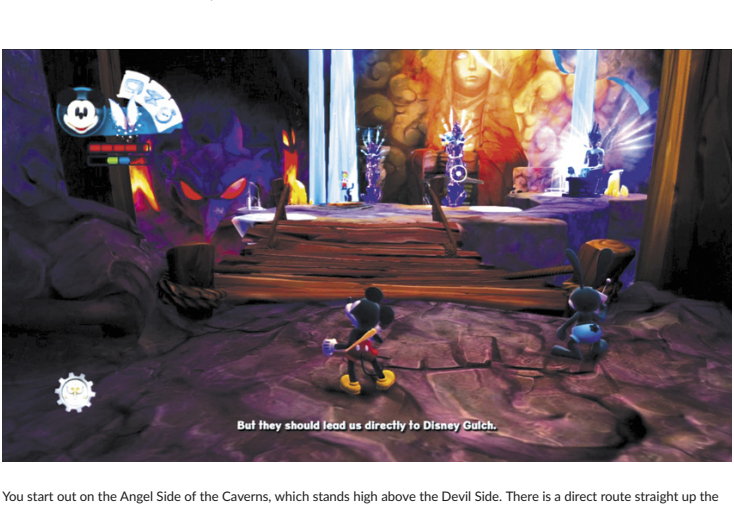
- Blotworx Blockers
- Sweepers

Quests

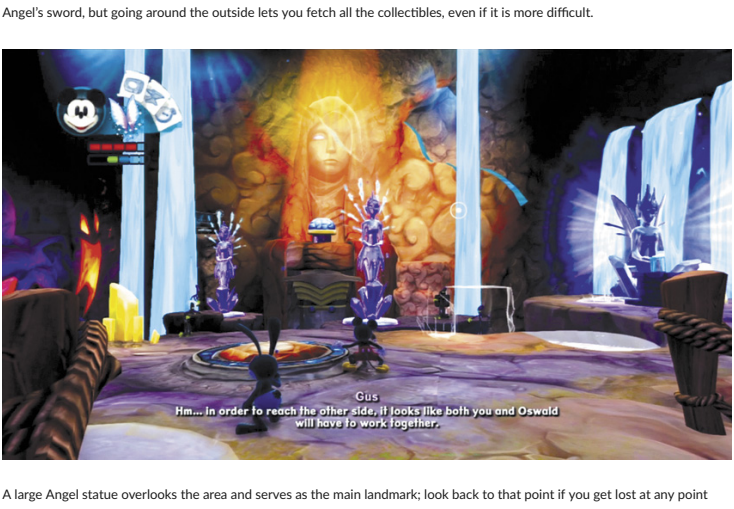
- The Encyclopaedia Wastelandica
- Watch the Skies

Things to Do

- Explore the Angel Side of the Caverns
- Knock the Sweepers off their ledges
- Take a picture of the Angel statue
- Go down the pillars to collect the Golden Cloth and Angels Dancing Pin
- Climb back up the pillars to the Silver Pin cave
- Run down the sword and collect the Silly Symphony Fan
- Use the Night on Bald Mountain projector to leave or glide down to the Devil Side
- Explore the Devil Side of the Caverns
- Get a boost from Oswald to the ledge for a pin and photo
- Use the wrenches to make it through the wave
- Paint the pipe to get into the pin cave
- Use Indelible Ink to reach the center of the maze and the pin there
- Turn off the lava maze
- Activate the last wrench to open the exit to the D.E.C.



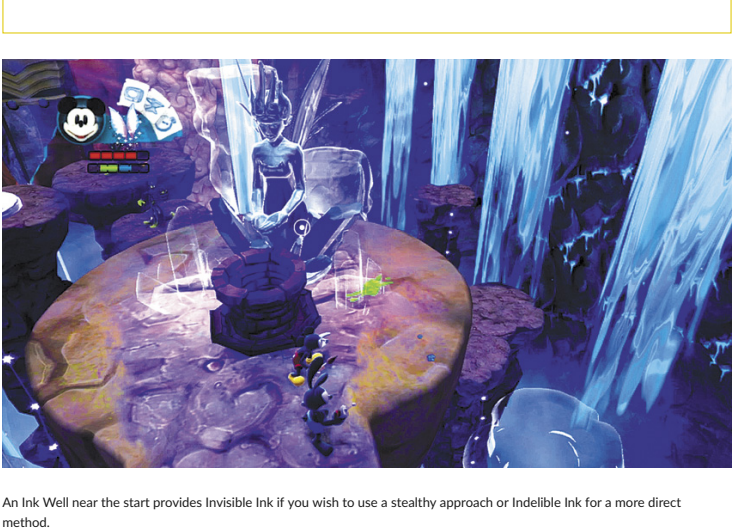
You start out on the Angel Side of the Caverns, which stands high above the Devil Side. There is a direct route straight up the Angel's sword, but going around the outside lets you fetch all the collectibles, even if it is more difficult.


Gus
Hm... in order to reach the other side, it looks like both you and Oswald will have to work together.

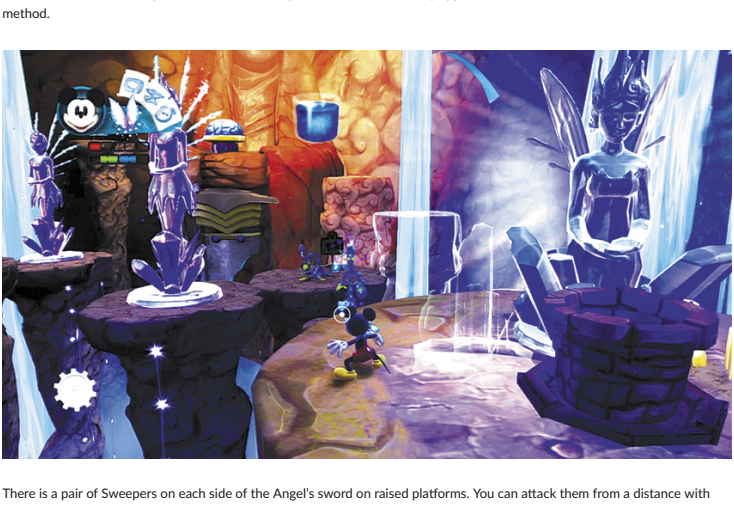
A large Angel statue overlooks the area and serves as the main landmark; look back to that point if you get lost at any point during the level. The Angel holds a sword that can be raised by having Oswald stand on one of the buttons on either end of the sword.

Note

If you want to gain all the rewards from Rainbow Caverns, you should begin on the Angel Side of the caverns. Oswald can fly Mickey from the Angel Side to the Devil Side so that you complete the whole level in one shot. If you enter from the Devil Side only, skip to #8 in the walkthrough guide.



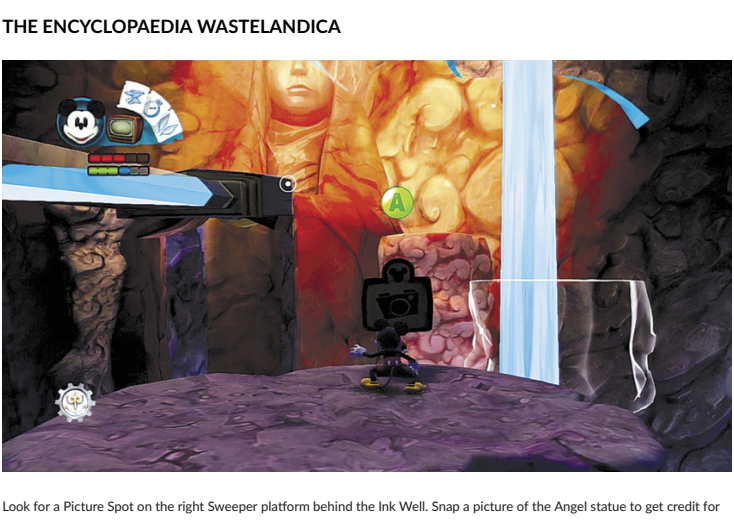
An Ink Well near the start provides Invisible Ink if you wish to use a stealthy approach or Indelible Ink for a more direct method.



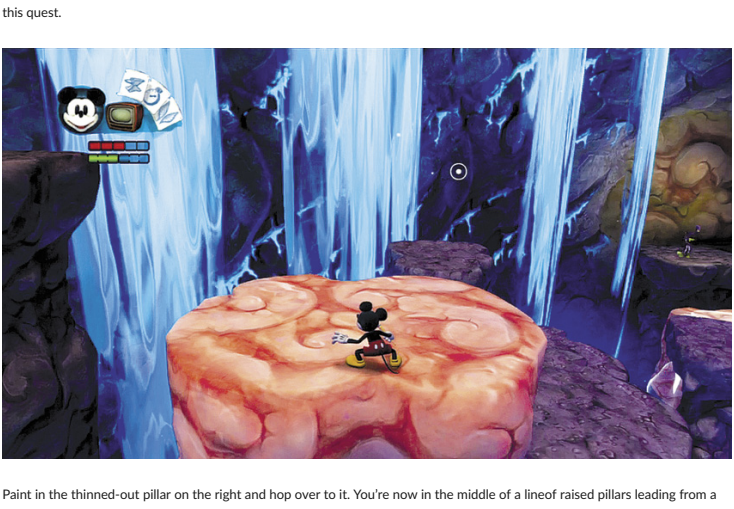
There is a pair of Sweepers on each side of the Angel's sword on raised platforms. You can attack them from a distance with Paint or Thinner but remember they have a ranged attack as well. An easy way to deal with them is to quickly jump to their platforms and spin attack them off the edge.

OPTIONAL QUEST

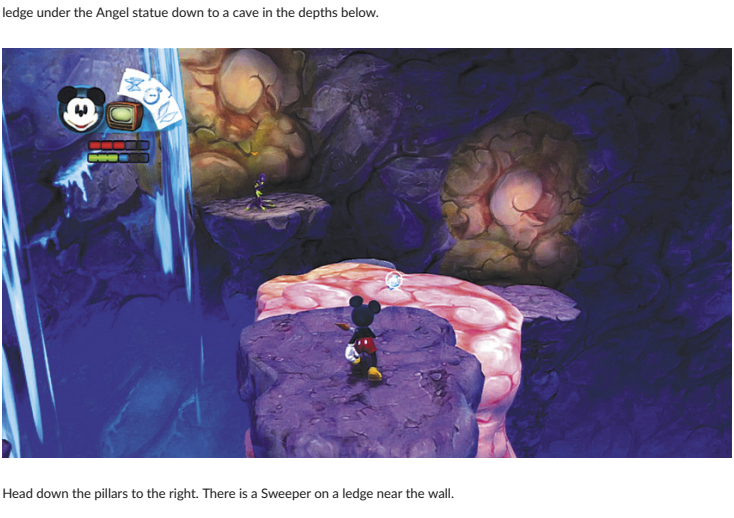
THE ENCYCLOPAEDIA WASTELANDICA



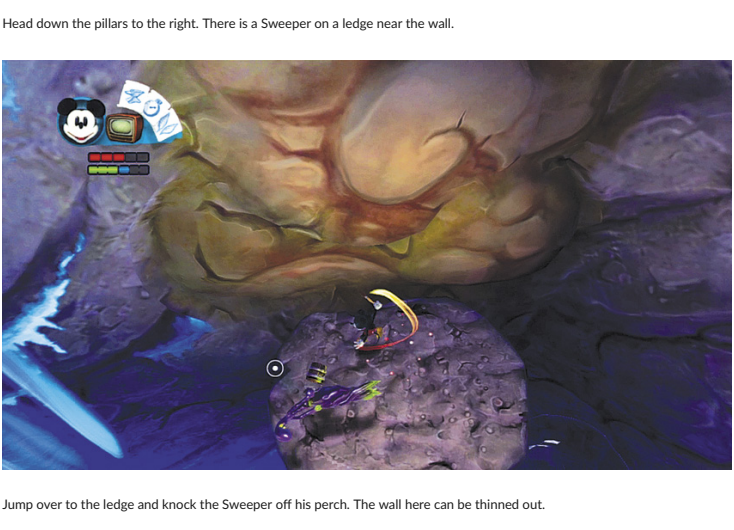
Look for a Picture Spot on the right Sweeper platform behind the Ink Well. Snap a picture of the Angel statue to get credit for this quest.



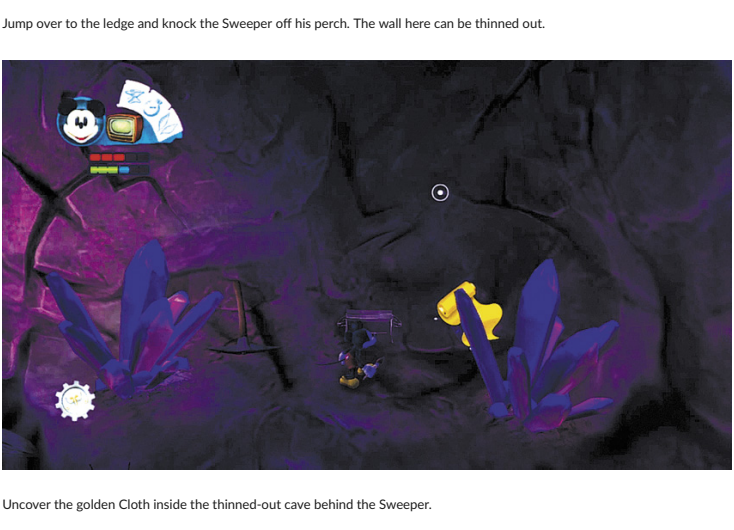
Paint in the thinned-out pillar on the right and hop over to it. You're now in the middle of a lineof raised pillars leading from a ledge under the Angel statue down to a cave in the depths below.



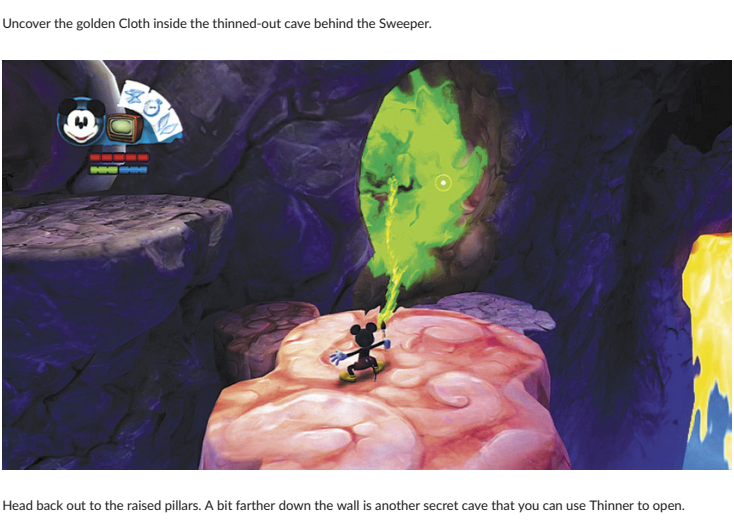
Head down the pillars to the right. There is a Sweeper on a ledge near the wall.



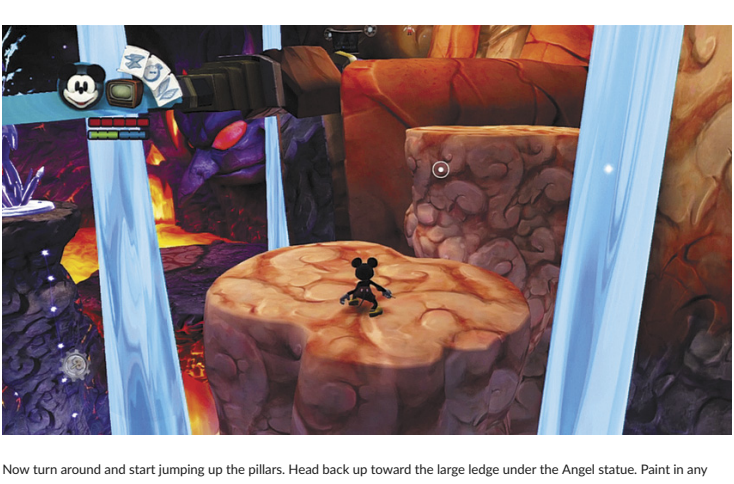
Jump over to the ledge and knock the Sweeper off his perch. The wall here can be thinned out.



Uncover the golden Cloth inside the thinned-out cave behind the Sweeper.

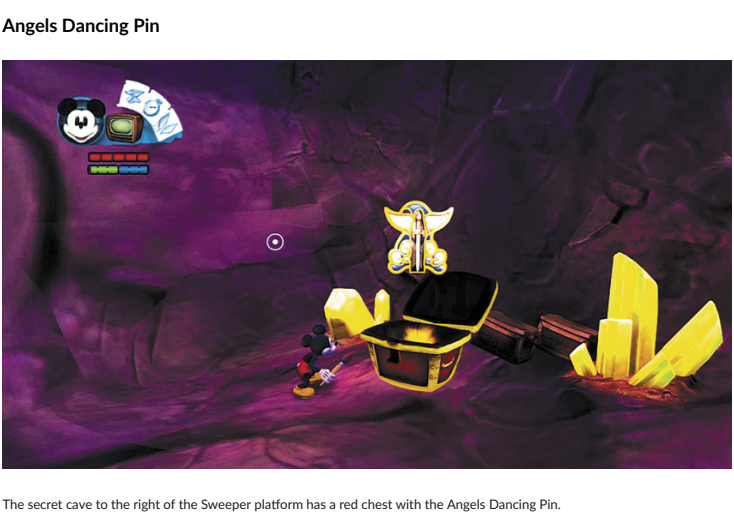


Head back out to the raised pillars. A bit farther down the wall is another secret cave that you can use Thinner to open.



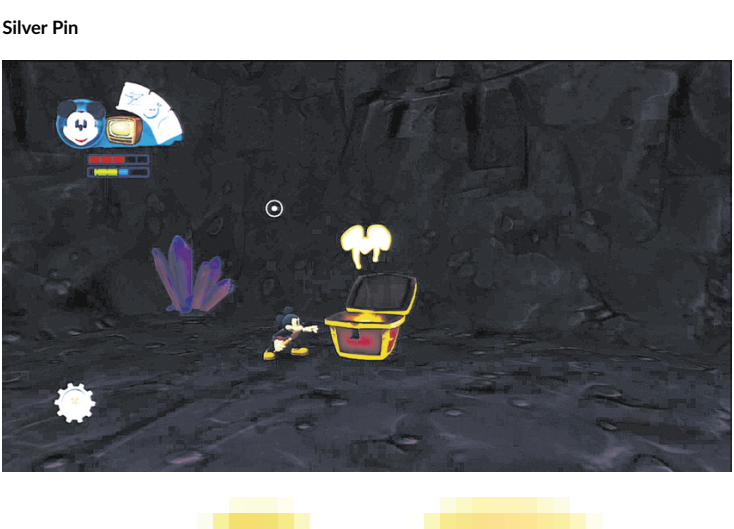
Now turn around and start jumping up the pillars. Head back up toward the large ledge under the Angel statue. Paint in any thinned-out pillars as you ascend.

Angels Dancing Pin

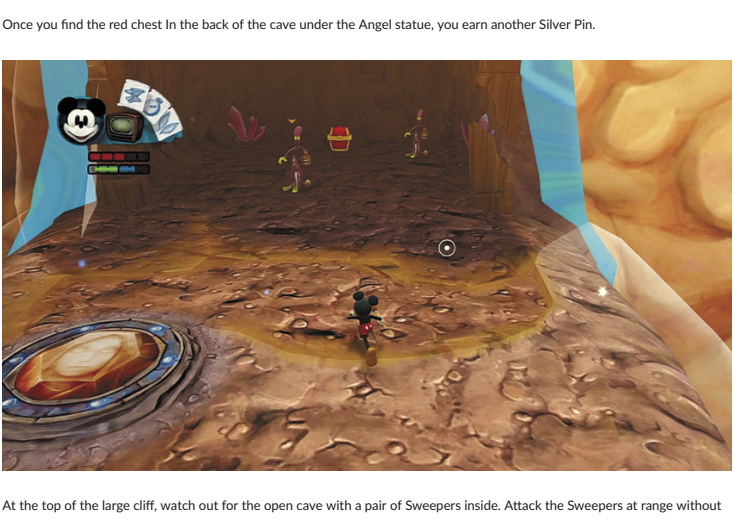


The secret cave to the right of the Sweeper platform has a red chest with the Angels Dancing Pin.

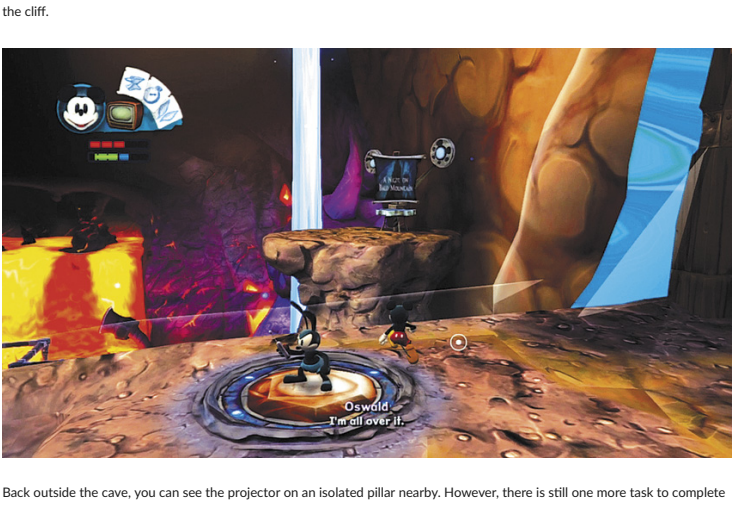
Silver Pin



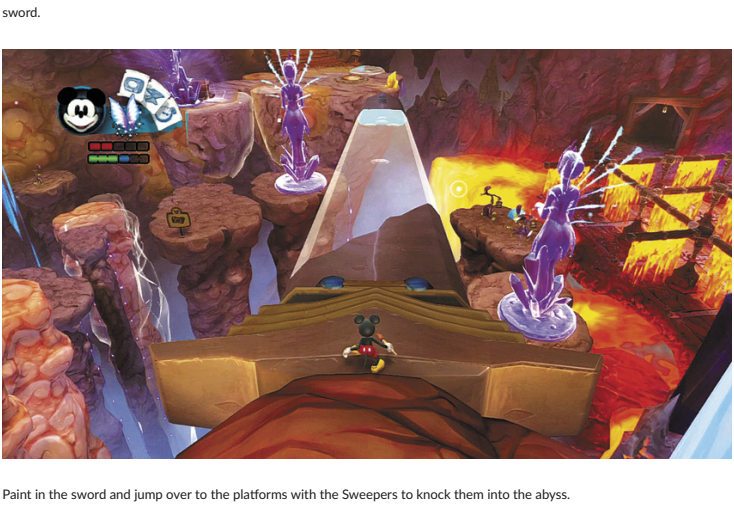
Once you find the red chest In the back of the cave under the Angel statue, you earn another Silver Pin.



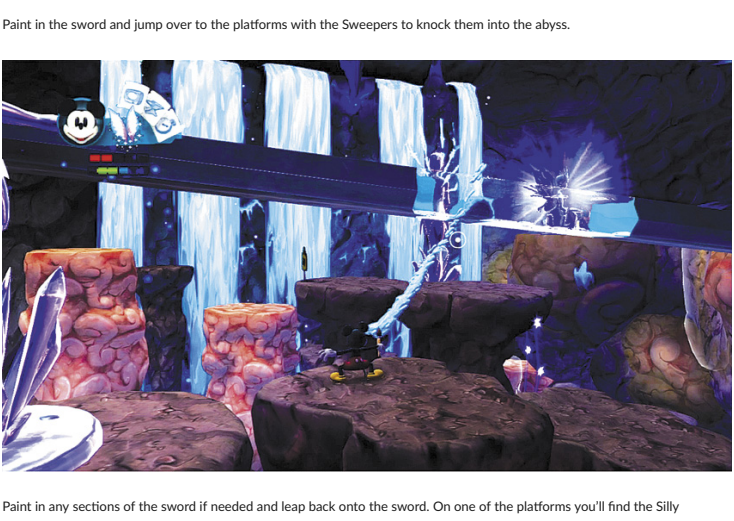
At the top of the large cliff, watch out for the open cave with a pair of Sweepers inside. Attack the Sweepers at range without getting too close to the edge and falling off, or you can get in close and continually spin attack them until you knock them off the cliff.



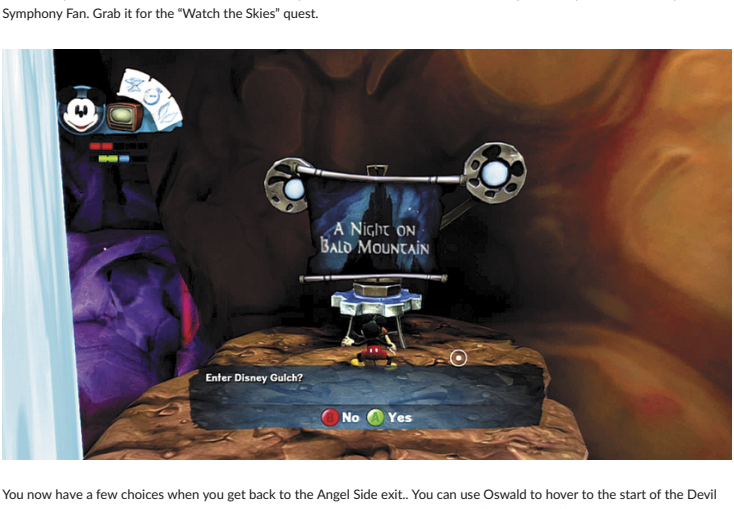
Back outside the cave, you can see the projector on an isolated pillar nearby. However, there is still one more task to complete on this side of the Caverns before you can leave. Have Oswald stand on the large button on the ground to raise the Angel's sword.



Paint in the sword and jump over to the platforms with the Sweepers to knock them into the abyss.



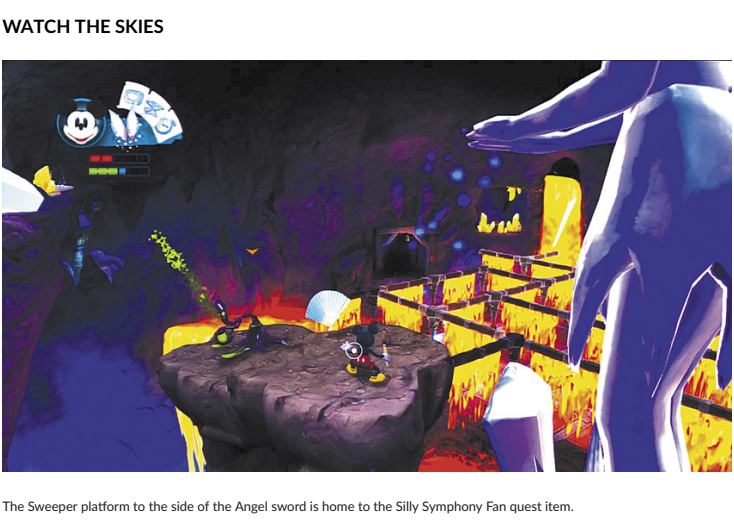
Paint in any sections of the sword if needed and leap back onto the sword. On one of the platforms you'll find the Silly Symphony Fan. Grab it for the "Watch the Skies" quest.



You now have a few choices when you get back to the Angel Side exit.. You can use Oswald to hover to the start of the Devil Side of the Caverns for a couple more collectibles and the Fall from Grace challenge (waypoint #8), or you can hover straight to the Devil Side exit to earn just the challenge (waypoint #12). If you would like to continue straight on, take the projector here to Disney Gulch.

Optional Quest

WATCH THE SKIES



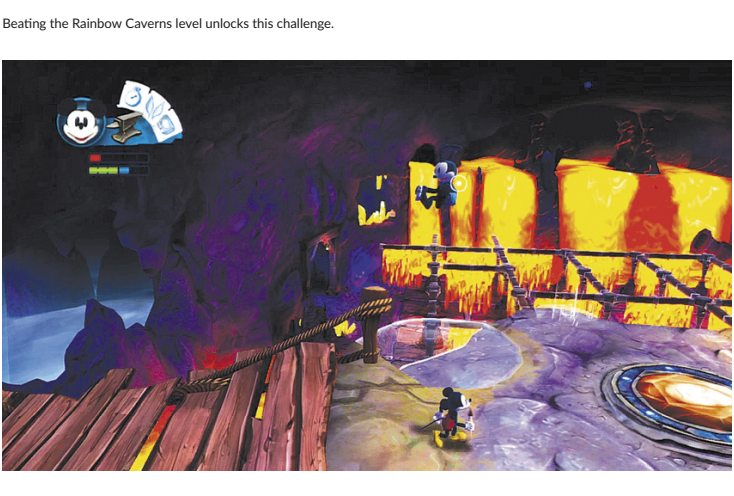
The Sweeper platform to the side of the Angel sword is home to the Silly Symphony Fan quest item.

Your Conscience Be Your Guide

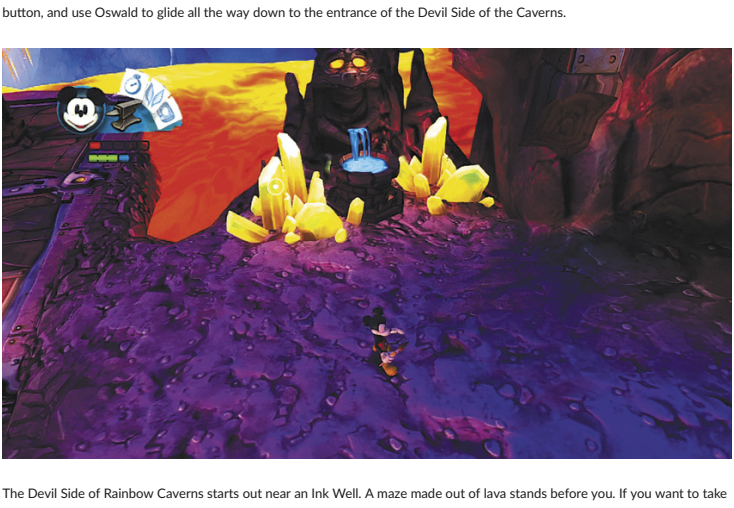
PlayStation 3 Trophy: Bronze

Xbox 360 Gamer Points: 20

Beating the Rainbow Caverns level unlocks this challenge.



If you want to clear both sides of the Caverns, head back down the sword to the Angel Side entrance. Stand near the sword button, and use Oswald to glide all the way down to the entrance of the Devil Side of the Caverns.



The Devil Side of Rainbow Caverns starts out near an Ink Well. A maze made out of lava stands before you. If you want to take the easy path, turn the Ink Well into indelible by thinning out all the toon objects around the well. You can then walk through the lava walls to the red chest in the center. (waypoint #11). The wrench near the chest deactivates the maze.

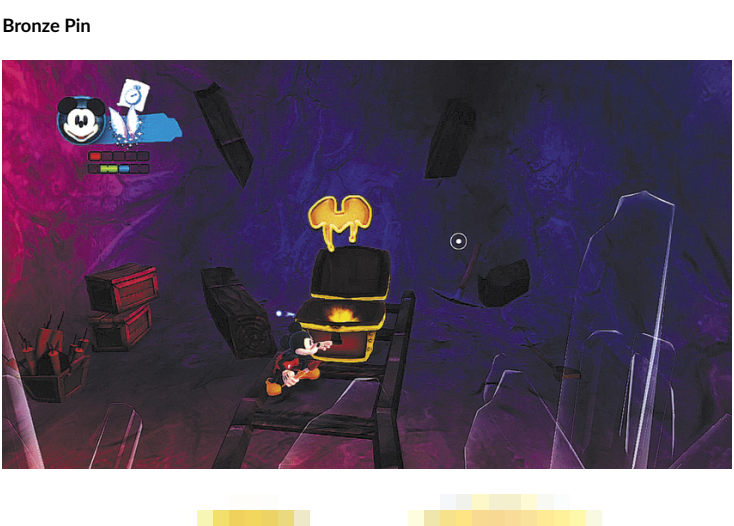
Fall from Grace

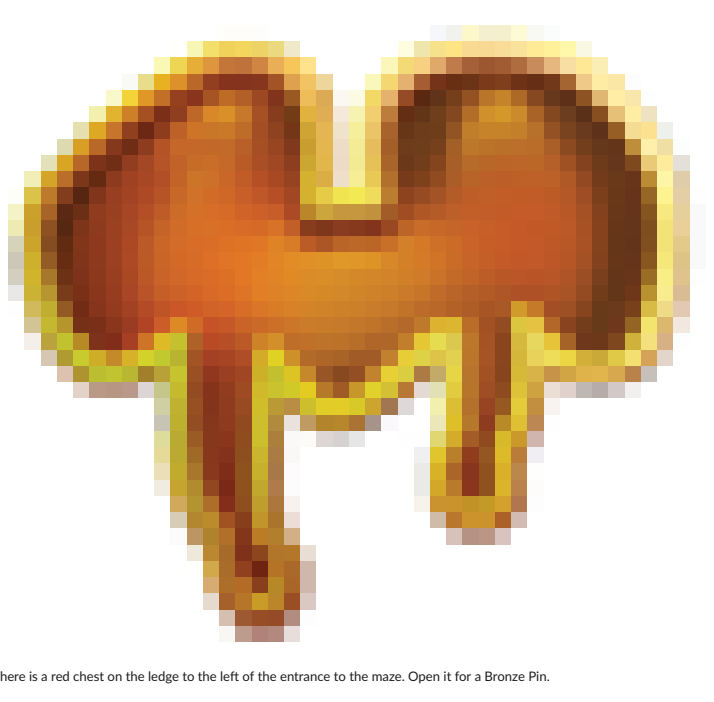
Playstation 3 Trophy: Bronze

Xbox 360 Gamer Points: 20

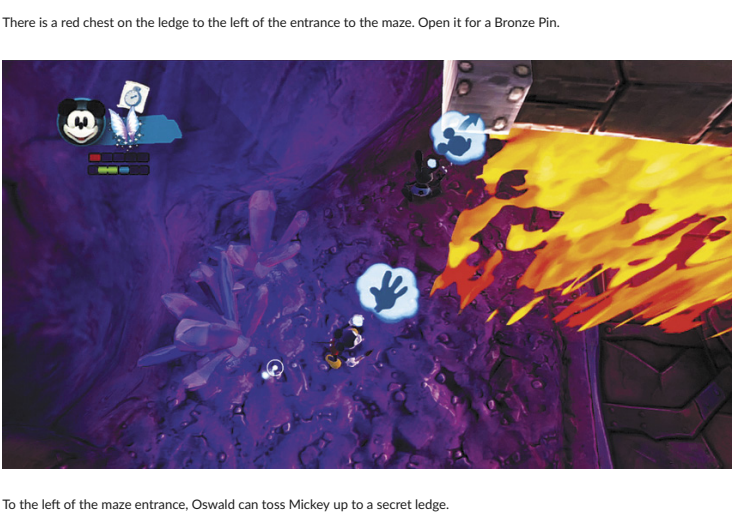
By starting on the Angel Side of the Caverns and gliding down to the Devil Side, you complete the Fall from Grace challenge when you exit the area.

Bronze Pin

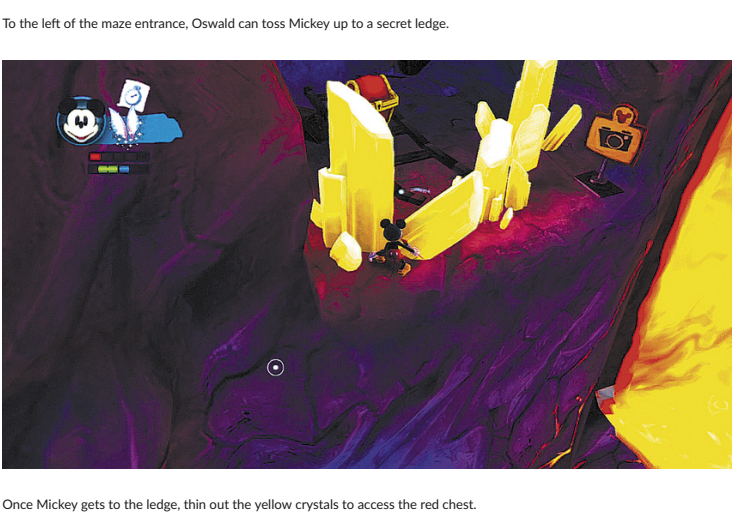




There is a red chest on the ledge to the left of the entrance to the maze. Open it for a Bronze Pin.



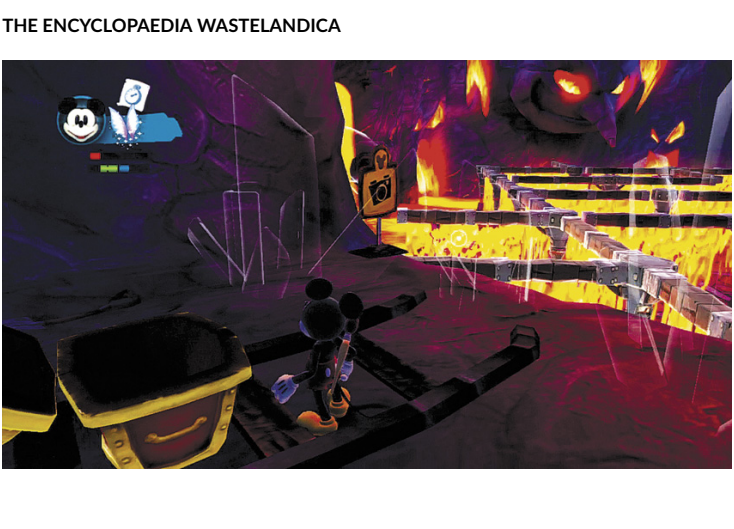
To the left of the maze entrance, Oswald can toss Mickey up to a secret ledge.



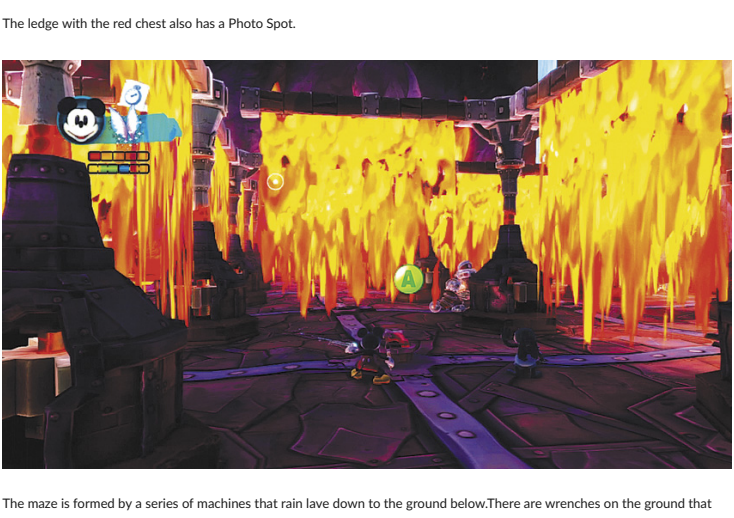
Once Mickey gets to the ledge, thin out the yellow crystals to access the red chest.

Optional Quest

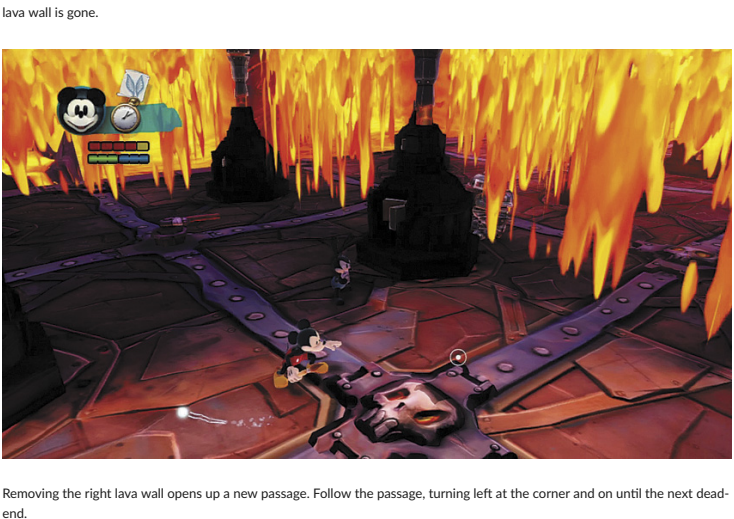
THE ENCYCLOPAEDIA WASTELANDICA



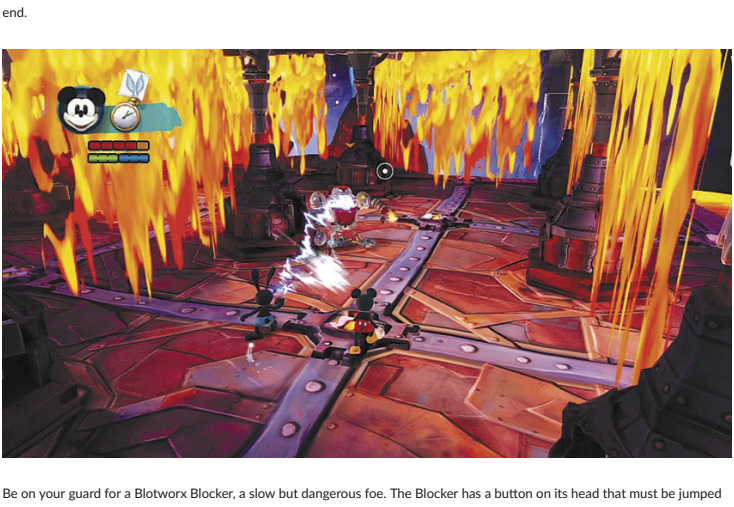
The ledge with the red chest also has a Photo Spot.



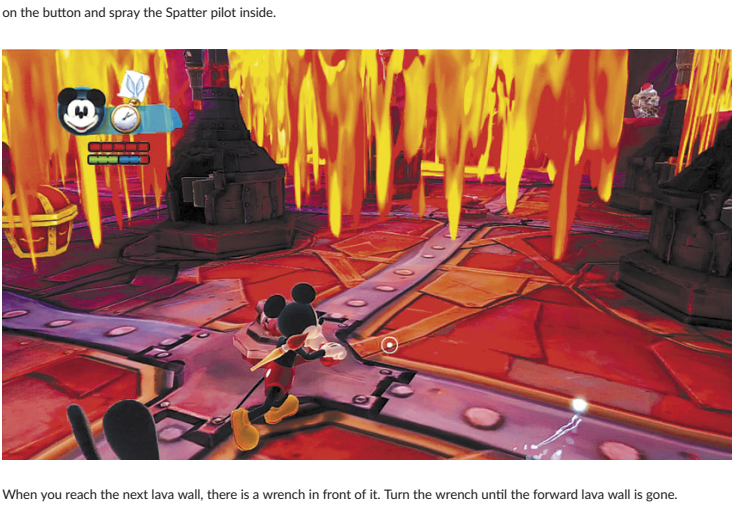
The maze is formed by a series of machines that rain lave down to the ground below.There are wrenches on the ground that can be turned to rotate the lava walls. Go to the wrench surrounded by three lava walls near the start and turn it until the right lava wall is gone.



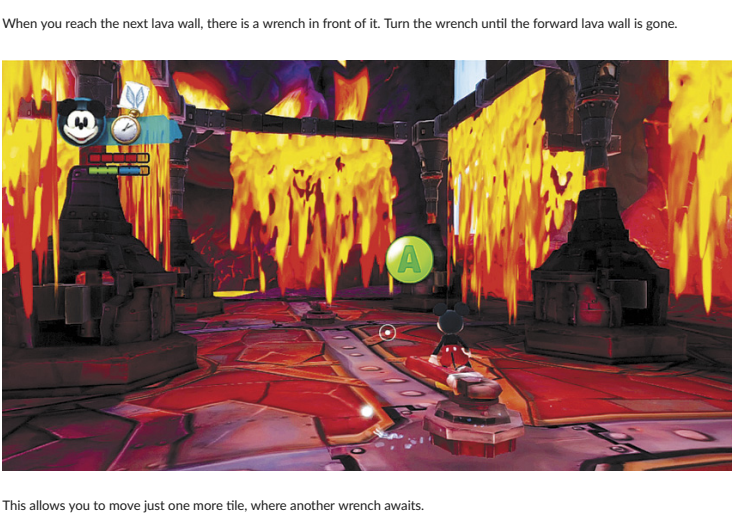
Removing the right lava wall opens up a new passage. Follow the passage, turning left at the corner and on until the next dead-end.



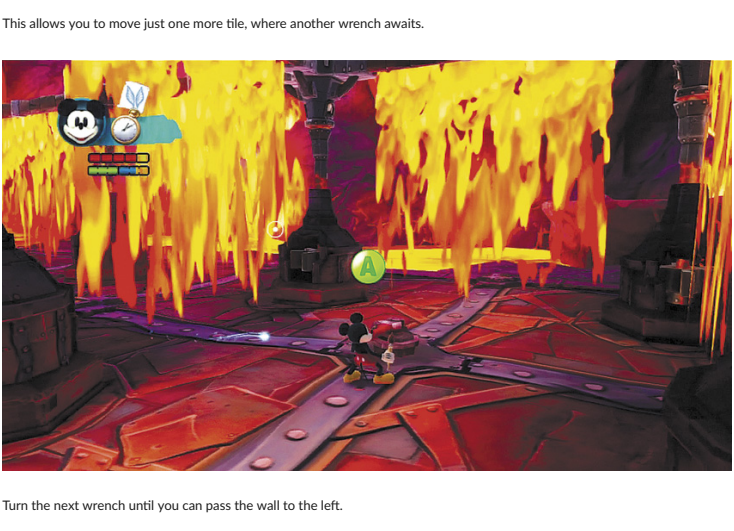
Be on your guard for a Blotworx Blocker, a slow but dangerous foe. The Blocker has a button on its head that must be jumped on to expose the pilot, but they can cast a shield at times that prevents you from hitting them. When the shield drops, pounce on the button and spray the Spatter pilot inside.



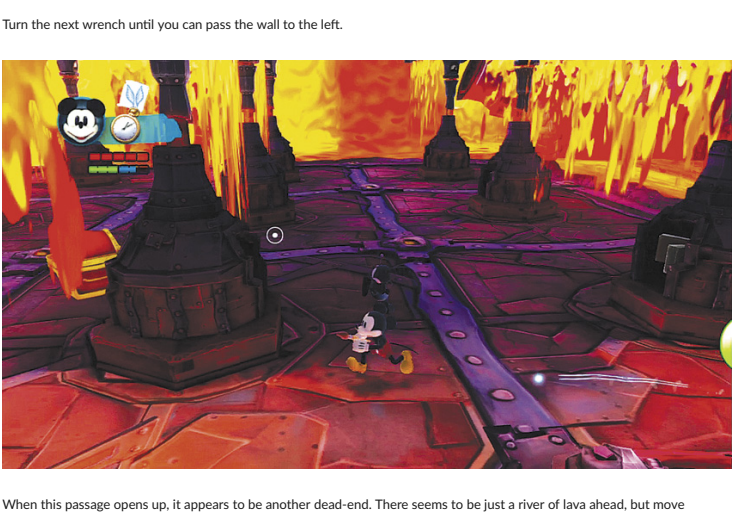
When you reach the next lava wall, there is a wrench in front of it. Turn the wrench until the forward lava wall is gone.



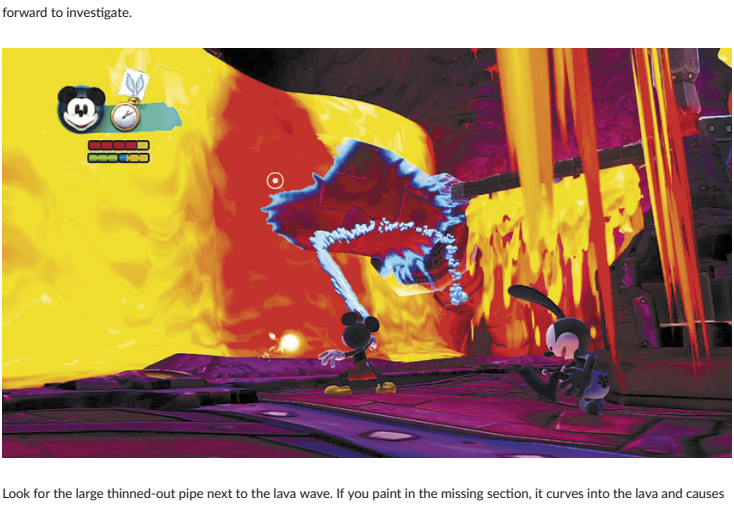
This allows you to move just one more tile, where another wrench awaits.



Turn the next wrench until you can pass the wall to the left.

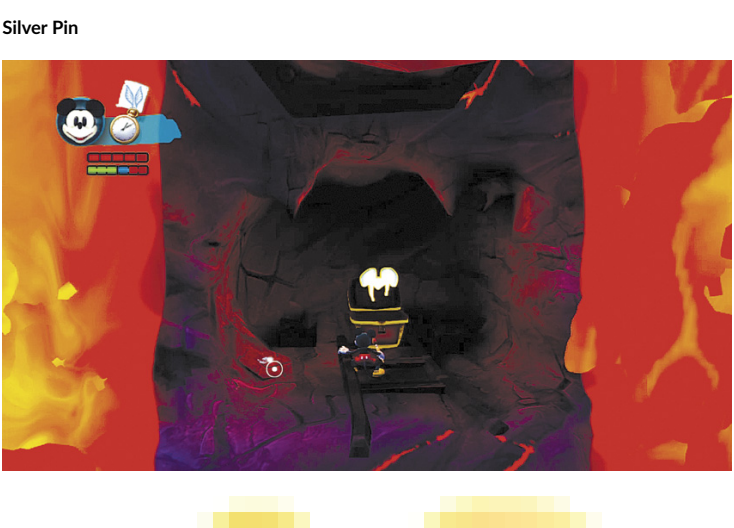


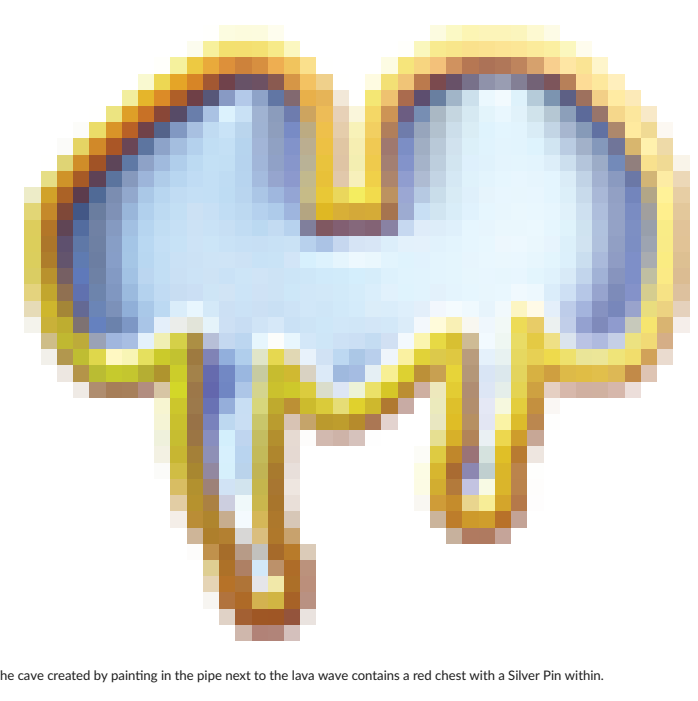
When this passage opens up, it appears to be another dead-end. There seems to be just a river of lava ahead, but move forward to investigate.



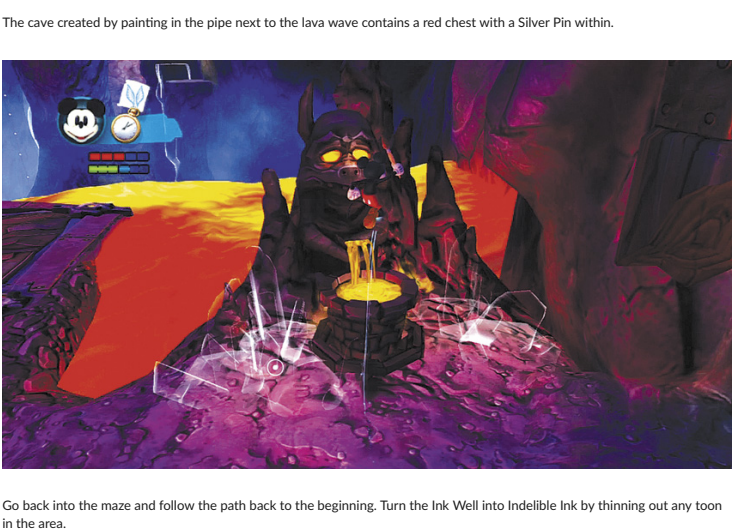
Look for the large thinned-out pipe next to the lava wave. If you paint in the missing section, it curves into the lava and causes the lava to flow over the pipe, creating an opening to a secret cave.

Silver Pin



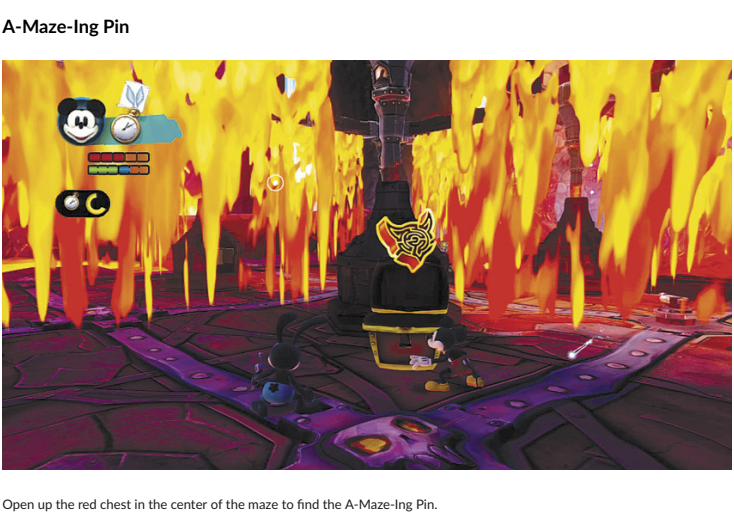


The cave created by painting in the pipe next to the lava wave contains a red chest with a Silver Pin within.

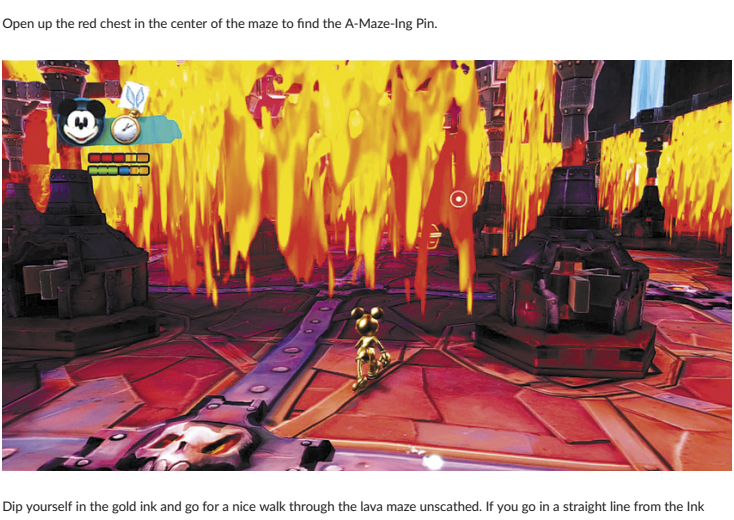


Go back into the maze and follow the path back to the beginning. Turn the Ink Well into Indelible Ink by thinning out any toon in the area.

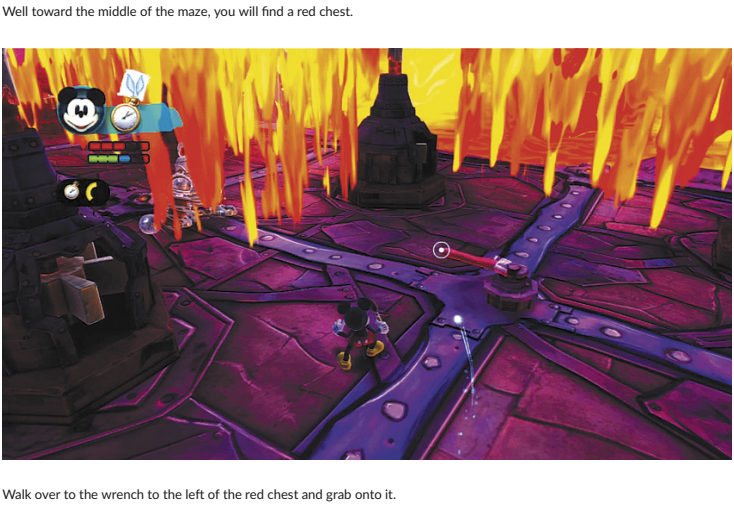
A-Maze-Ing Pin



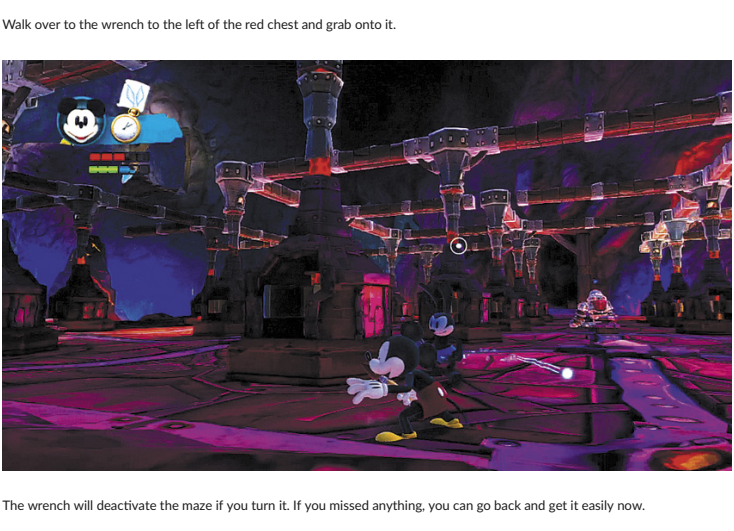
Open up the red chest in the center of the maze to find the A-Maze-Ing Pin.



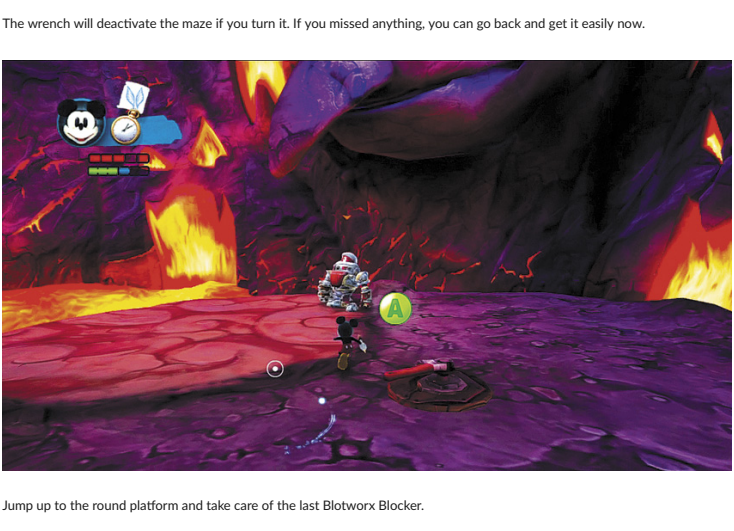
Dip yourself in the gold ink and go for a nice walk through the lava maze unscathed. If you go in a straight line from the Ink Well toward the middle of the maze, you will find a red chest.



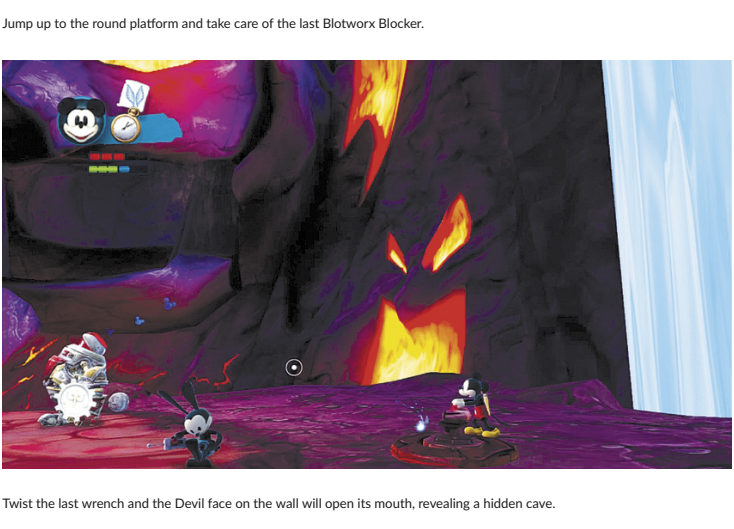
Walk over to the wrench to the left of the red chest and grab onto it.



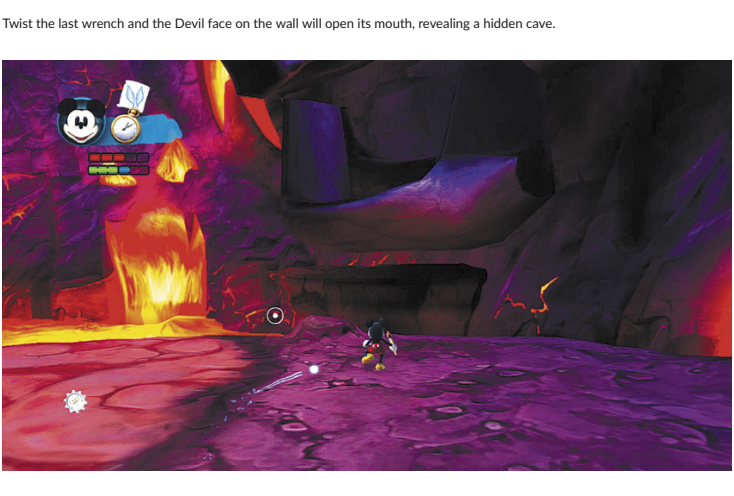
The wrench will deactivate the maze if you turn it. If you missed anything, you can go back and get it easily now.

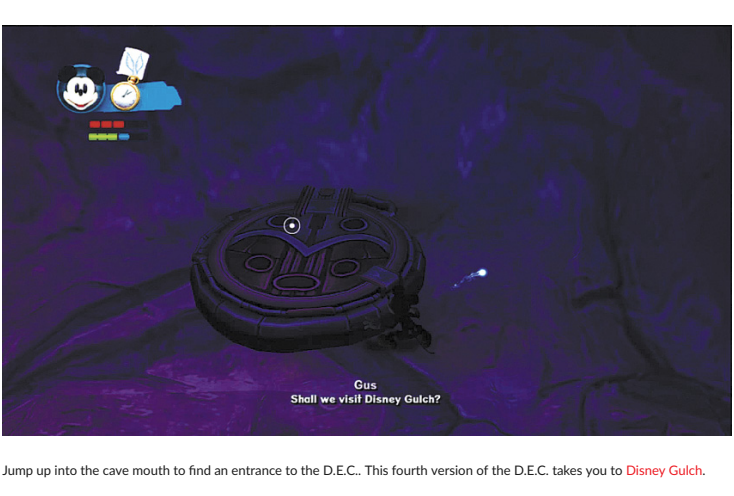


Jump up to the round platform and take care of the last Blotworx Blocker.

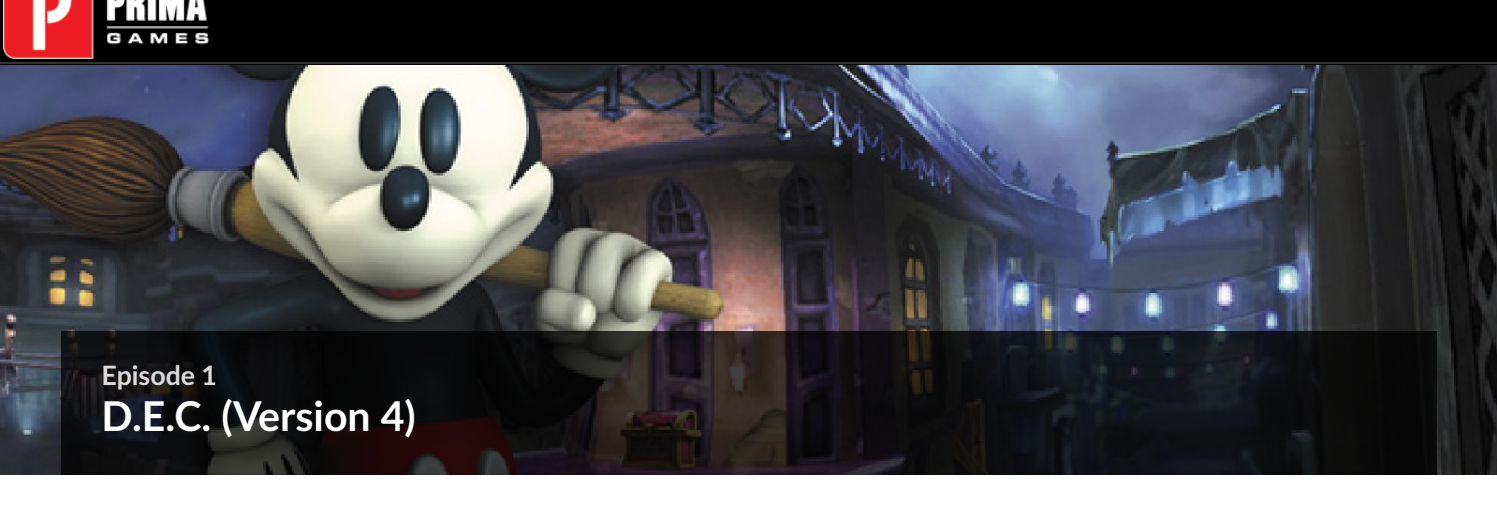


Twist the last wrench and the Devil face on the wall will open its mouth, revealing a hidden cave.





Jump up into the cave mouth to find an entrance to the D.E.C.. This fourth version of the D.E.C. takes you to Disney Gulch.



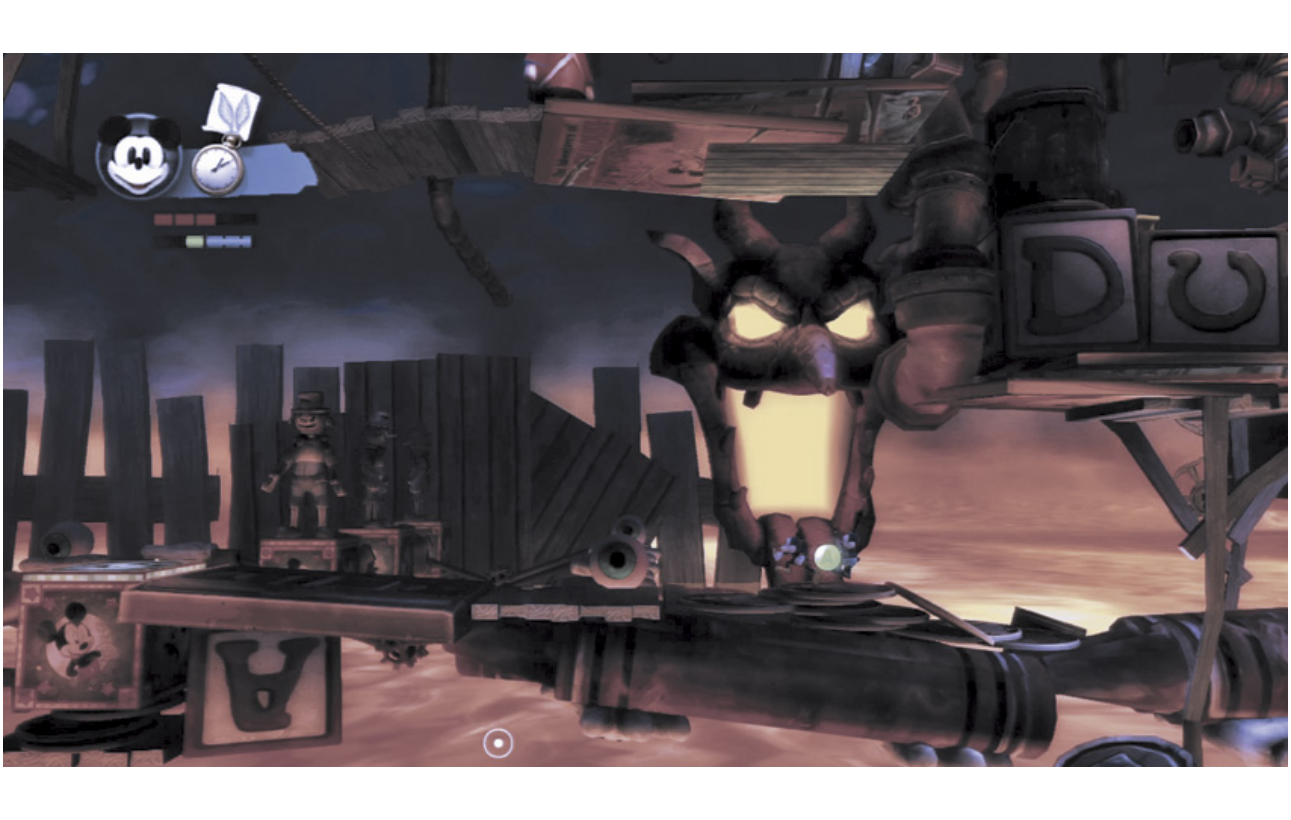
D.E.C. (Version 4)

LEVEL BREAKDOWN

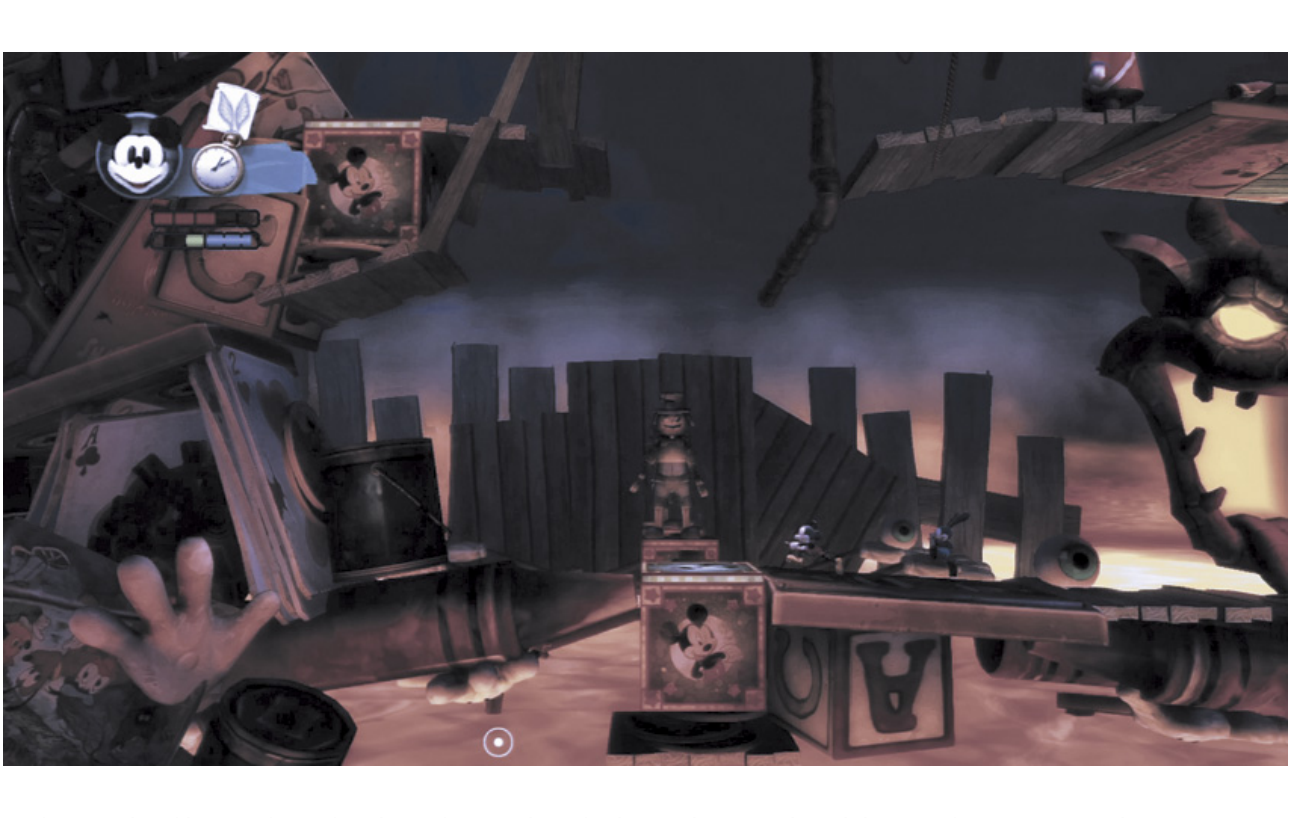
Collectibles

- Bronze Pin (x2)
- Silver Pin
- Concept Art 34

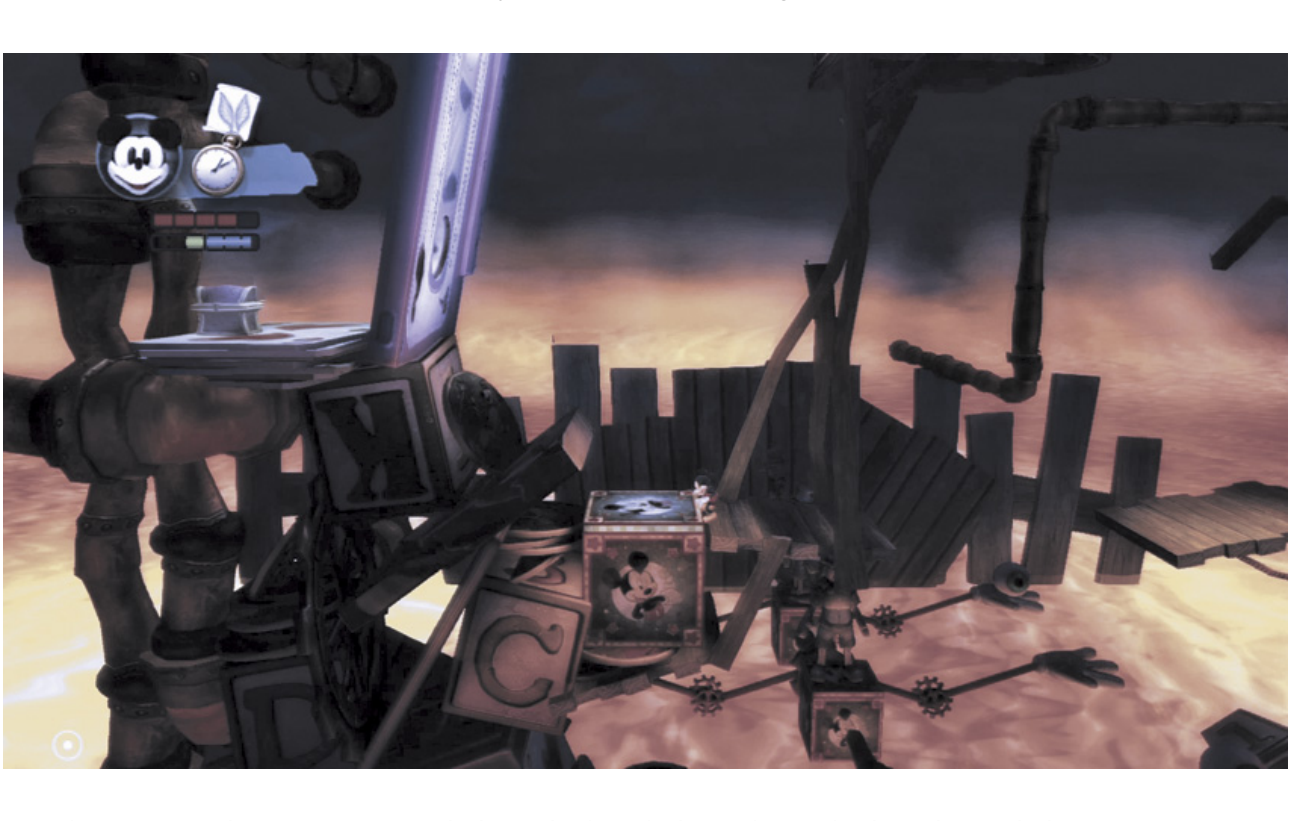
Note: The D.E.C. (version 4) is the connection from the Devil Side of Rainbow Caverns to Disney Gulch.



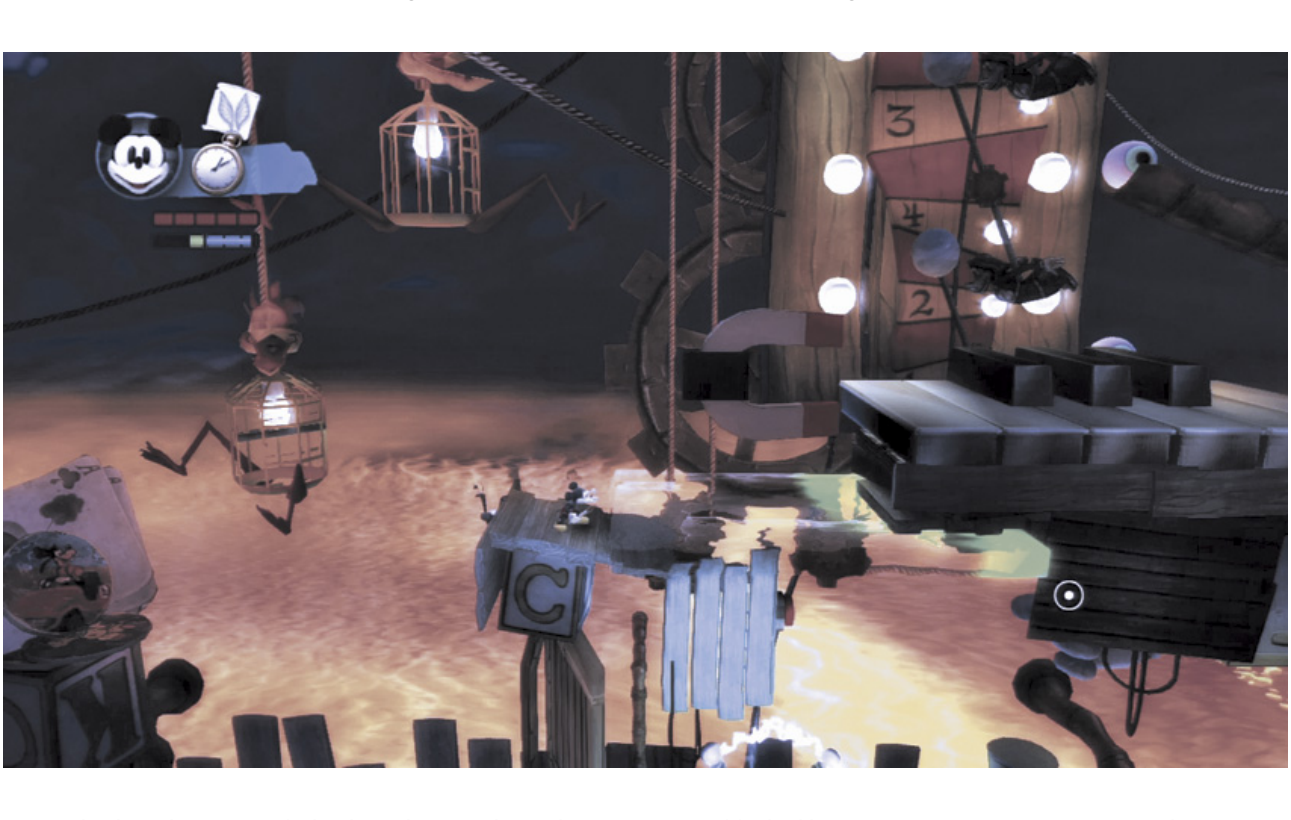
You enter the D.E.C. (version 4) from a giant imp's mouth. The level is similar to previous D.E.C. levels, featuring lava and giant toy obstacles.



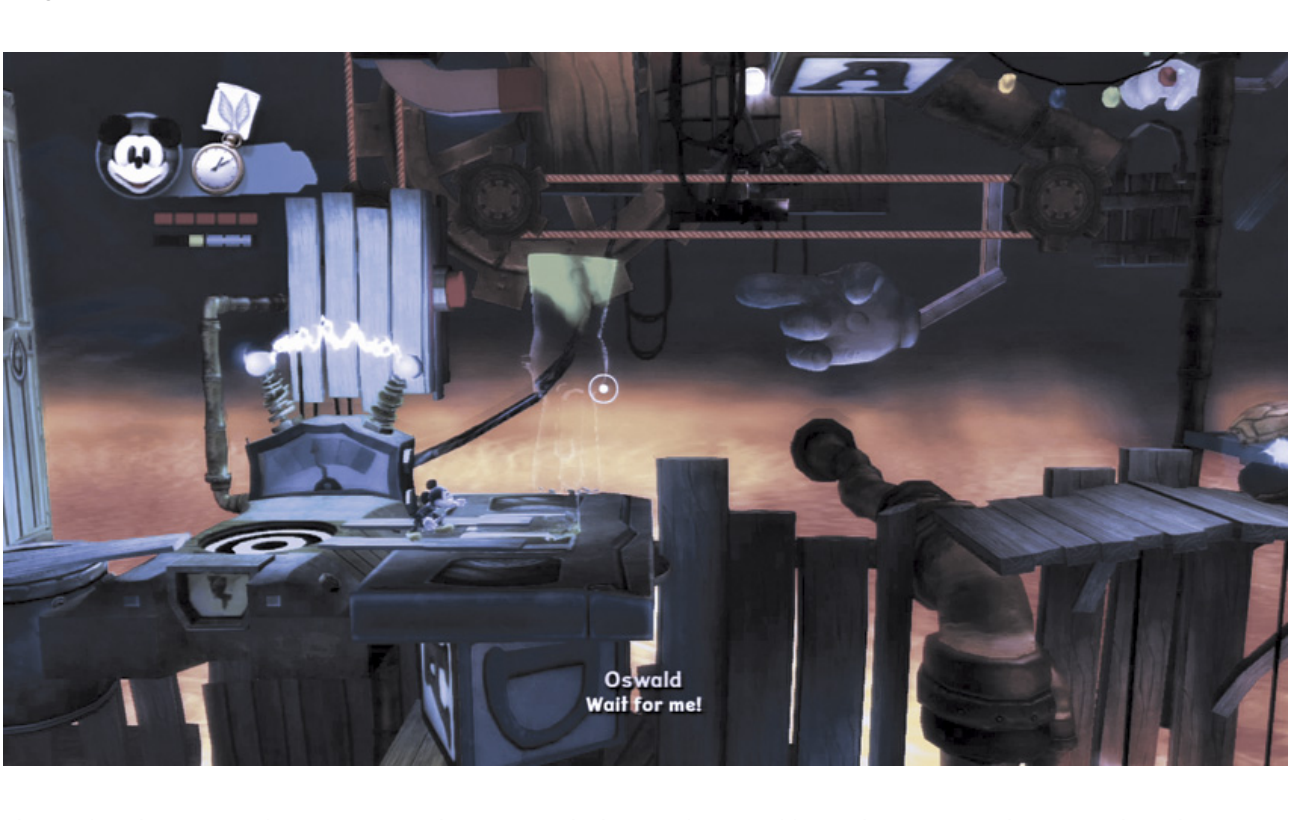
At the start, head left. At the end of the path is a jack-in-the-box with a springboard that can shoot you upward.



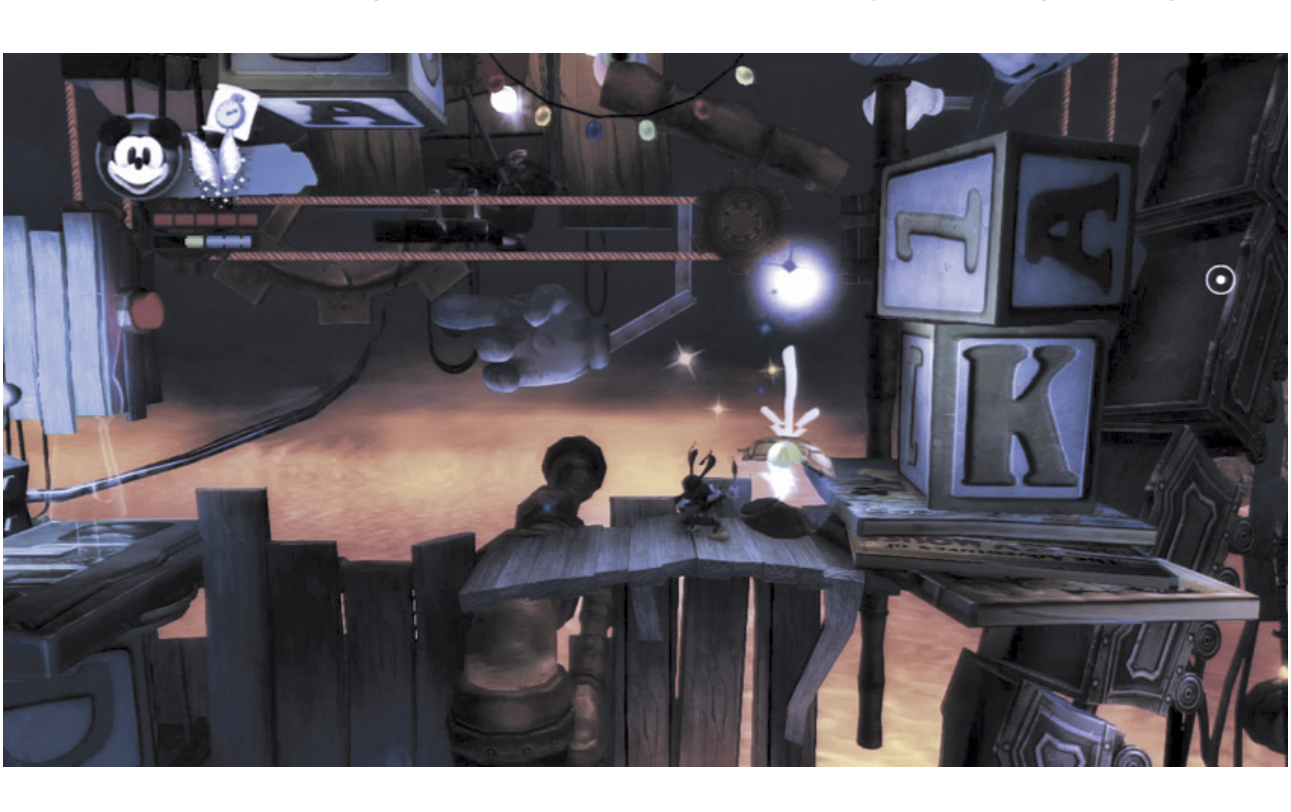
After the first spring, there are passages to the left and right with objects that can be thinned to reach chests containing some random loot. Bounce on two more spring-boards to reach the top platform on the right.

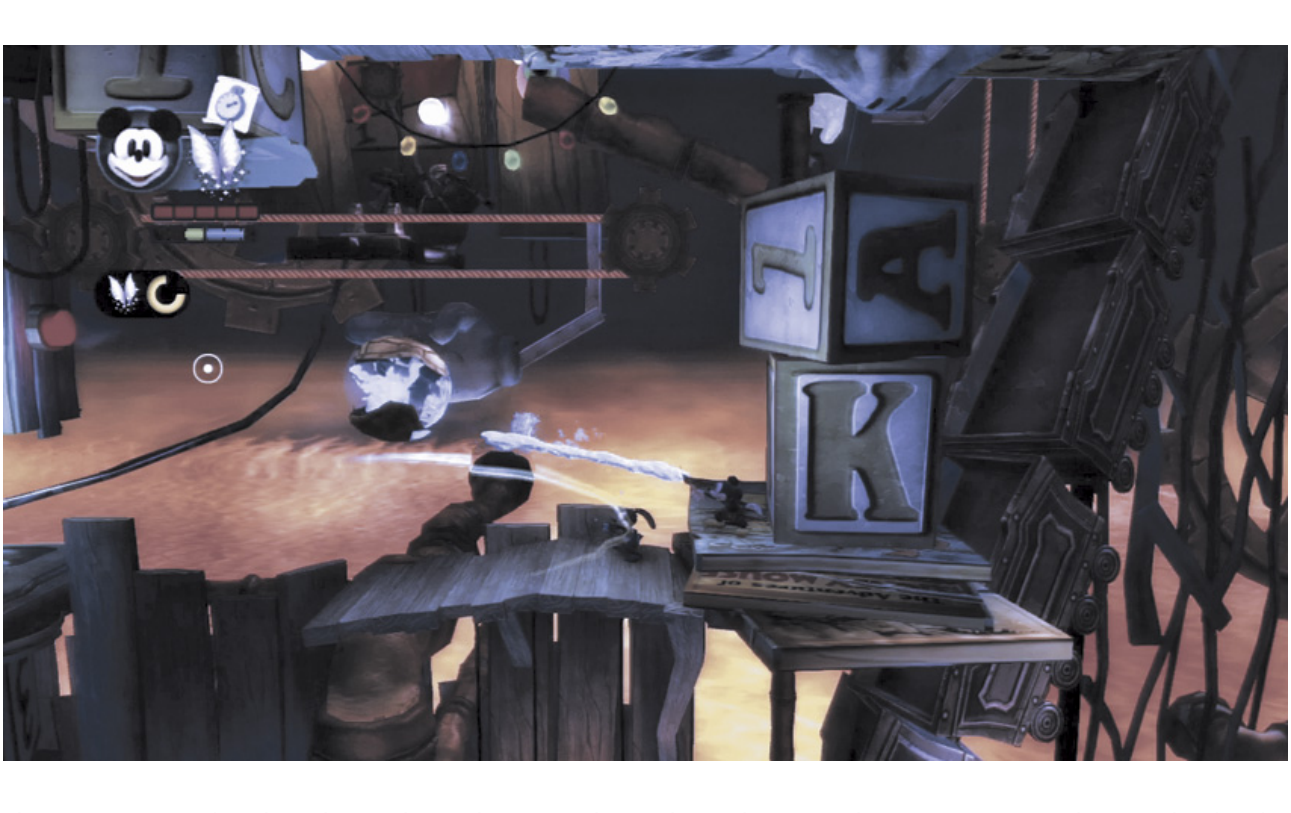


A giant keyboard to your right leads to the rare chests, but for now it is blocked by giant crayon gate. First, you need to open the gate, so thin out the cassette tape and drop down.

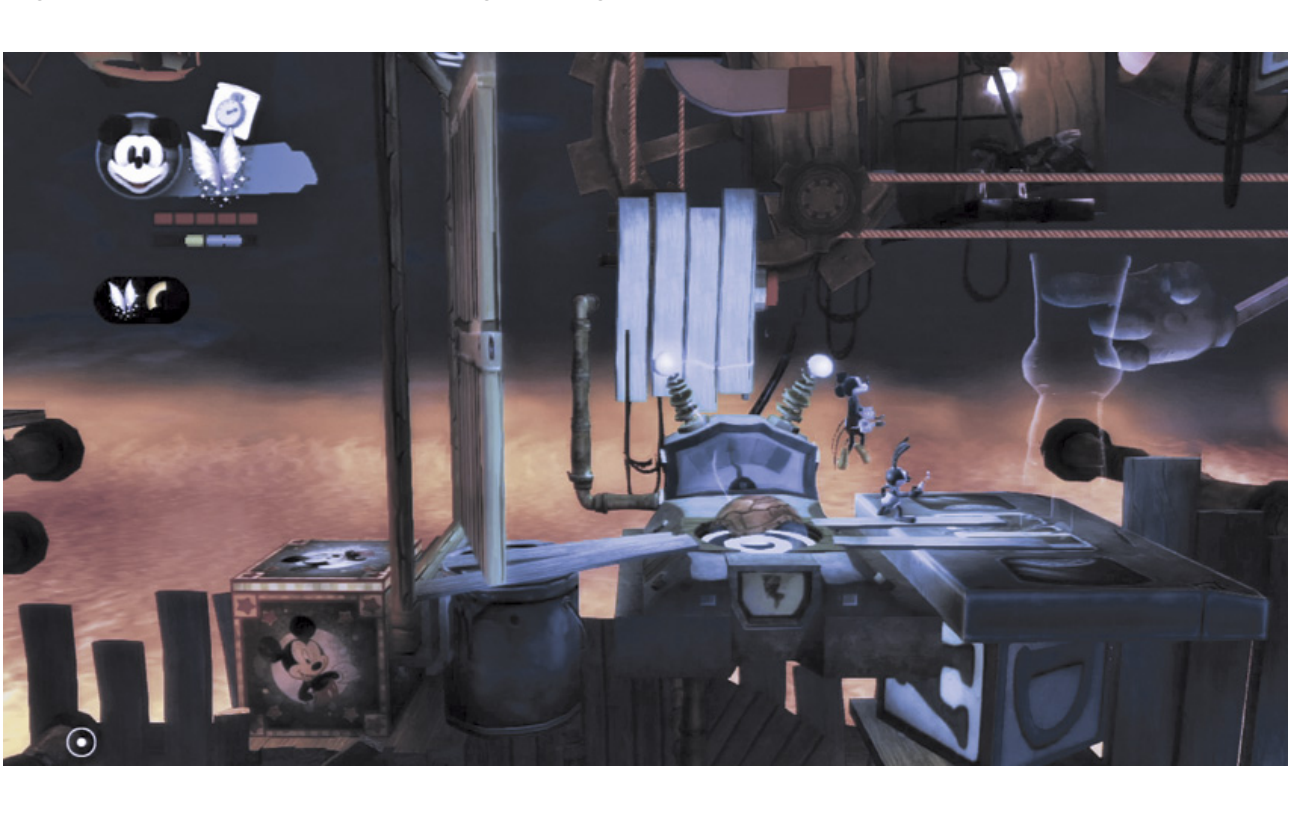


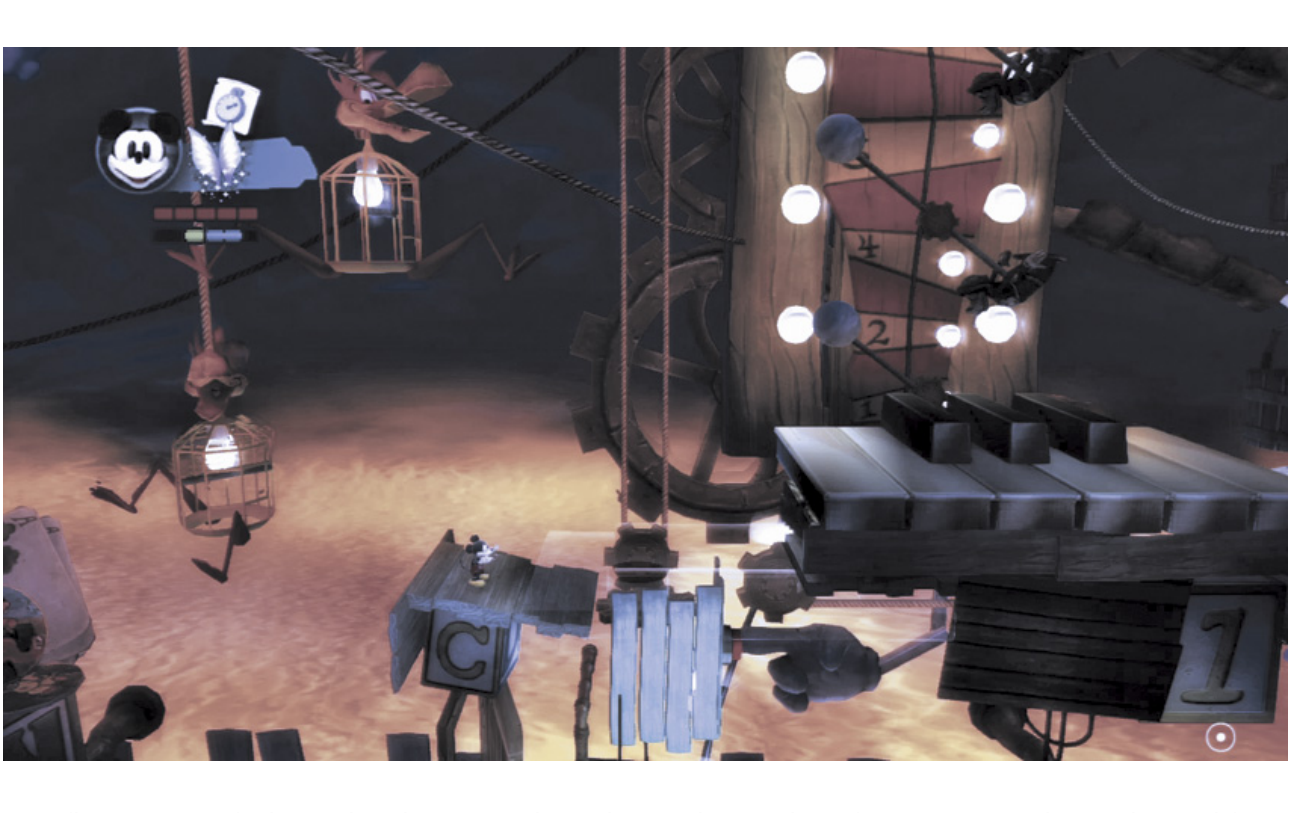
The machine here opens the crayon gate when activated. Thin out the toy soldier and jump across the gap on the right.



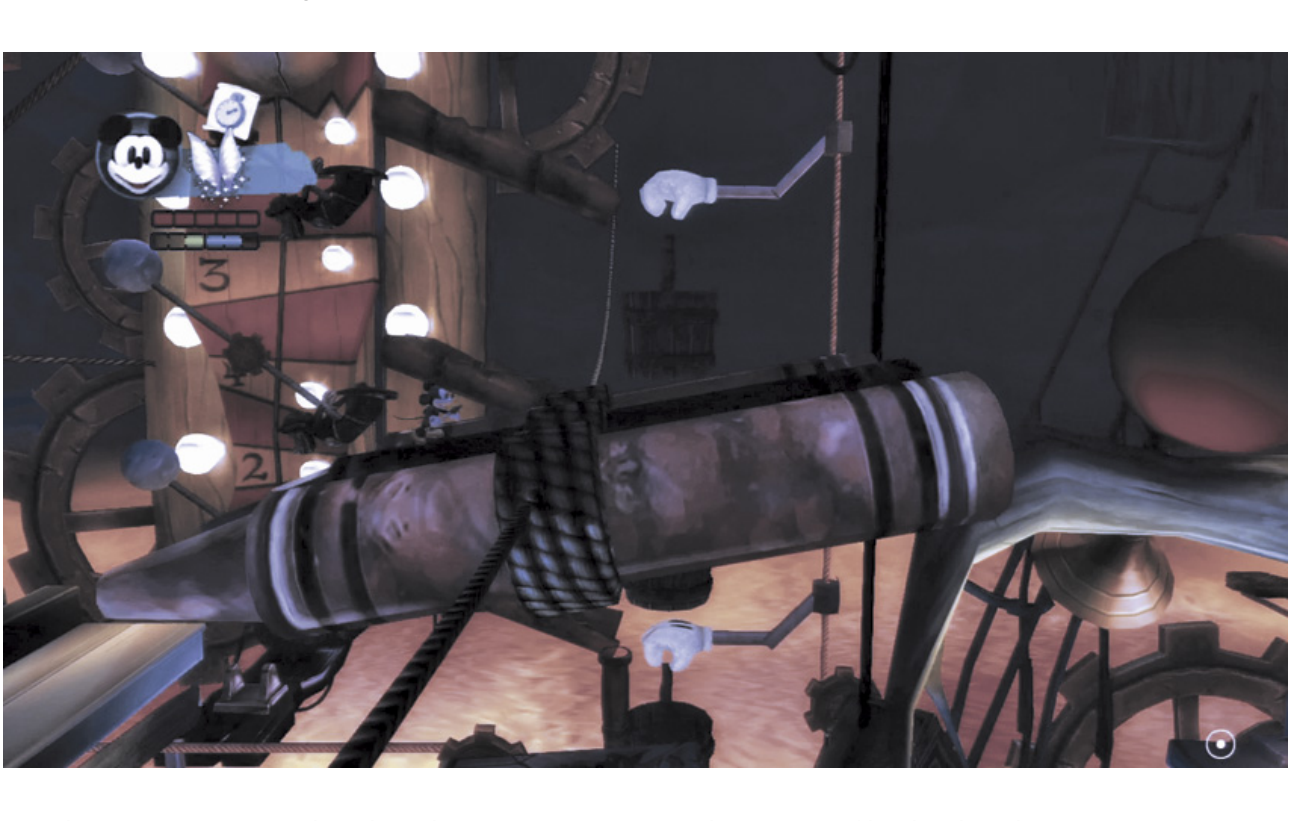


There is a Battery Sphere here that can be used to power the nearby machine. As a shortcut, you can use the Fairy sketch to lift the sphere and then use your Paint to propel the sphere over to the machine. Alternatively, you can push the sphere off the ledge and use the previously encountered springboards to get the sphere up and over to the machine.

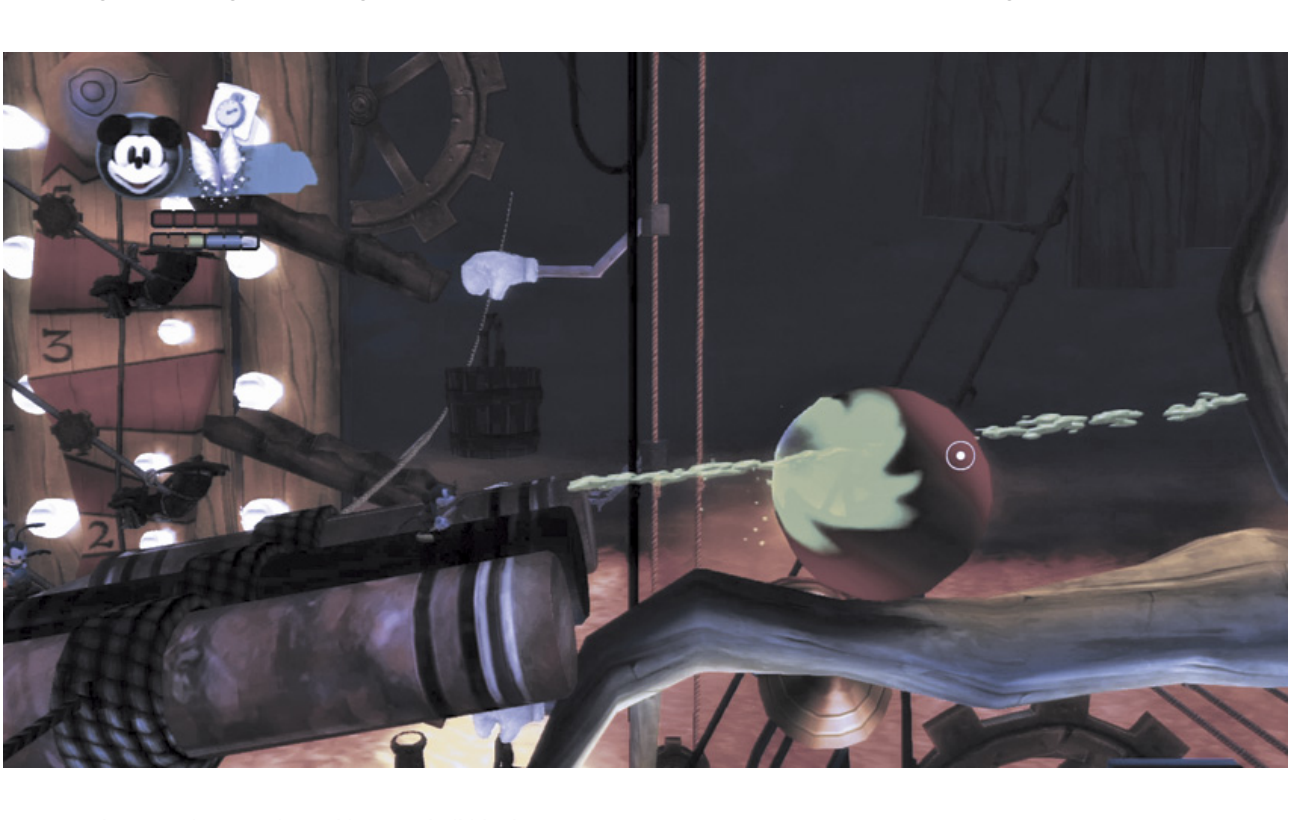




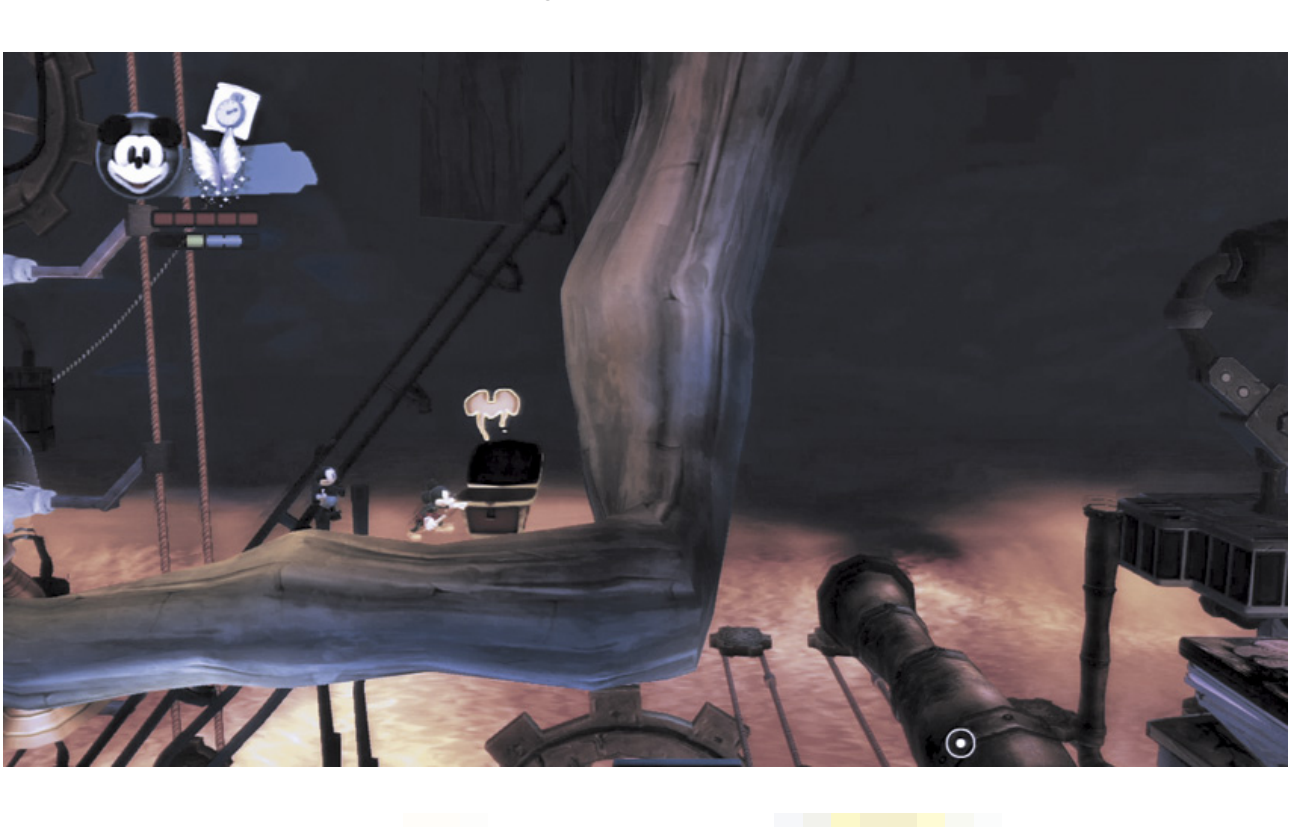
Regardless of your method, once the sphere is near the machine, push it into the socket to activate it. Thin out the wood door to your left, and use the springboard to bounce back up to the piano.



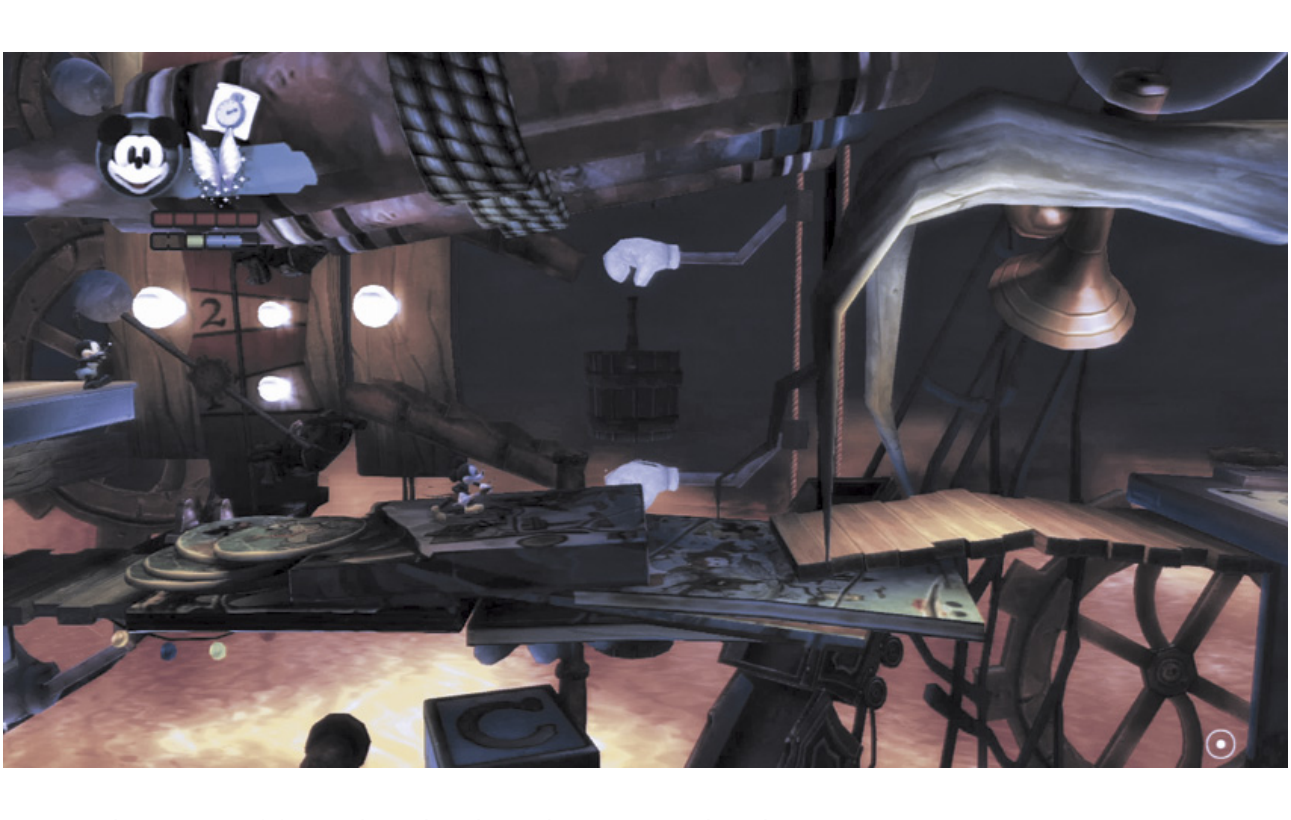
Now the giant crayon gate to the right of the piano is open. Jump on the crayons and head to the right.



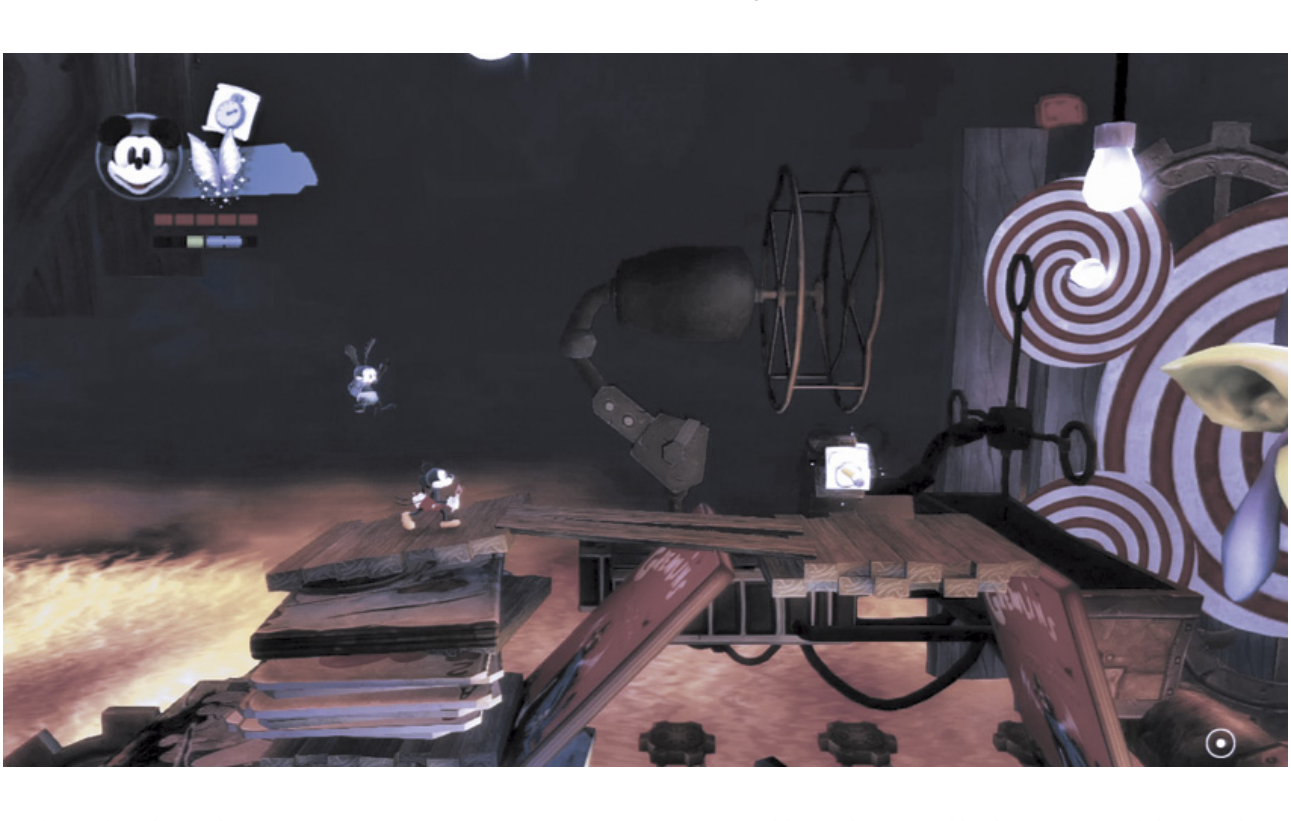
Next you have to thin out the red bouncy ball blocking your way.



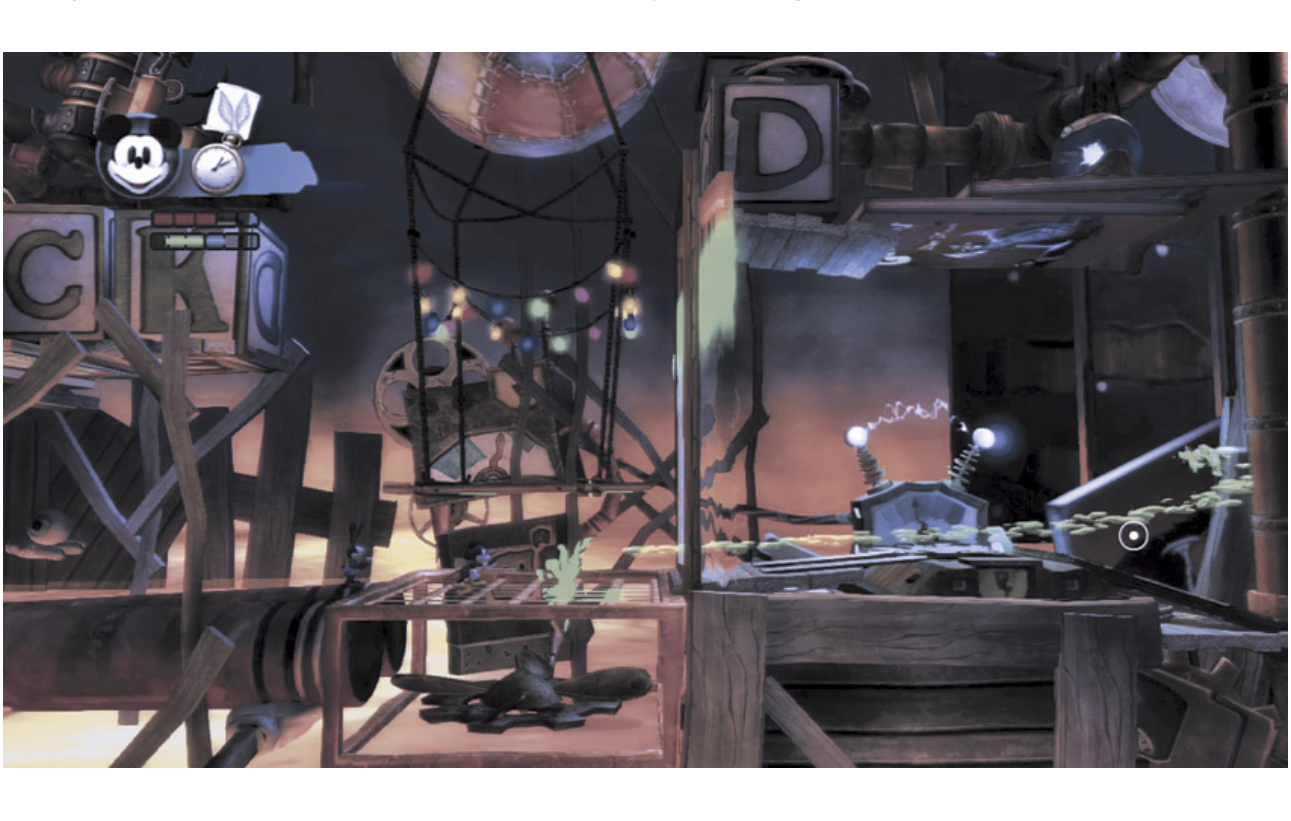
Finally, open the chest and collect a Bronze Pin.



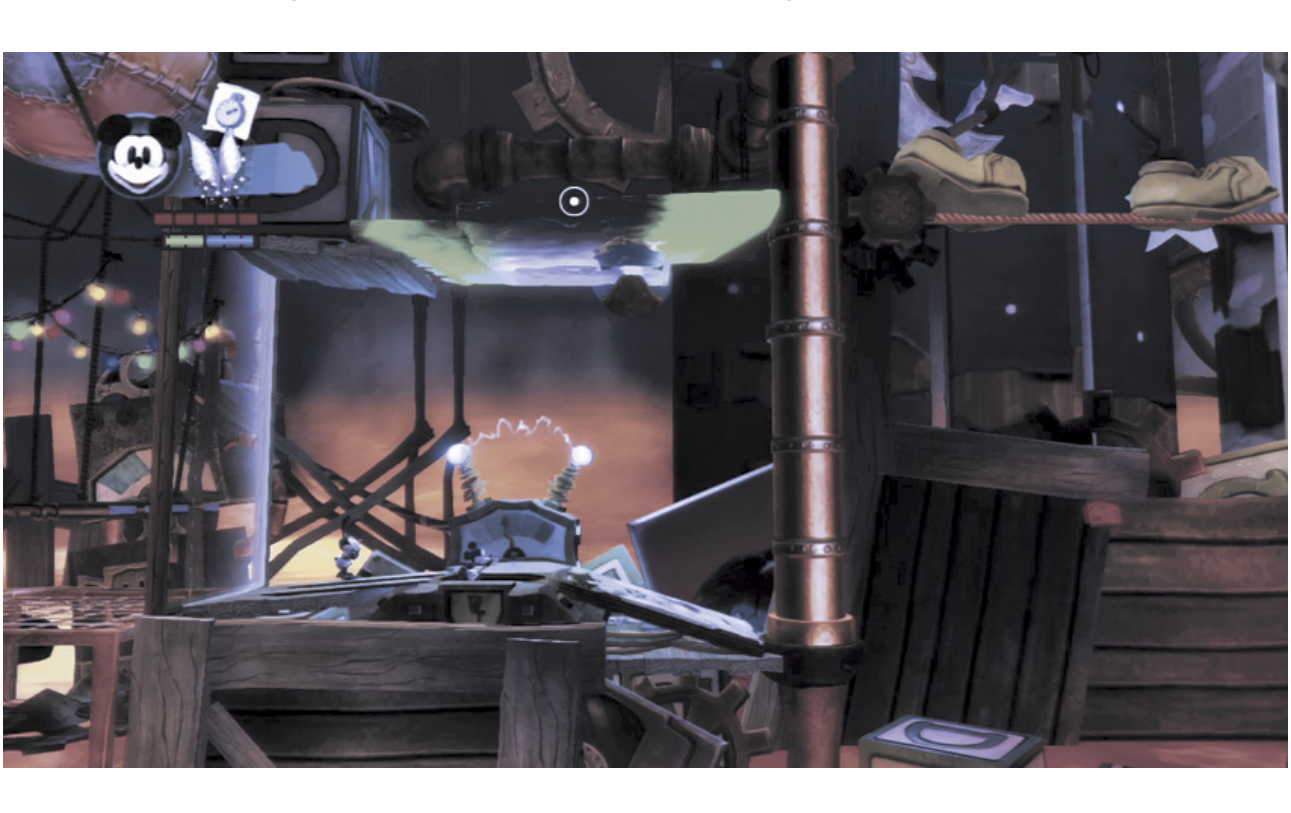
Return to the crayons and drop to the path underneath. Continue to the right.

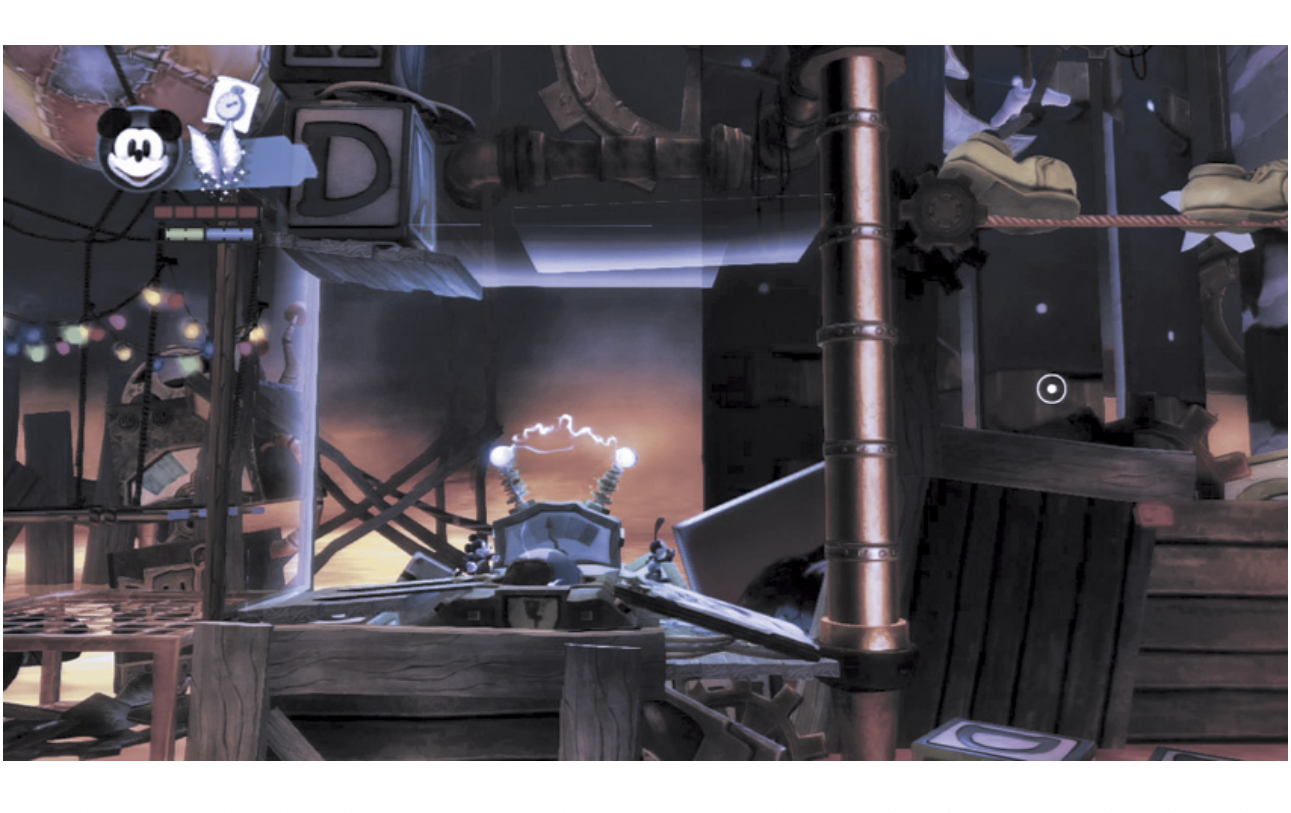


At the end of this path, you receive Concept Art 34. You can now toss Oswald into the air, and both of you can glide over the floating path of E-tickets and backtrack to the level entrance, or just drop straight down from here.

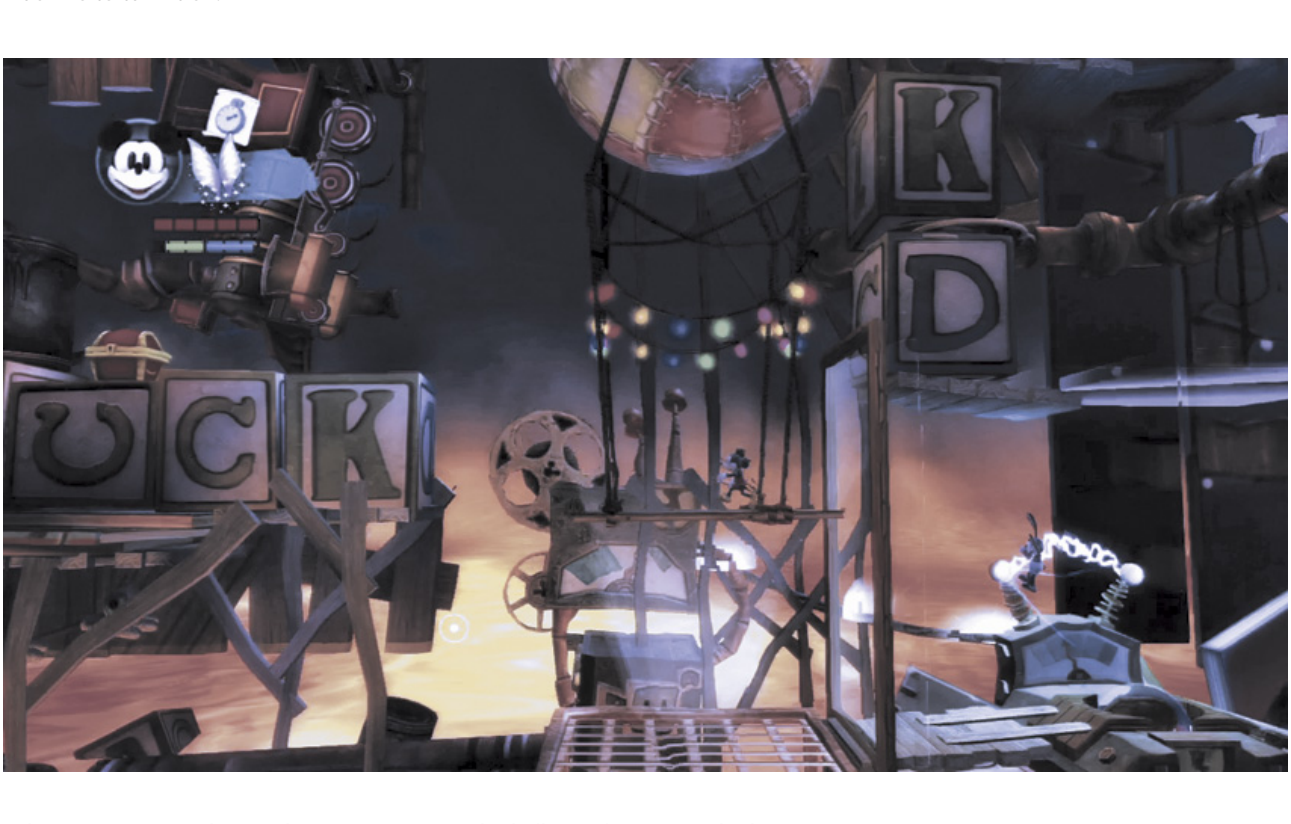


The next part starts to the right of the level entrance. Thin out the wall leading to another machine.

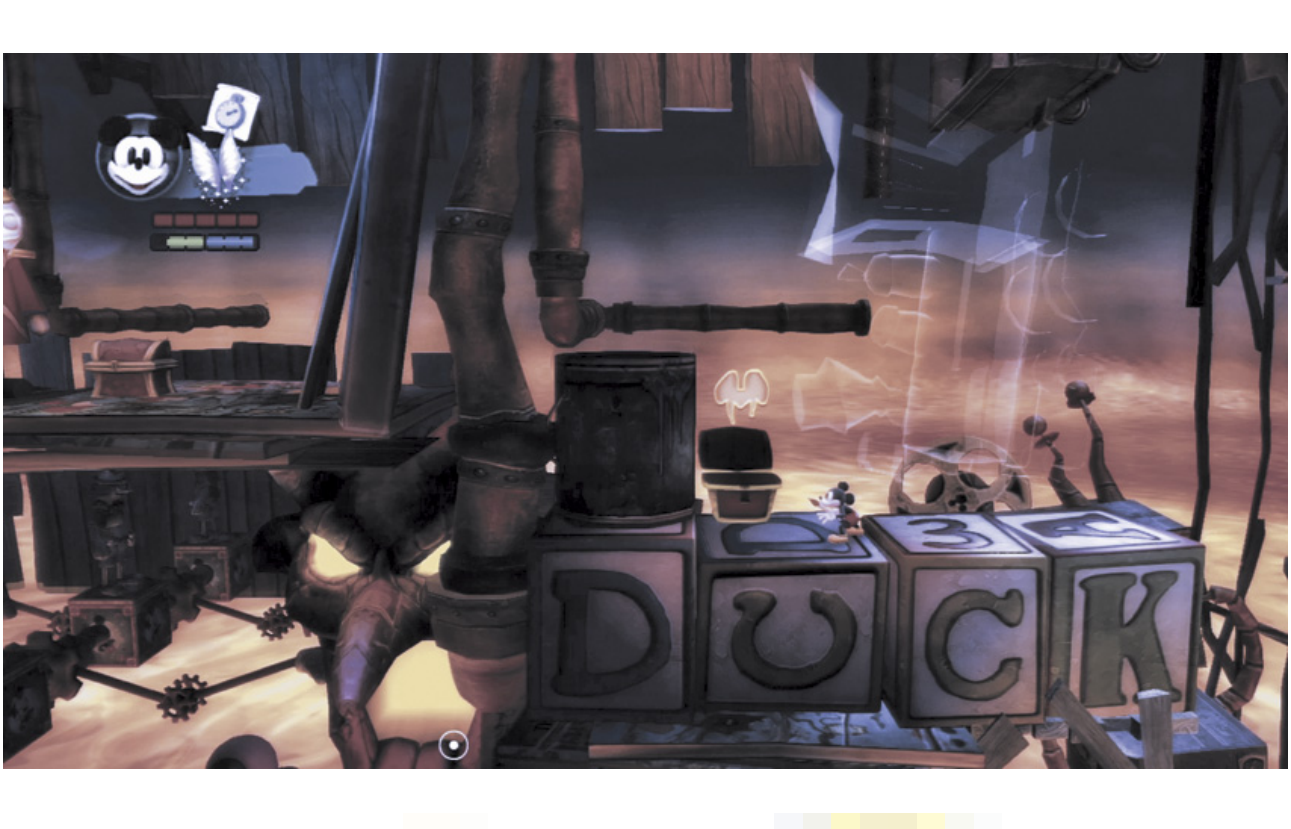




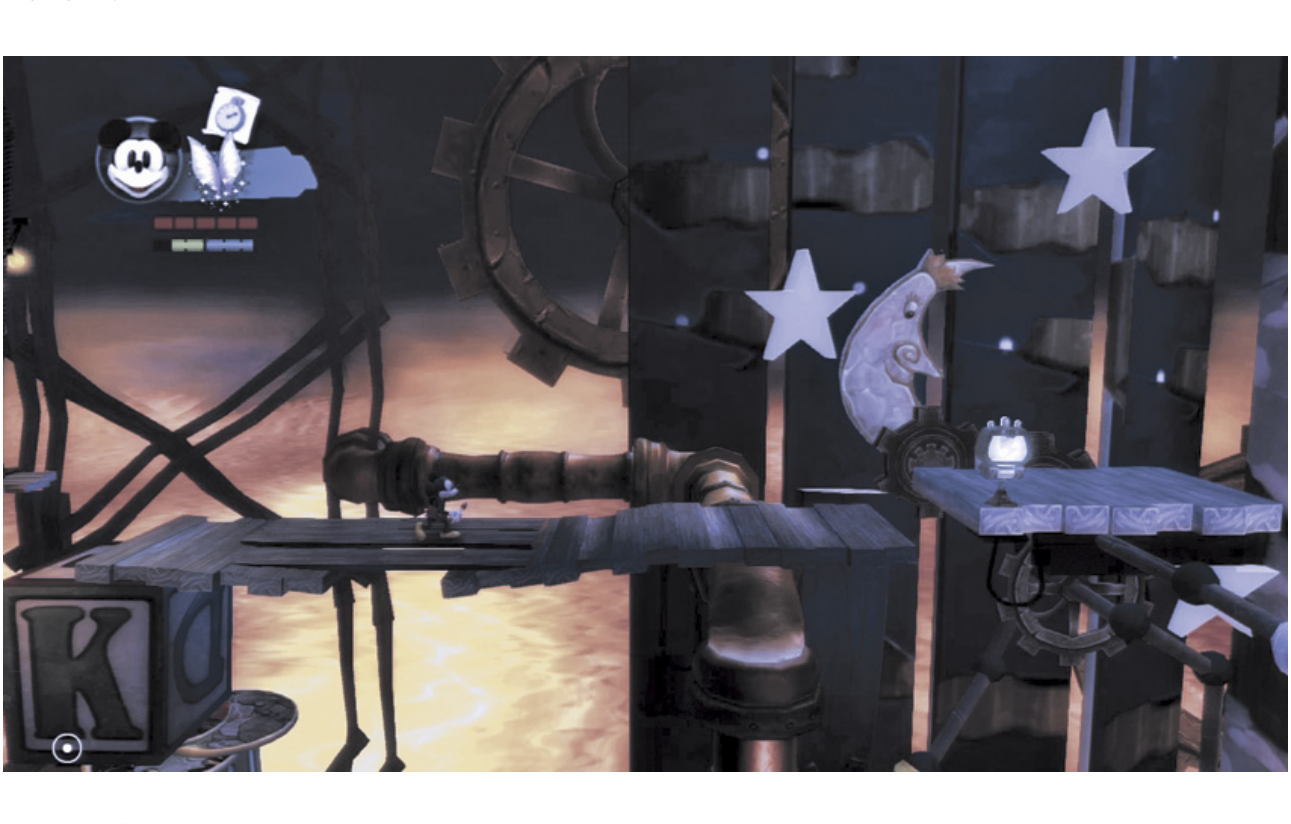
Notice the Battery Sphere above the machine. First, make sure you paint in the pipe to the right, in case you thinned it out by mistake when entering this room. Now thin out the ceiling. The sphere falls right down to you, where it can be placed in the machine to turn it on.



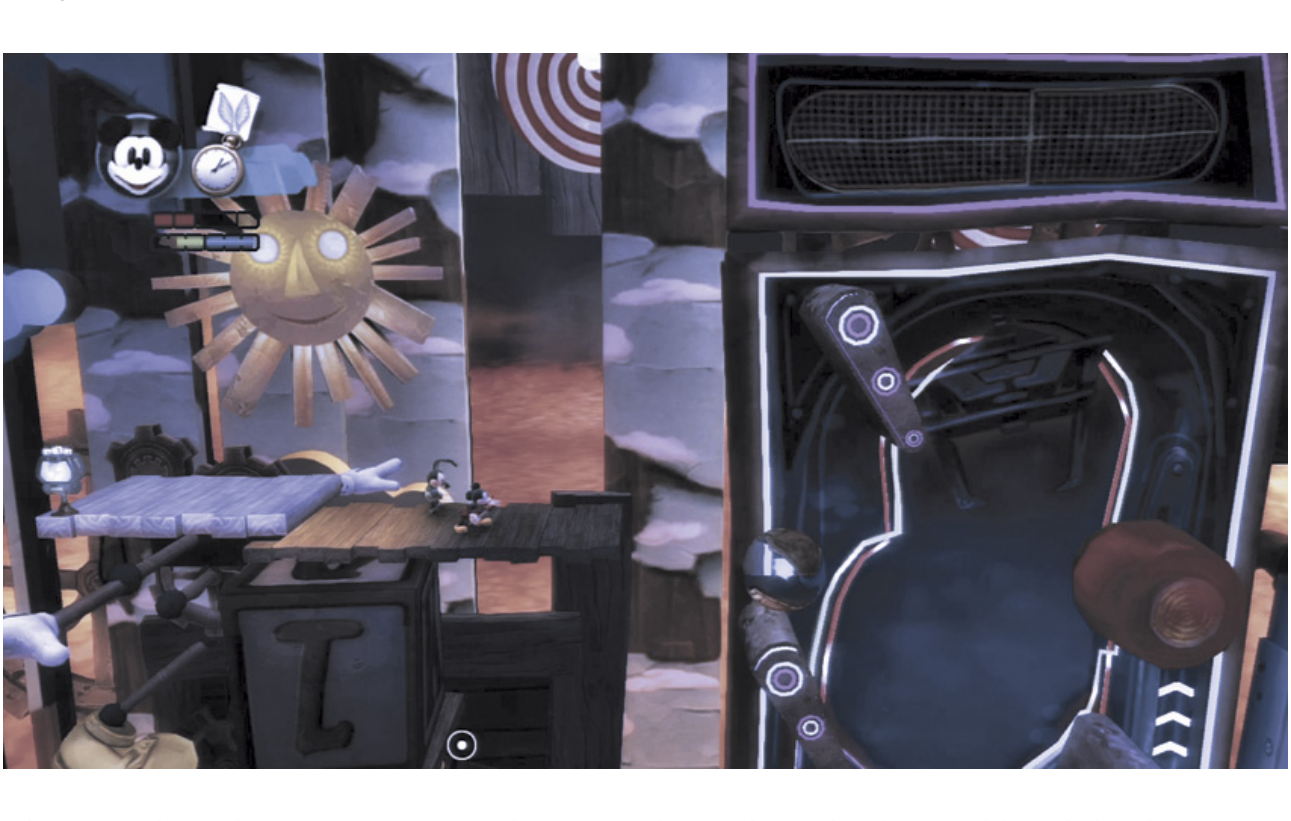
When you activate this machine, it powers up the balloon platform to the left.



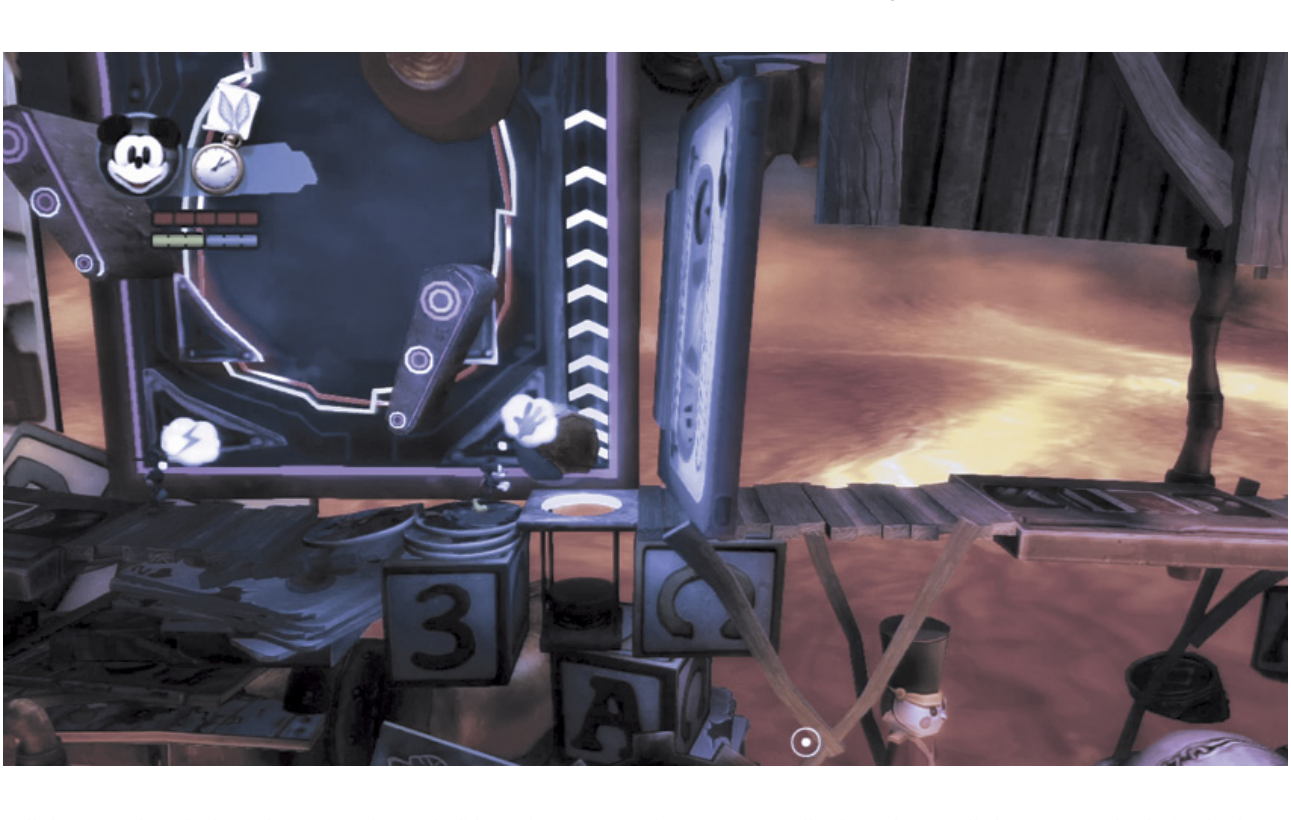
Use the balloon platform to reach the blocks spelling out "DUCK." Thin out the train wall, and open the chest for another Bronze Pin.



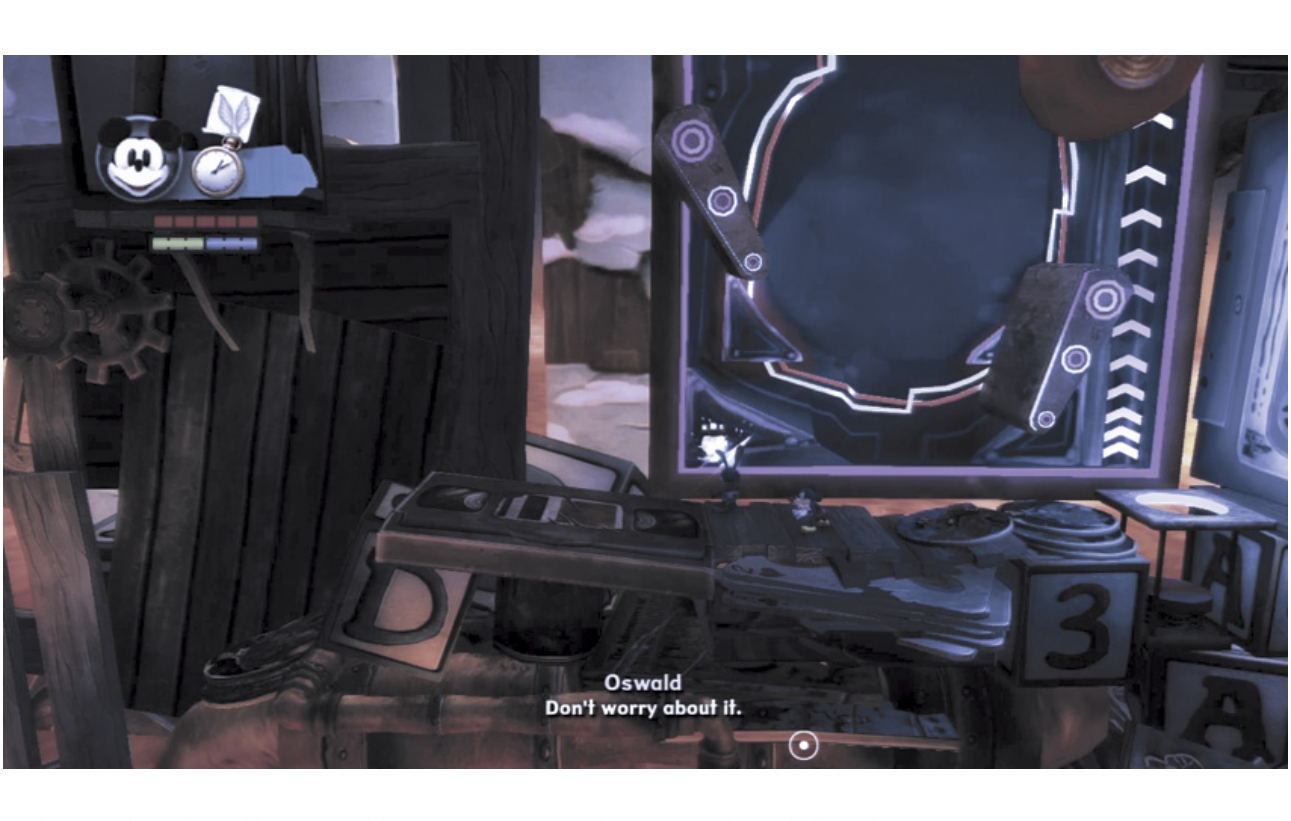
Take the balloon up to the top right. Stand on the platform and have Oswald activate the control panel to take a short trip to the right.



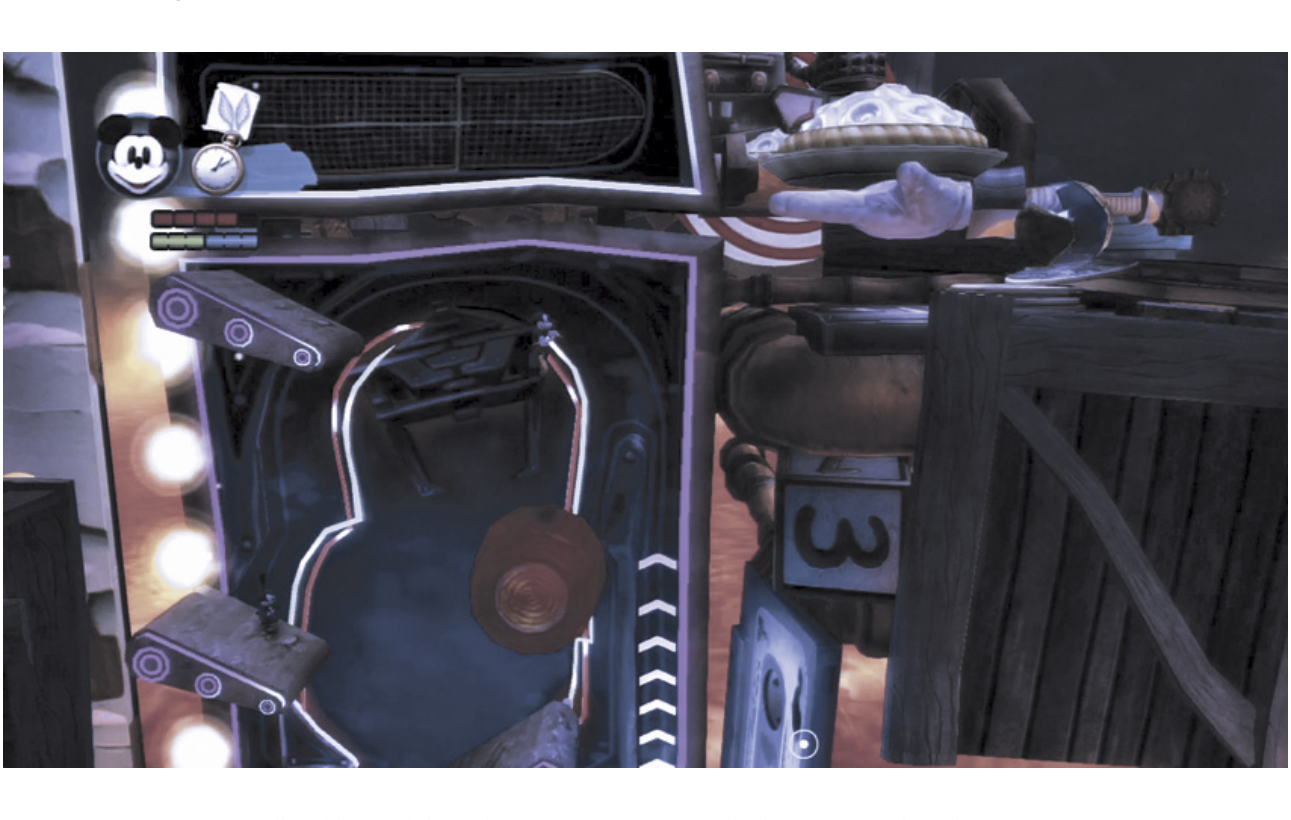
When you reach your destination, you notice another Battery Sphere. Push it off the edge toward the pinball machine.



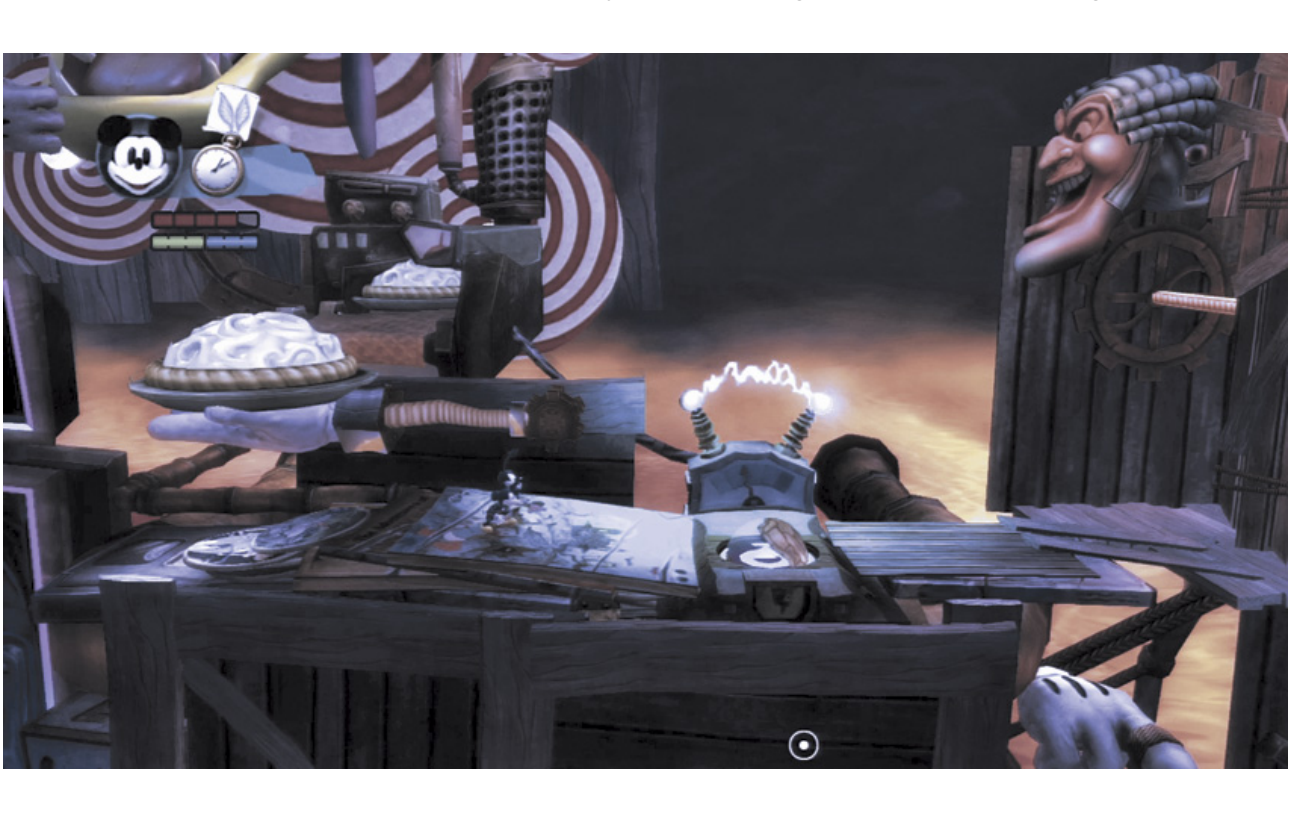
Fall down and push the sphere into the pinball launcher next to the cassette wall. The sphere will shoot up to the ledge high above and wait for you.

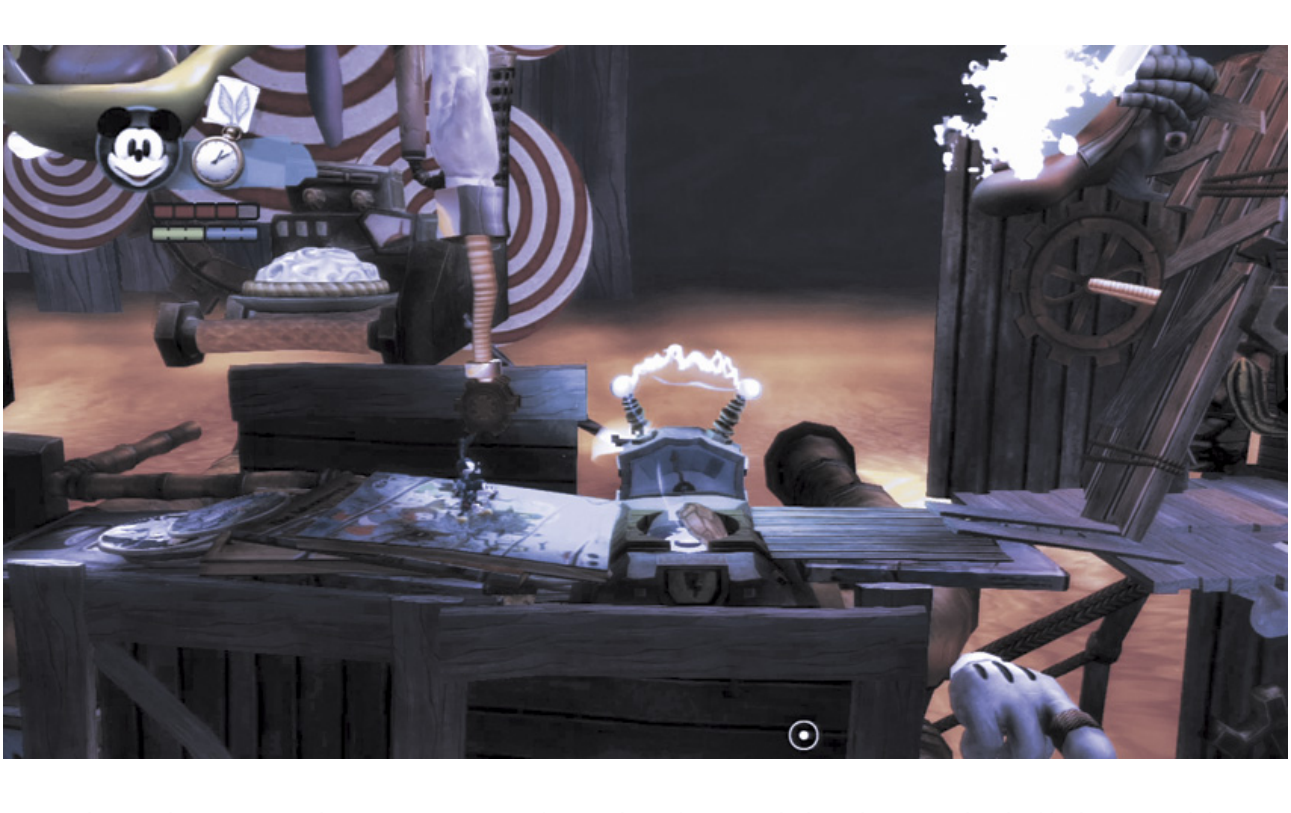


Go back to the right and have Oswald use the control panel to turn on the pinball machine.

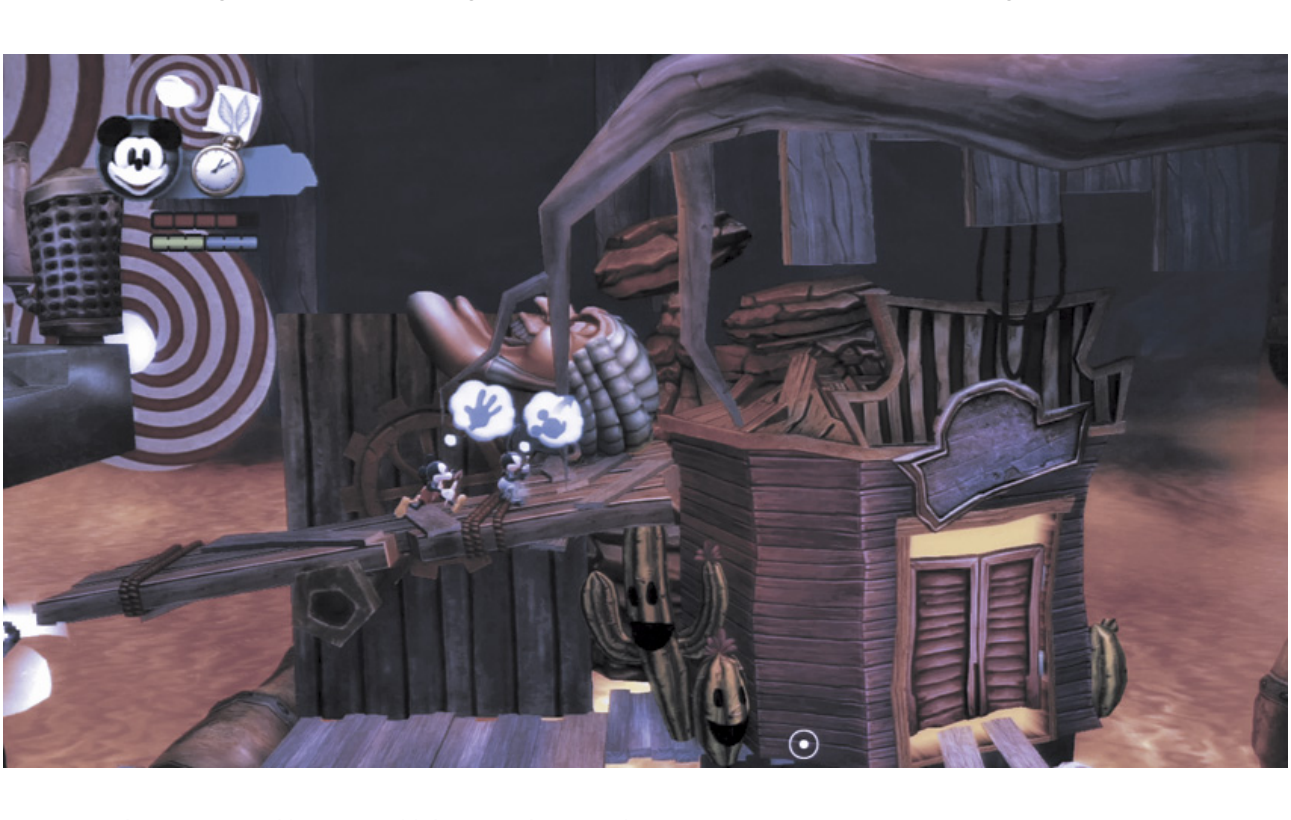


You can now use the pinball paddles and the red bumper to jump up to the ledge where the sphere is waiting.

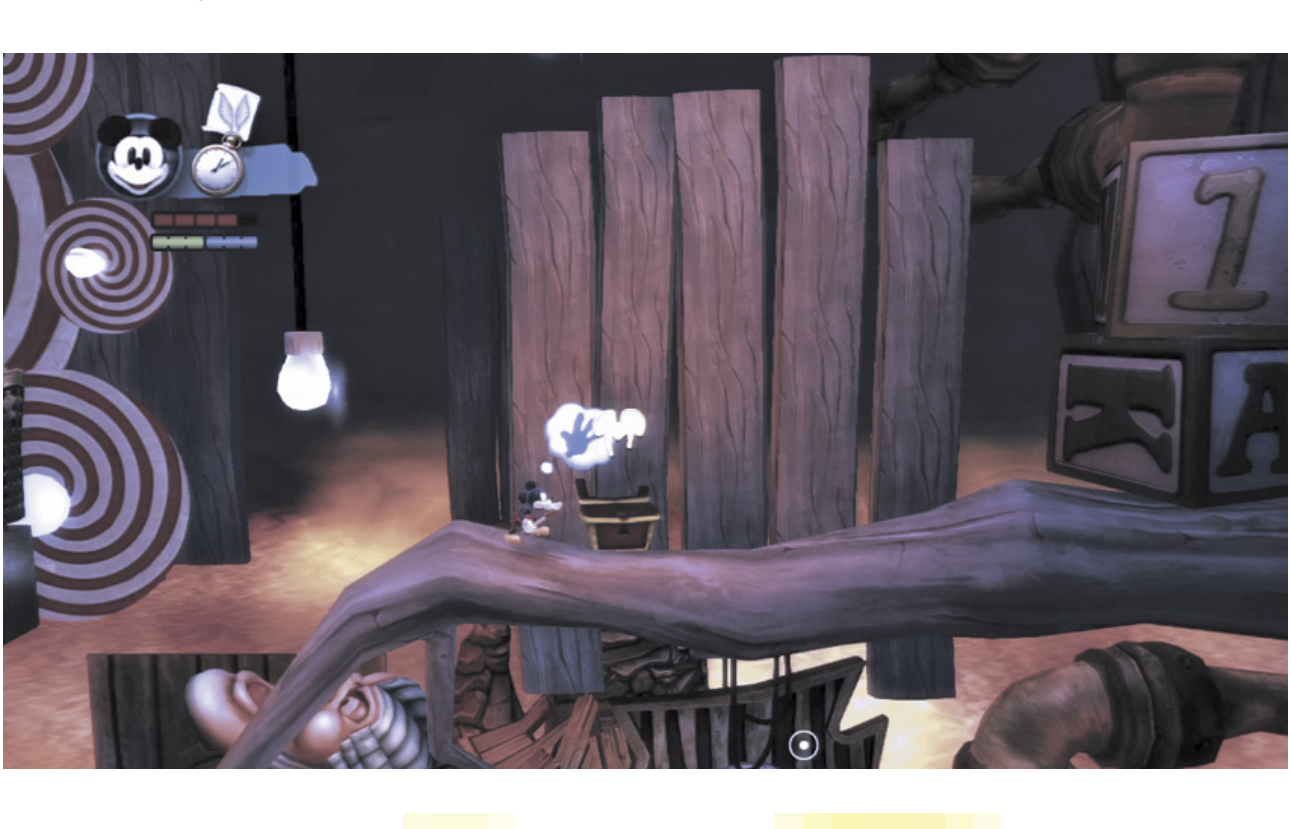




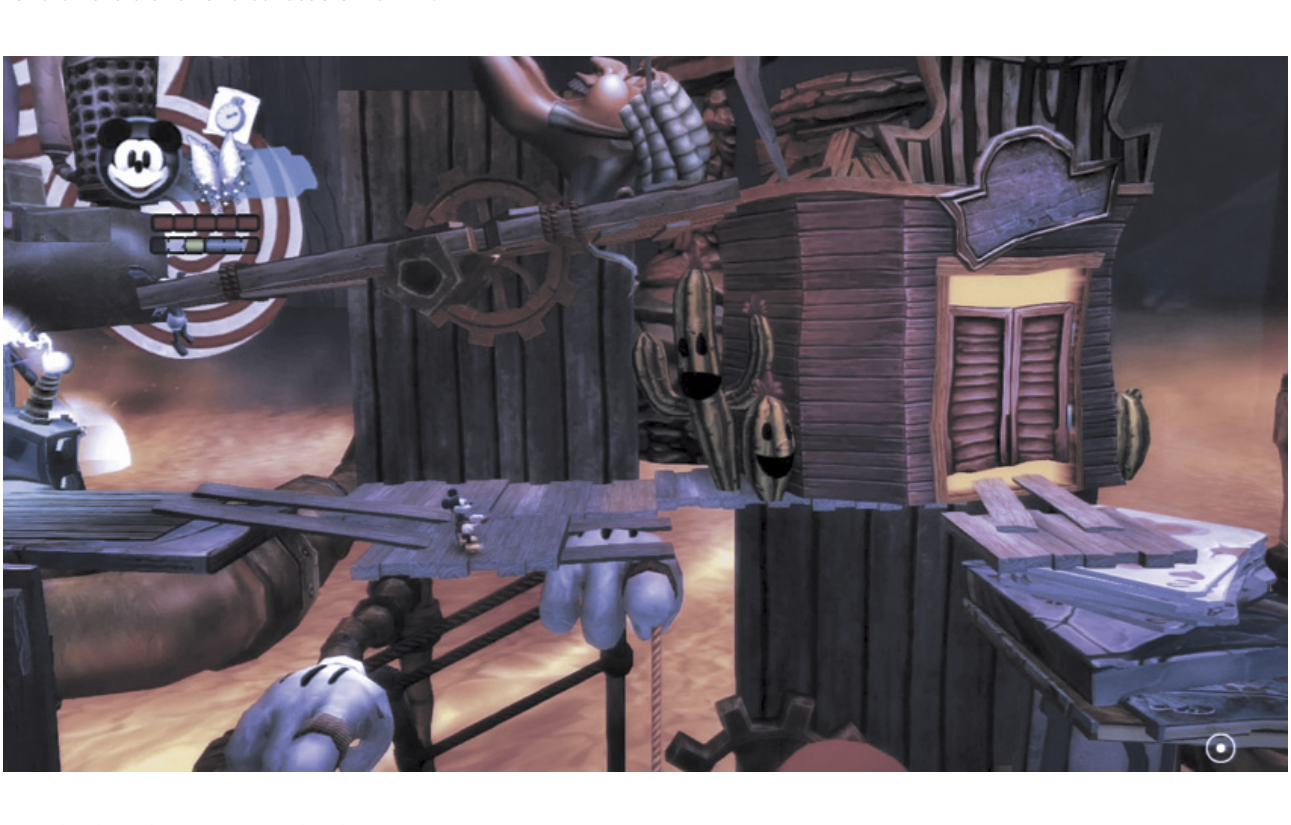
Yet another machine is waiting here for an Battery Sphere to be fed to it. Push the sphere into the slot like before, and this machine starts tossing pies at the face on the gate ahead. The force from the pies pushes open the gate.



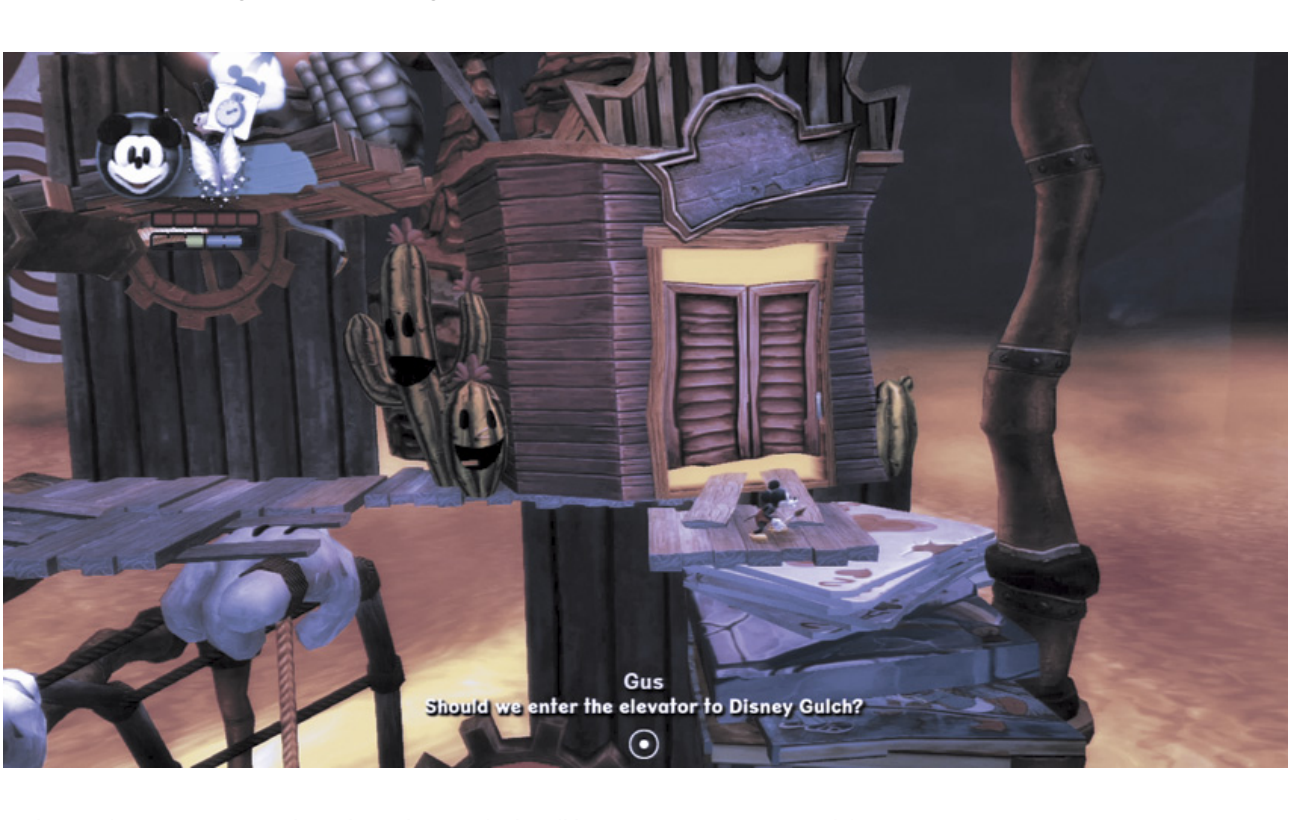
Jump onto the flat gate and have Oswald throw Mickey into the air.



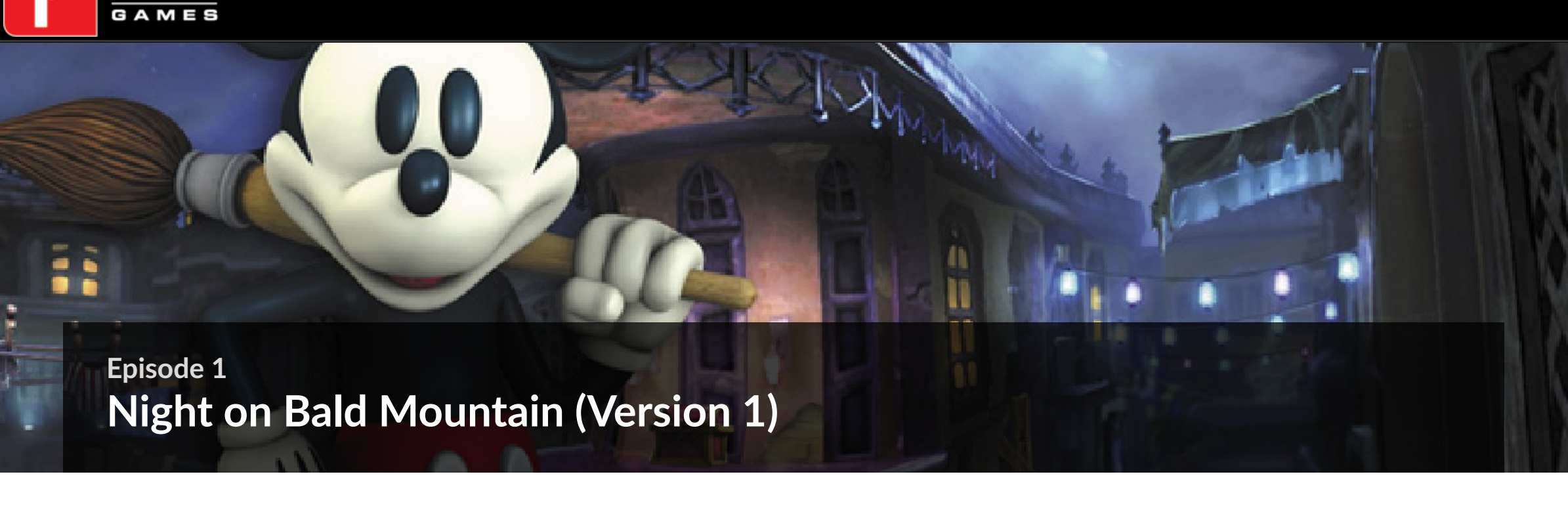
Land on the branch and collect a Silver Pin.



Drop back to the passage under the open gate.



Make one last jump over to the Saloon doors, which will be your exit to Disney Gulch.



Episode 1

Night on Bald Mountain (Version 1)

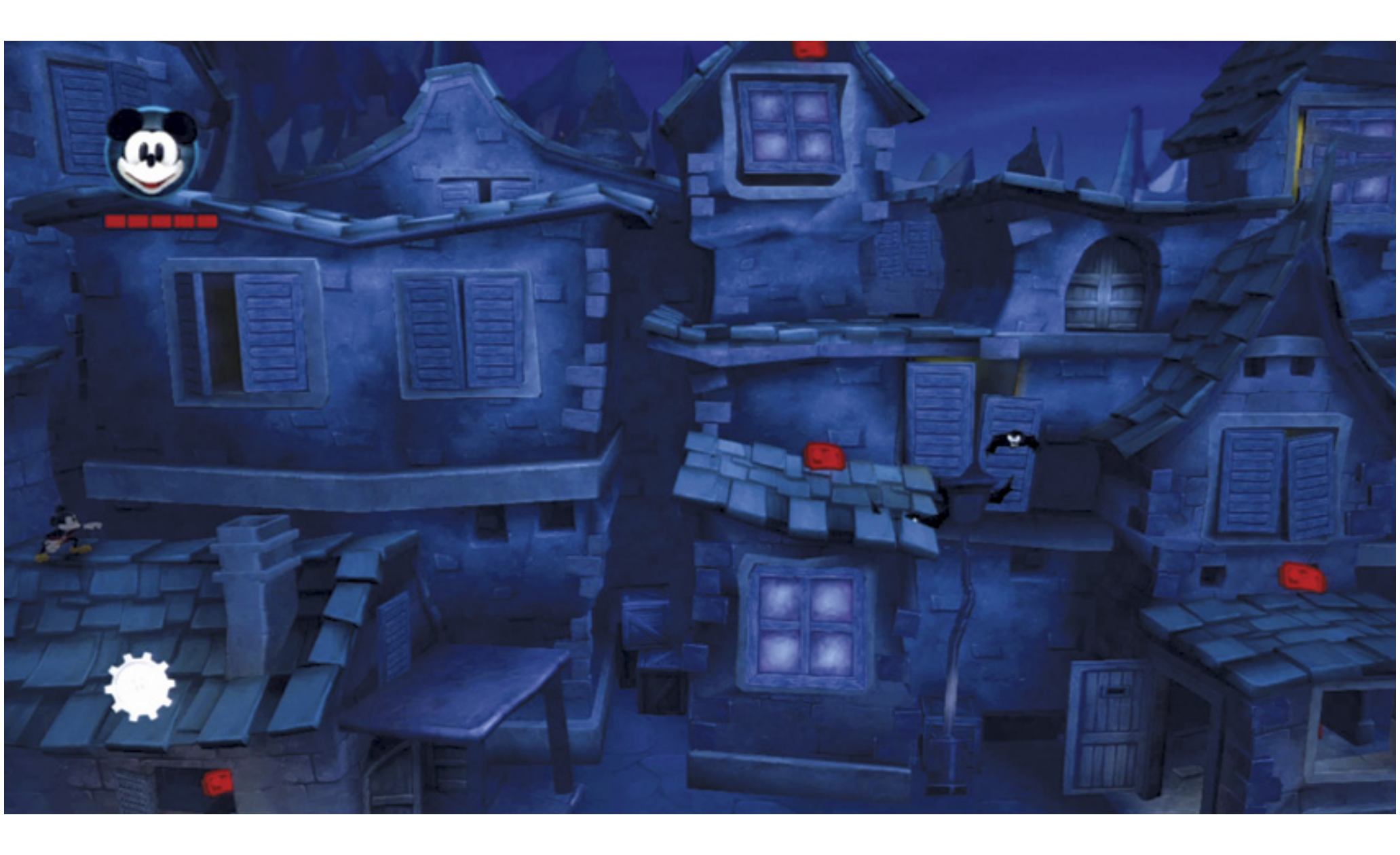
Night on Bald Mountain (Version 1)

LEVEL BREAKDOWN

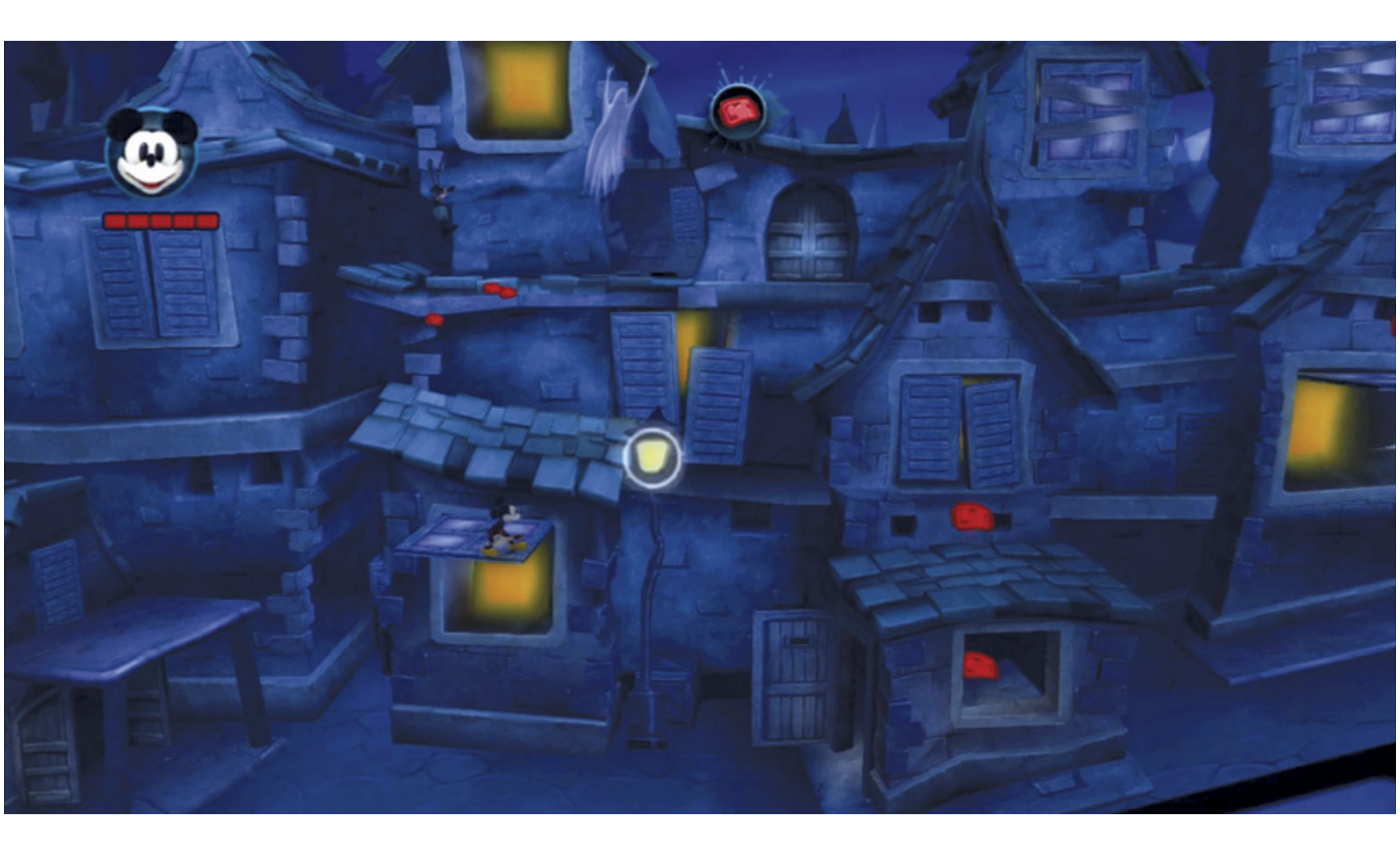
Collectibles

- Film Reel
- Golden E-ticket
- Gold Pin

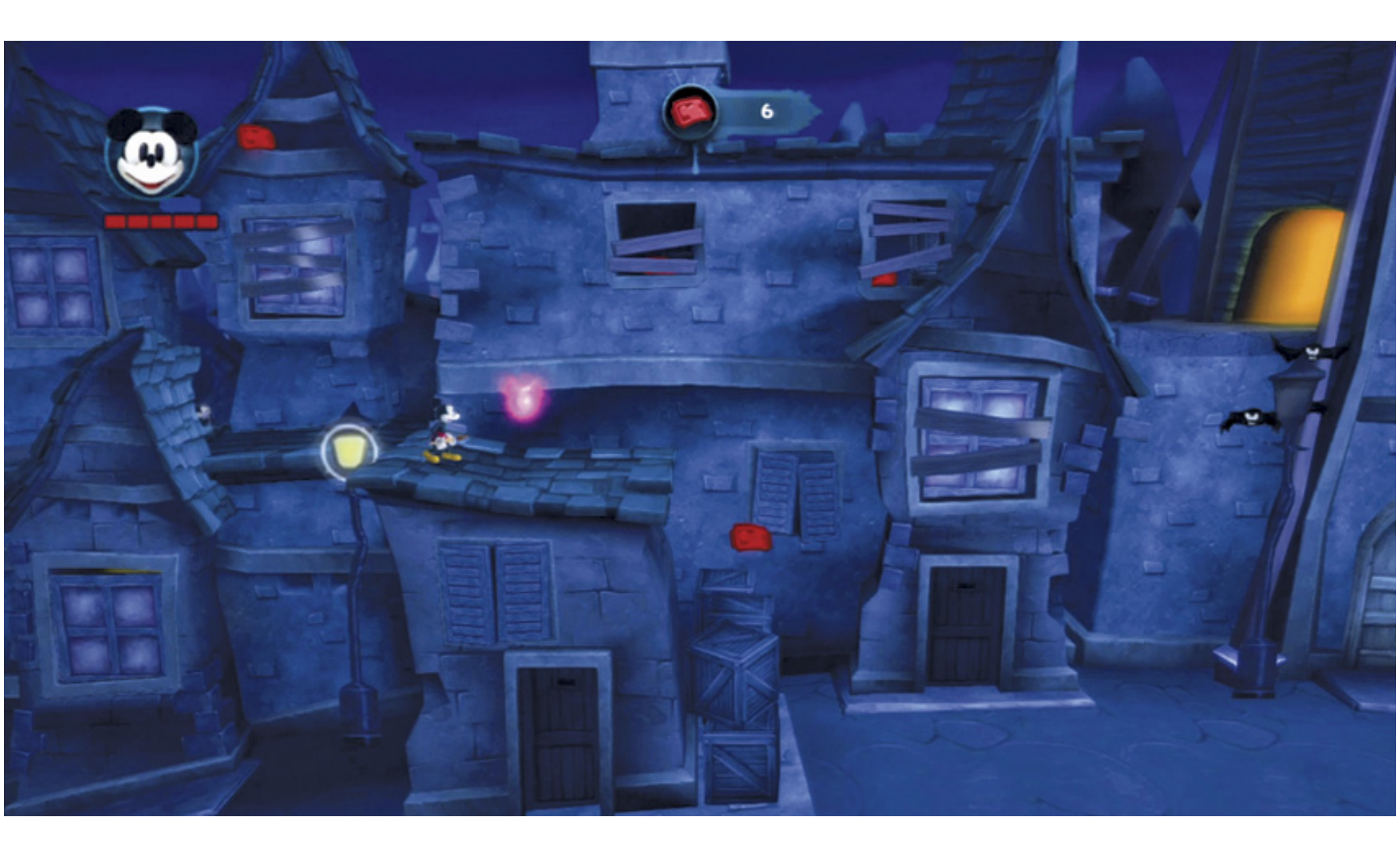
Note: Night on Bald Mountain (version 1) is filled with ghosts and bats. Your journey across the haunted village and graveyard takes you from Rainbow Caverns to Disney Gulch.



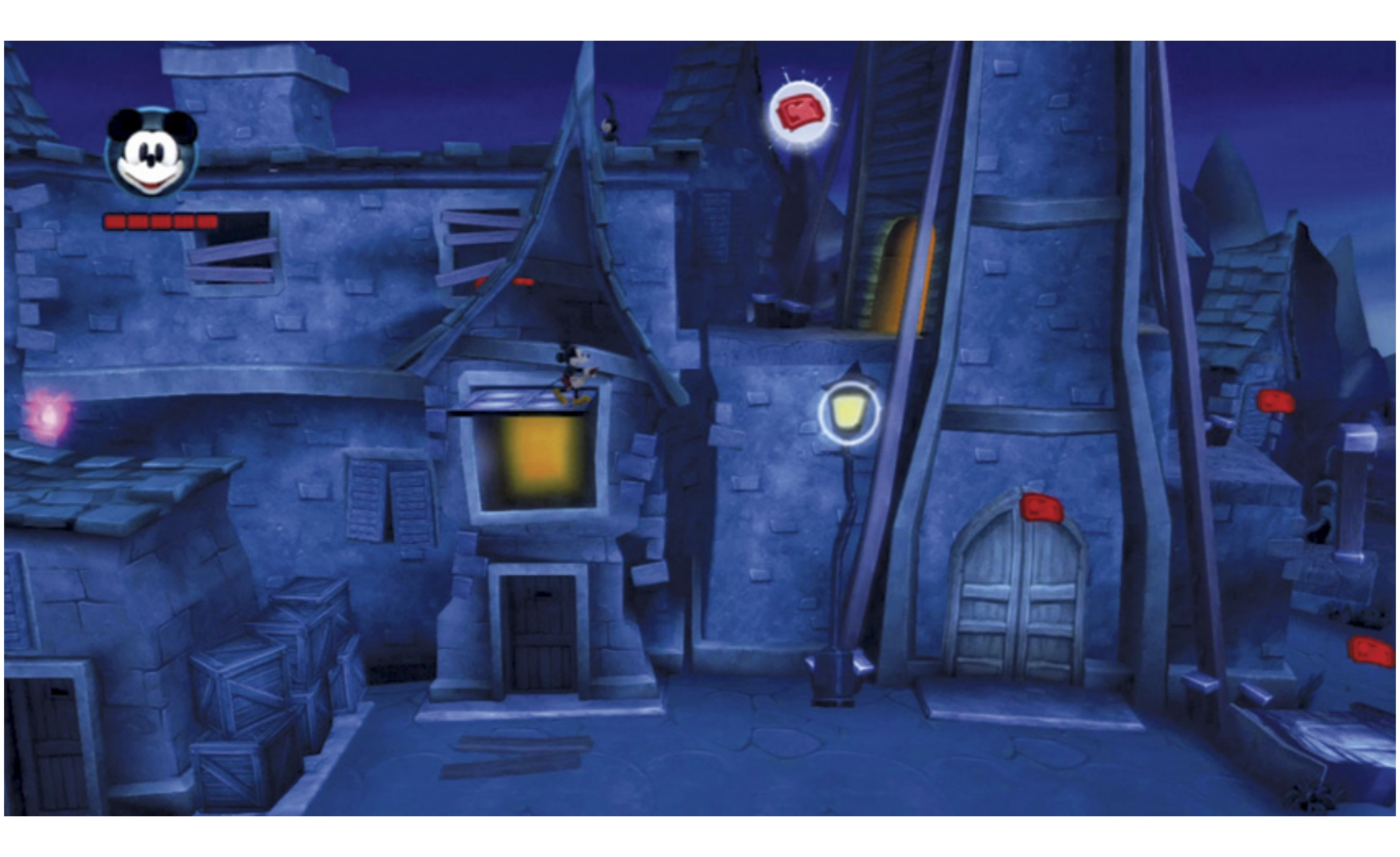
The lower path starts you in the middle of a haunted village.



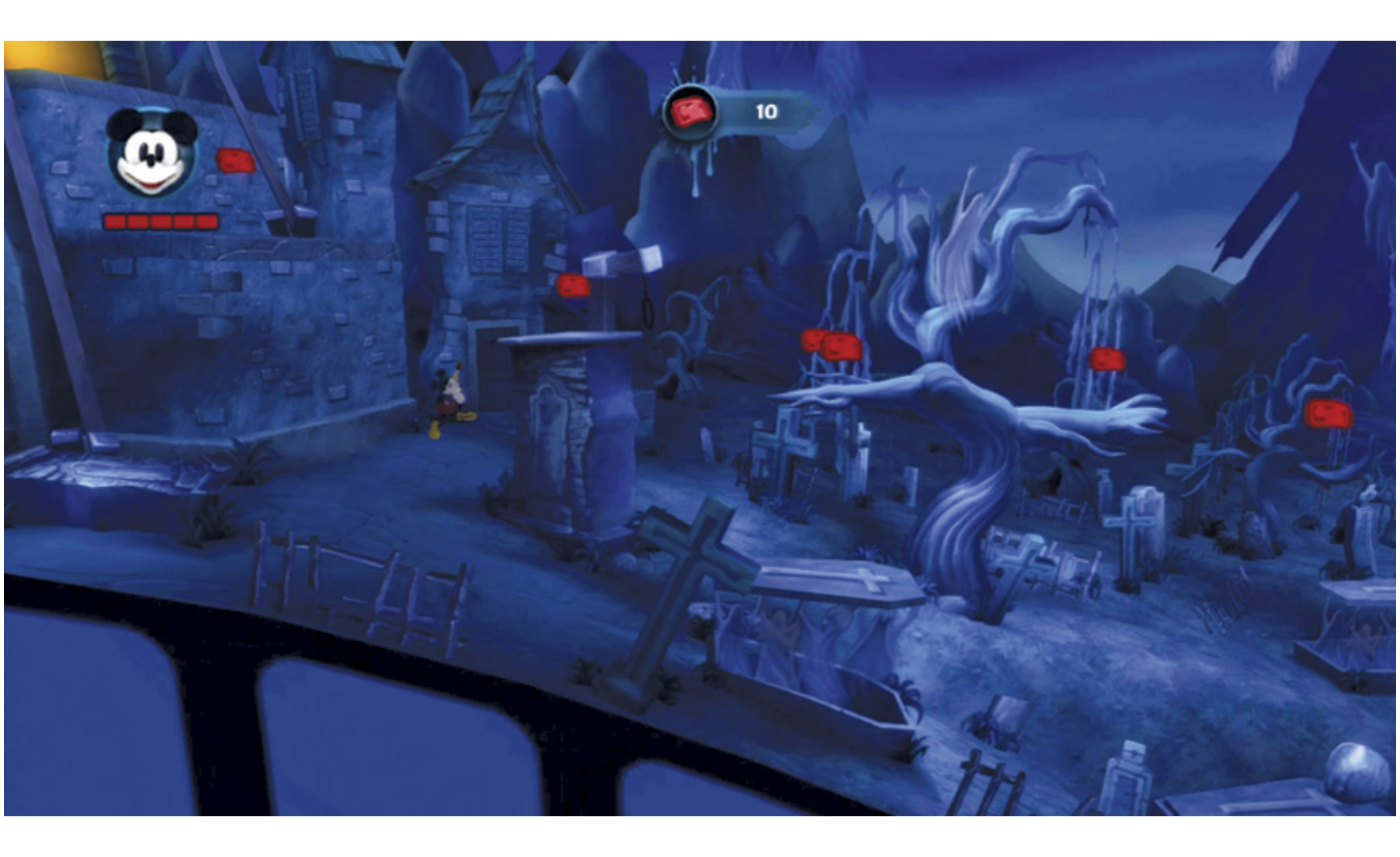
To get across the village, you must use the windows that open up and act as temporary platforms.



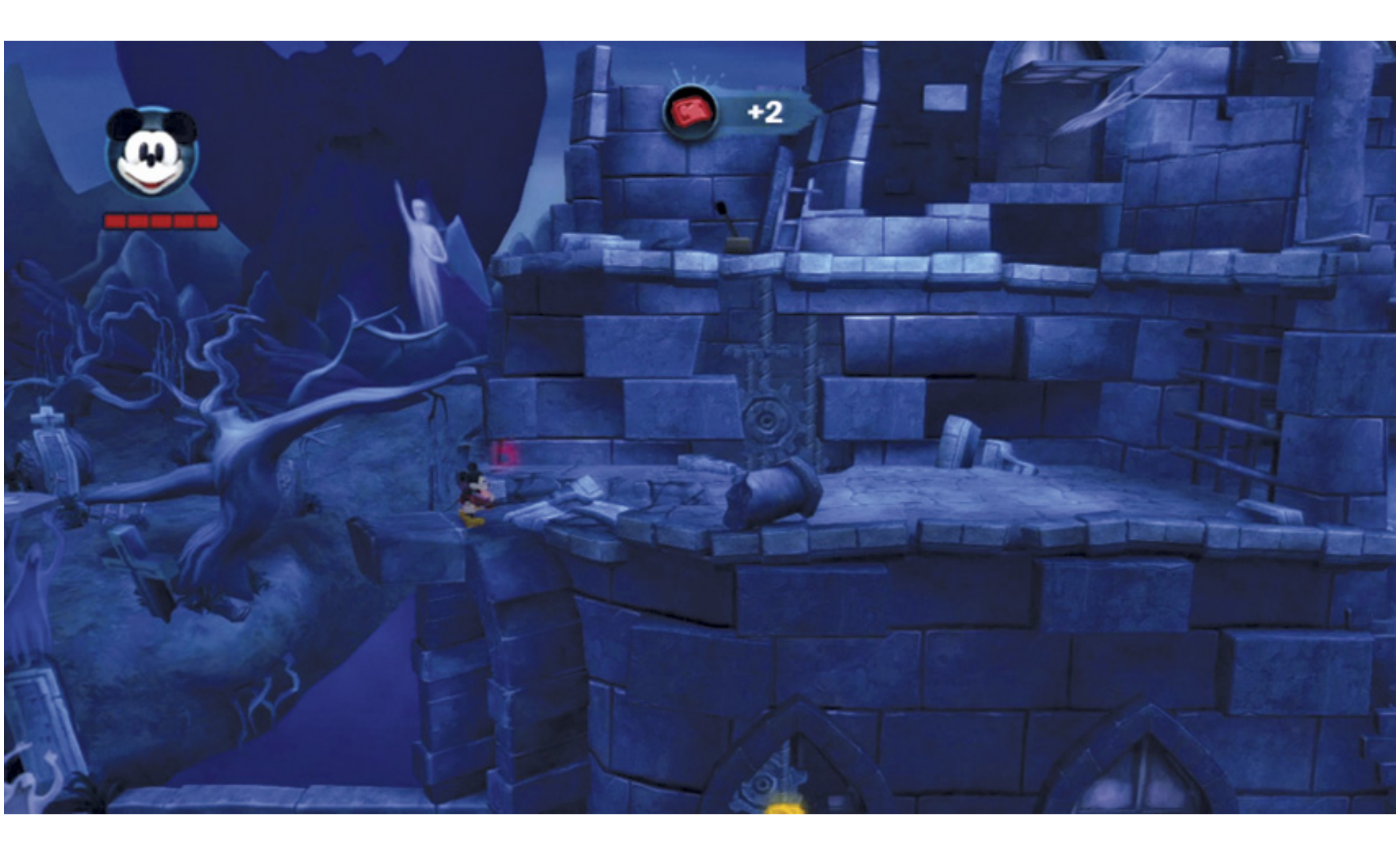
Some spots are blocked with bats hovering over a lamp. If you spin attack the lamppost, the light turns on and scares the bats away.



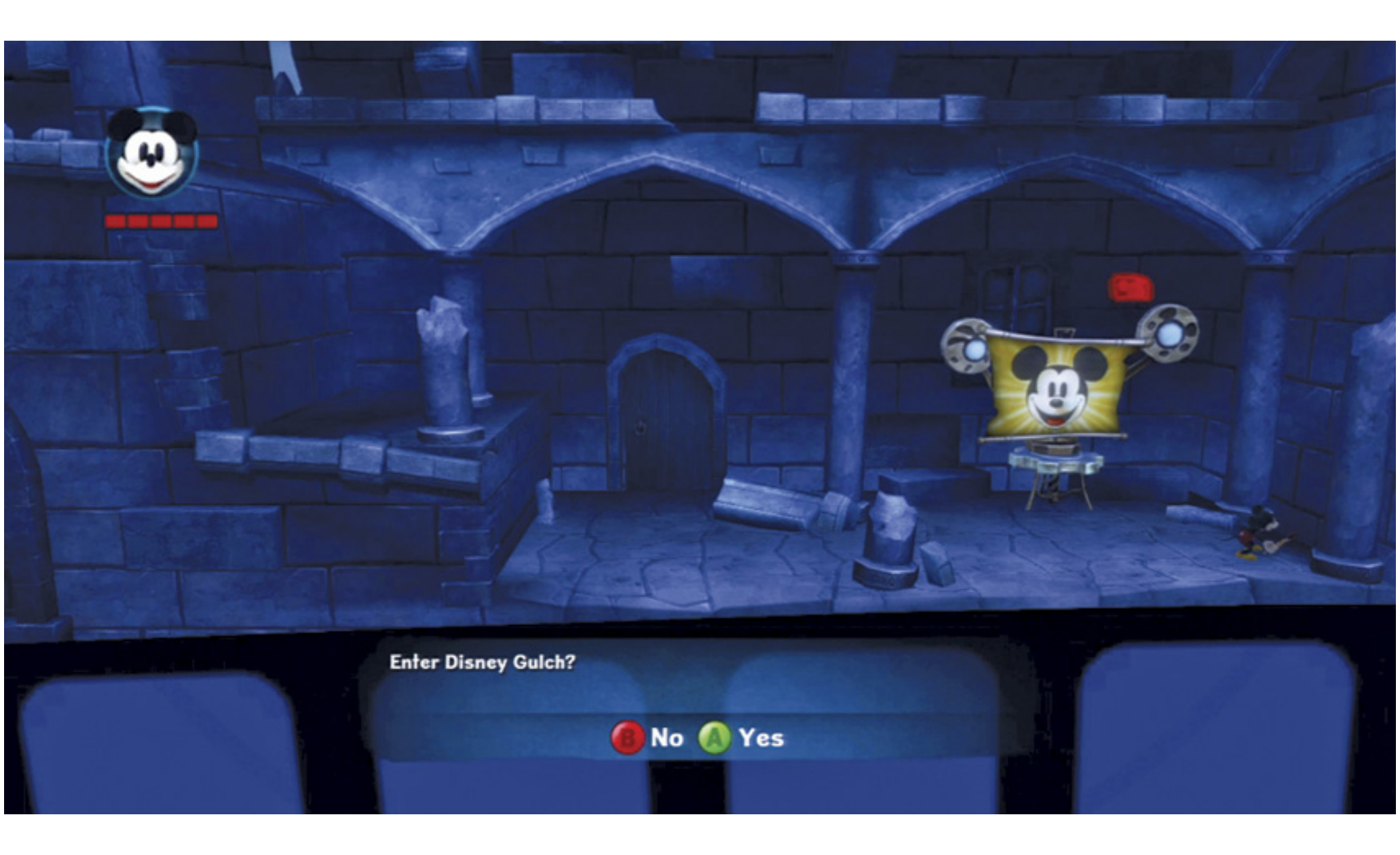
Before you get to the church, knock the boards off the window with a spin attack.Hit the lamp to scare away the bats and collect E-tickets from the window. Also, if you have the Steamboat Willie costume, you will find a Gold Pin over the lamp.



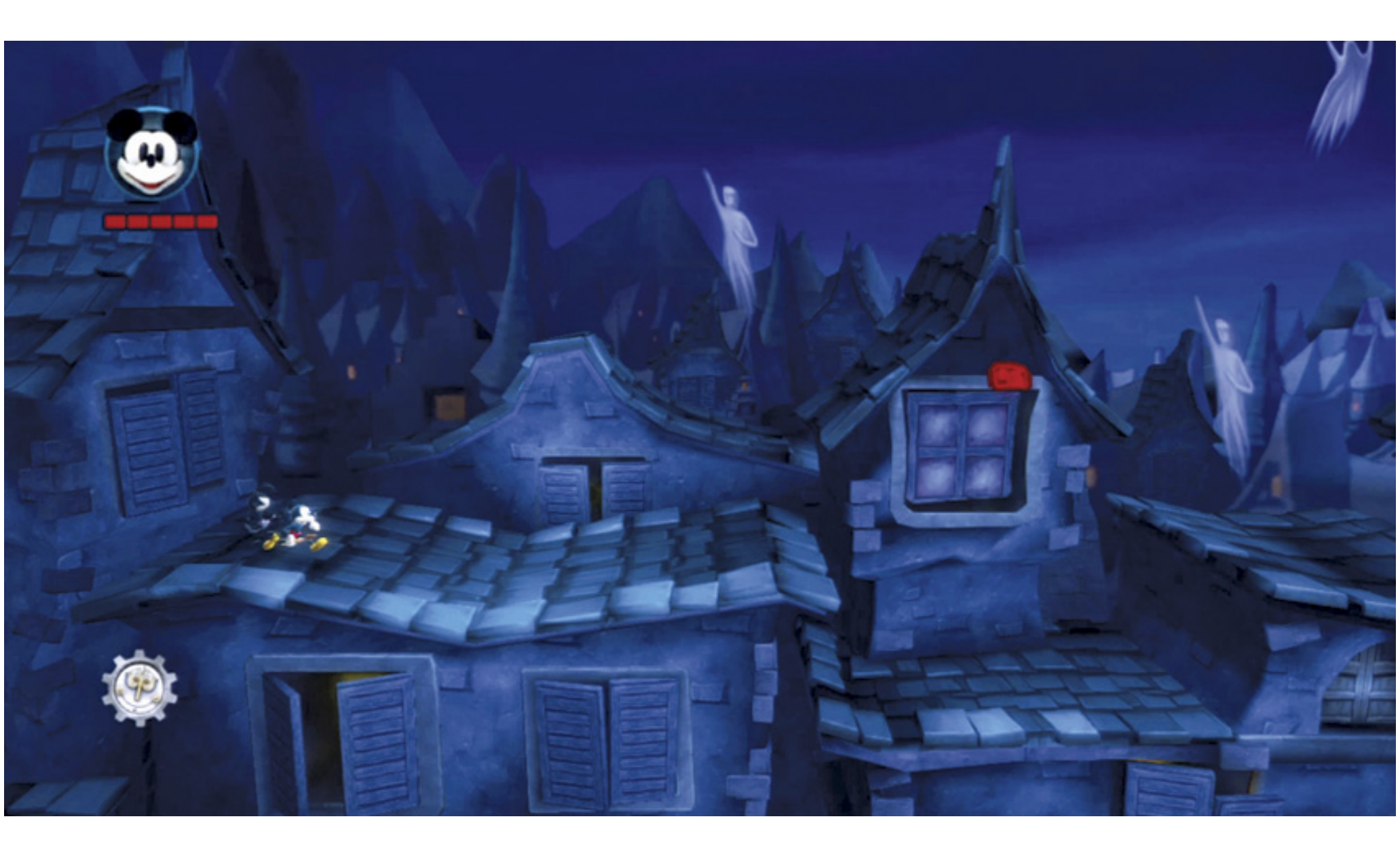
After passing the church, you have to cross a haunted graveyard. However, the ghosts are harmless and aid you by raising coffin lids that act as handy jumping platforms.



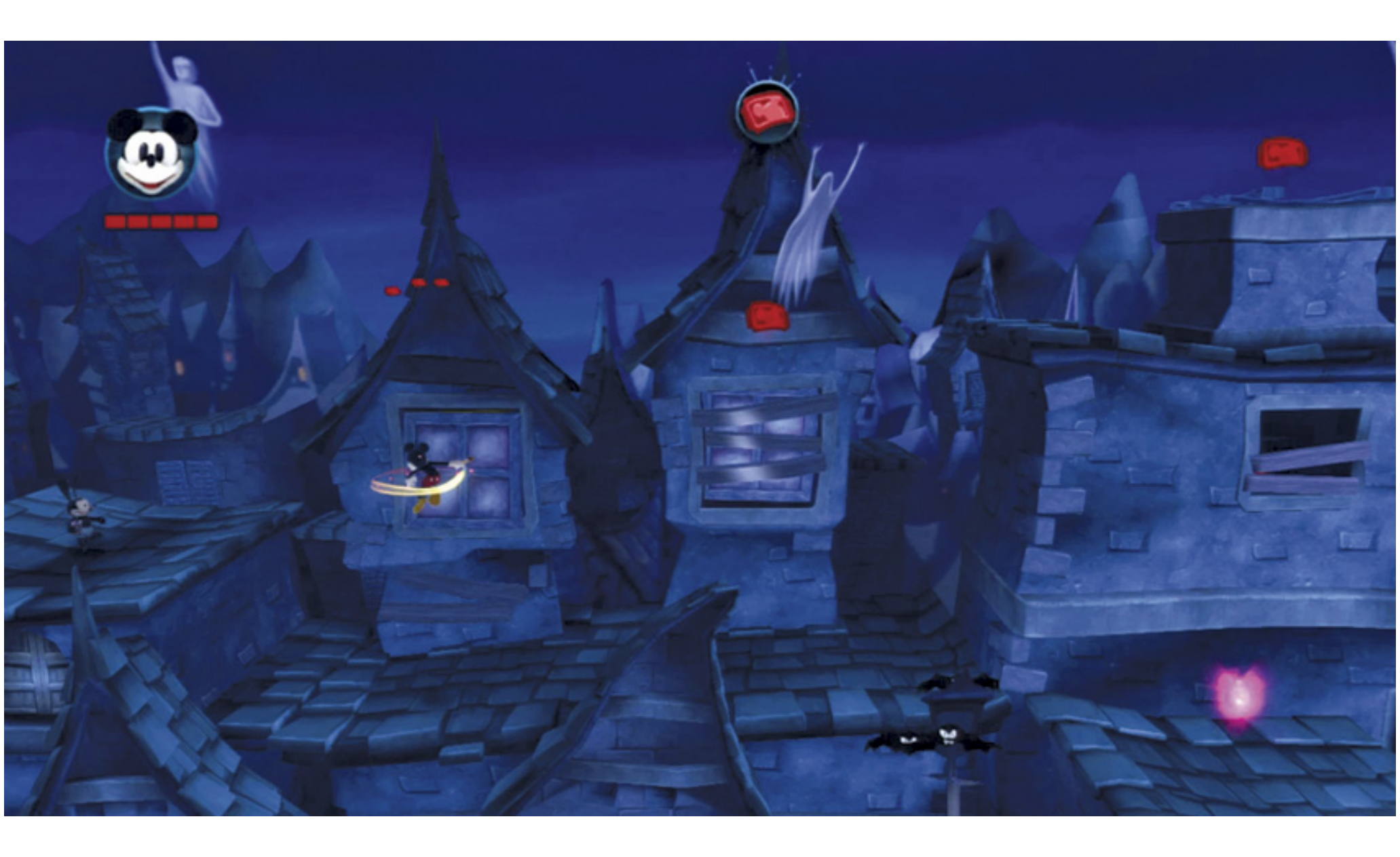
Jump from the last coffin lid to reach the ledge of some castle ruins. Proceed through the gate ahead.

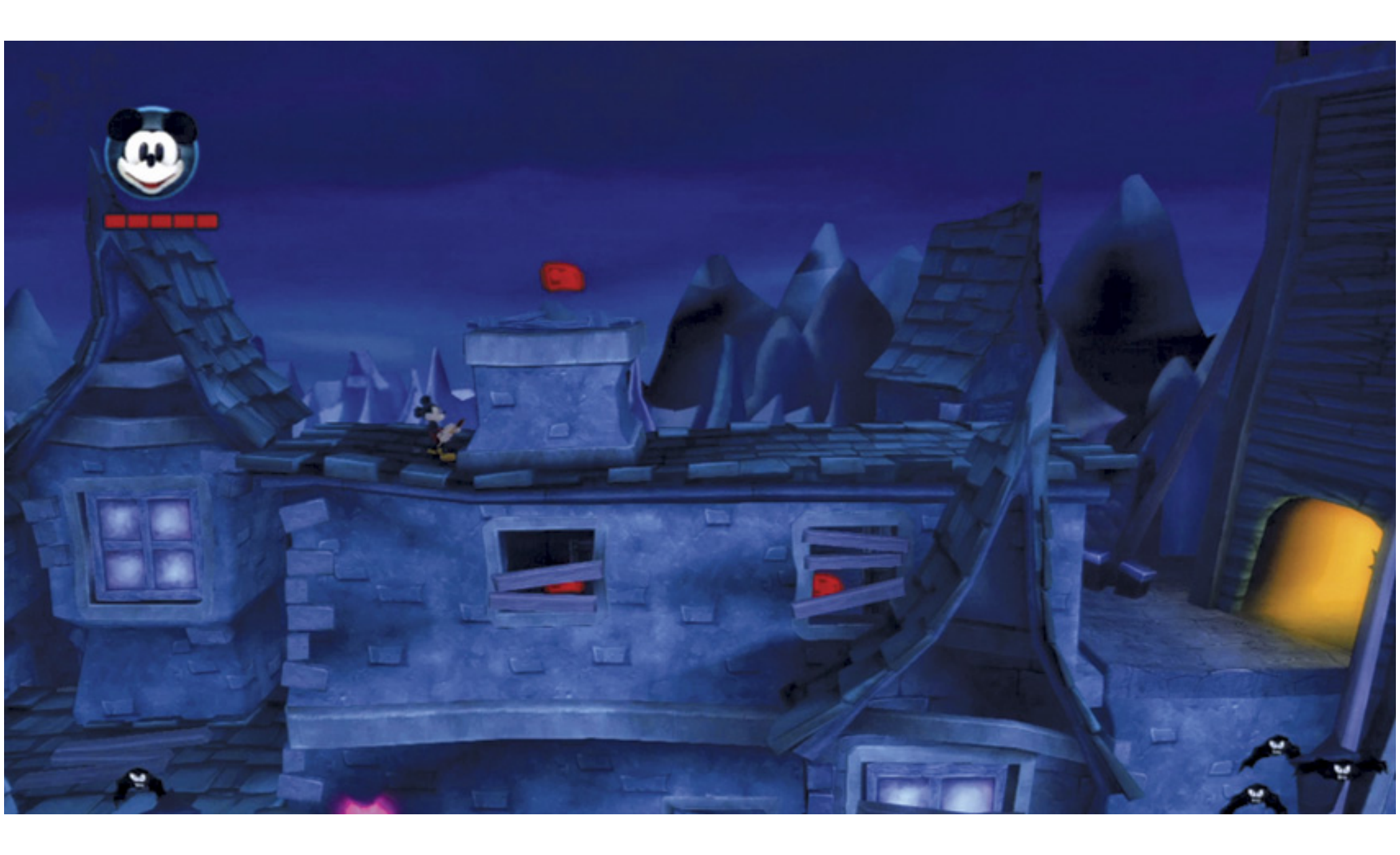


Past the gate is the final room with the projector.

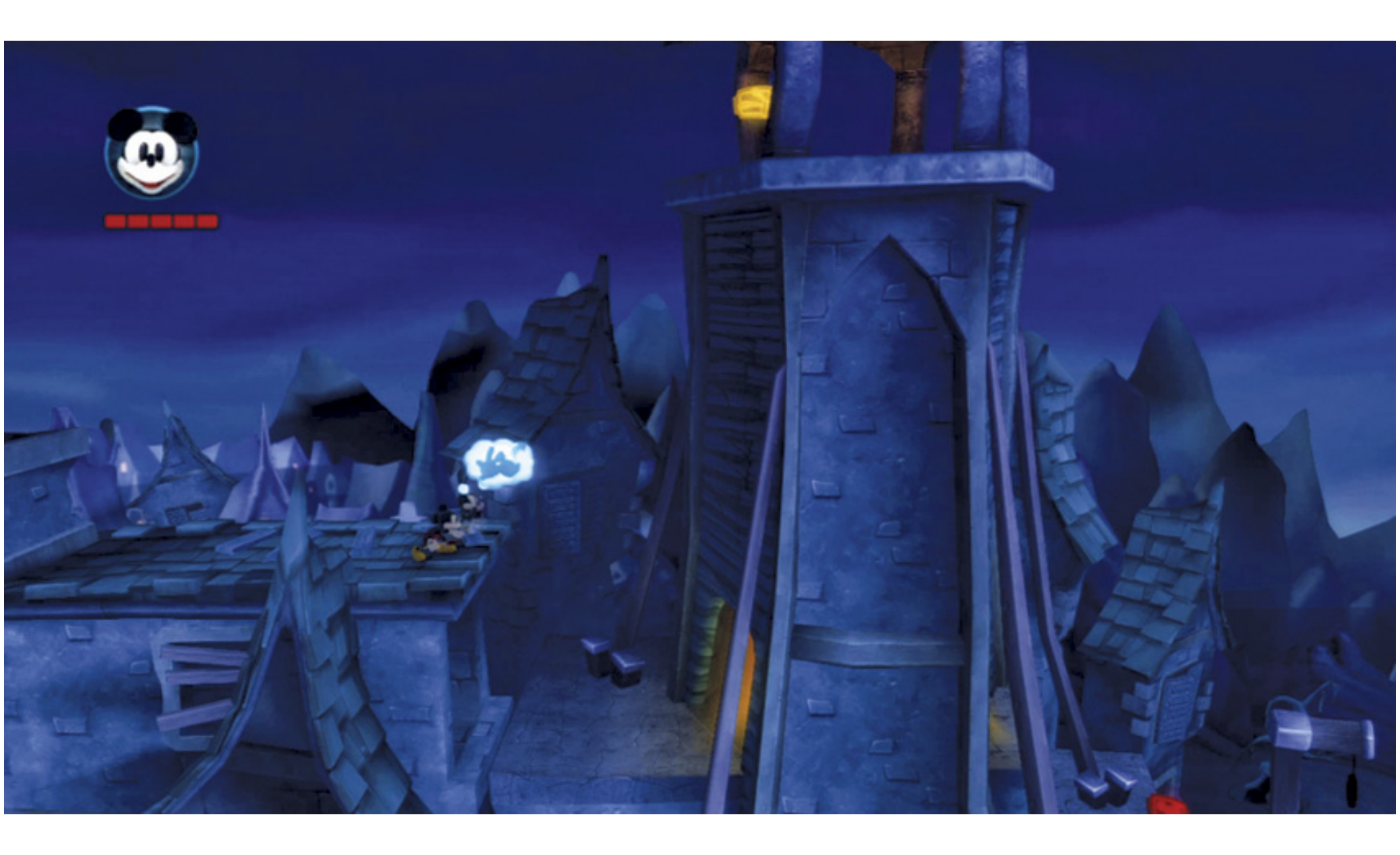


The upper path starts on the haunted village's rooftops.

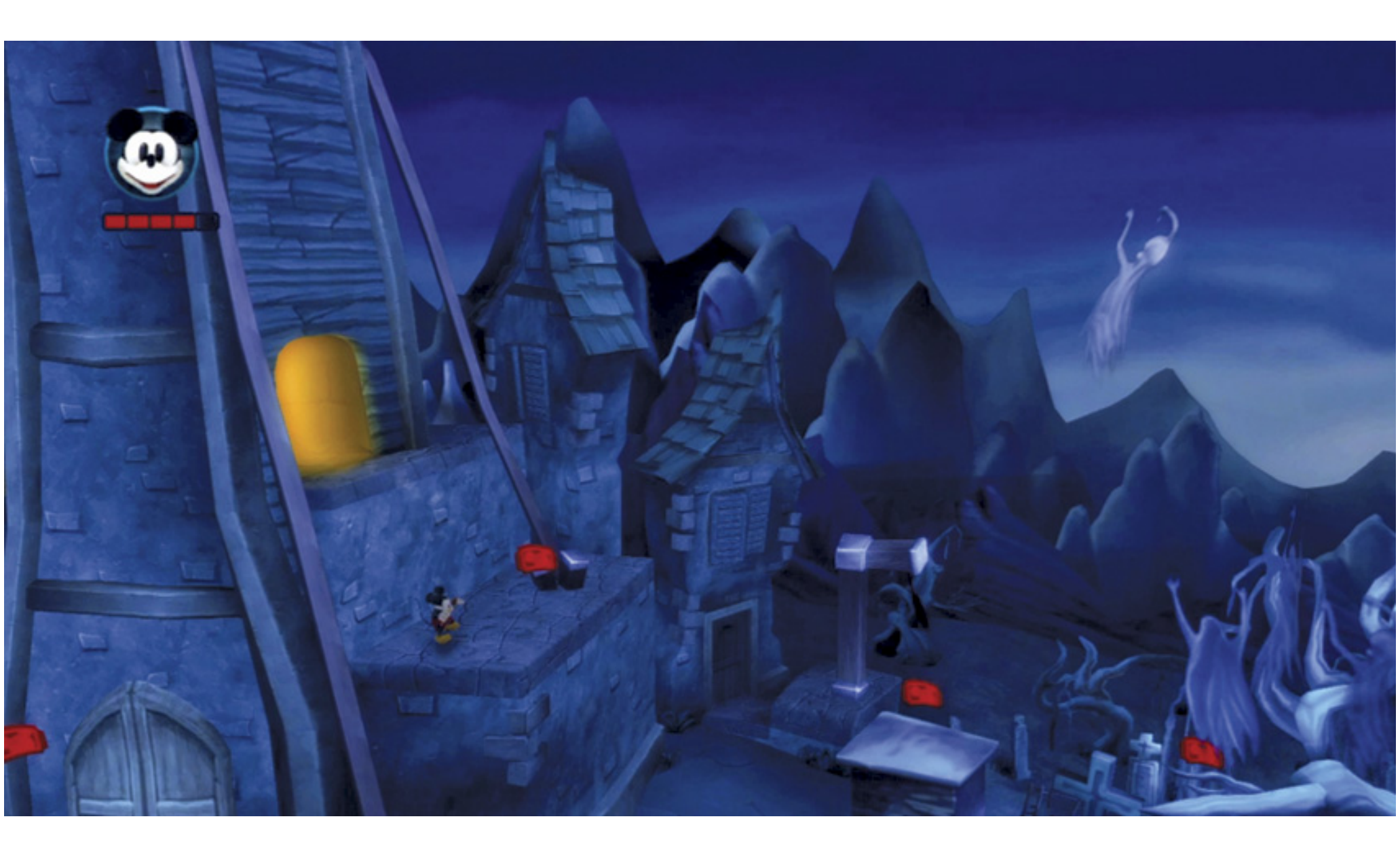




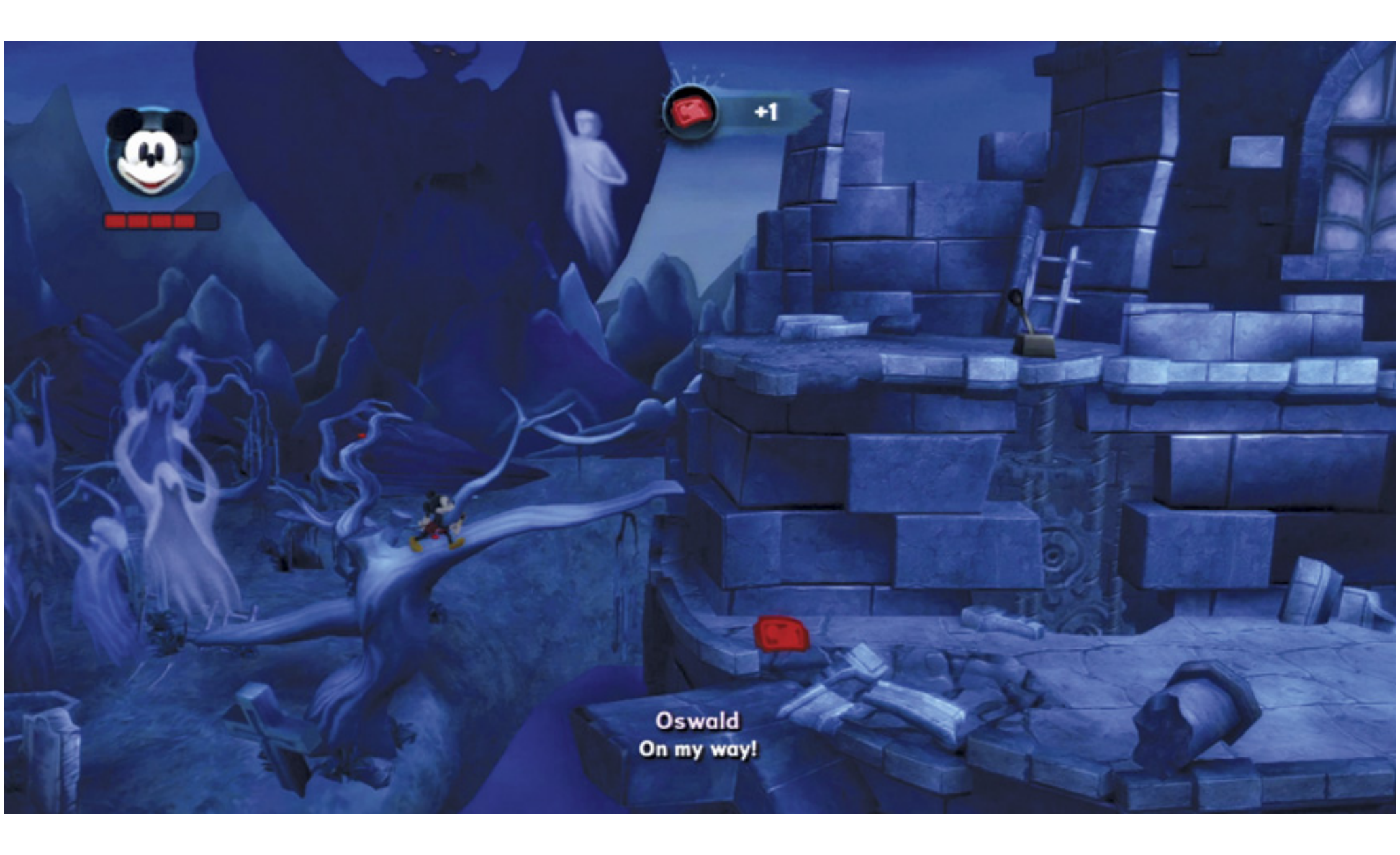
Next up is a wall blocking your path. First, you must break open the windows and then use them to jump across to the top of the wall.



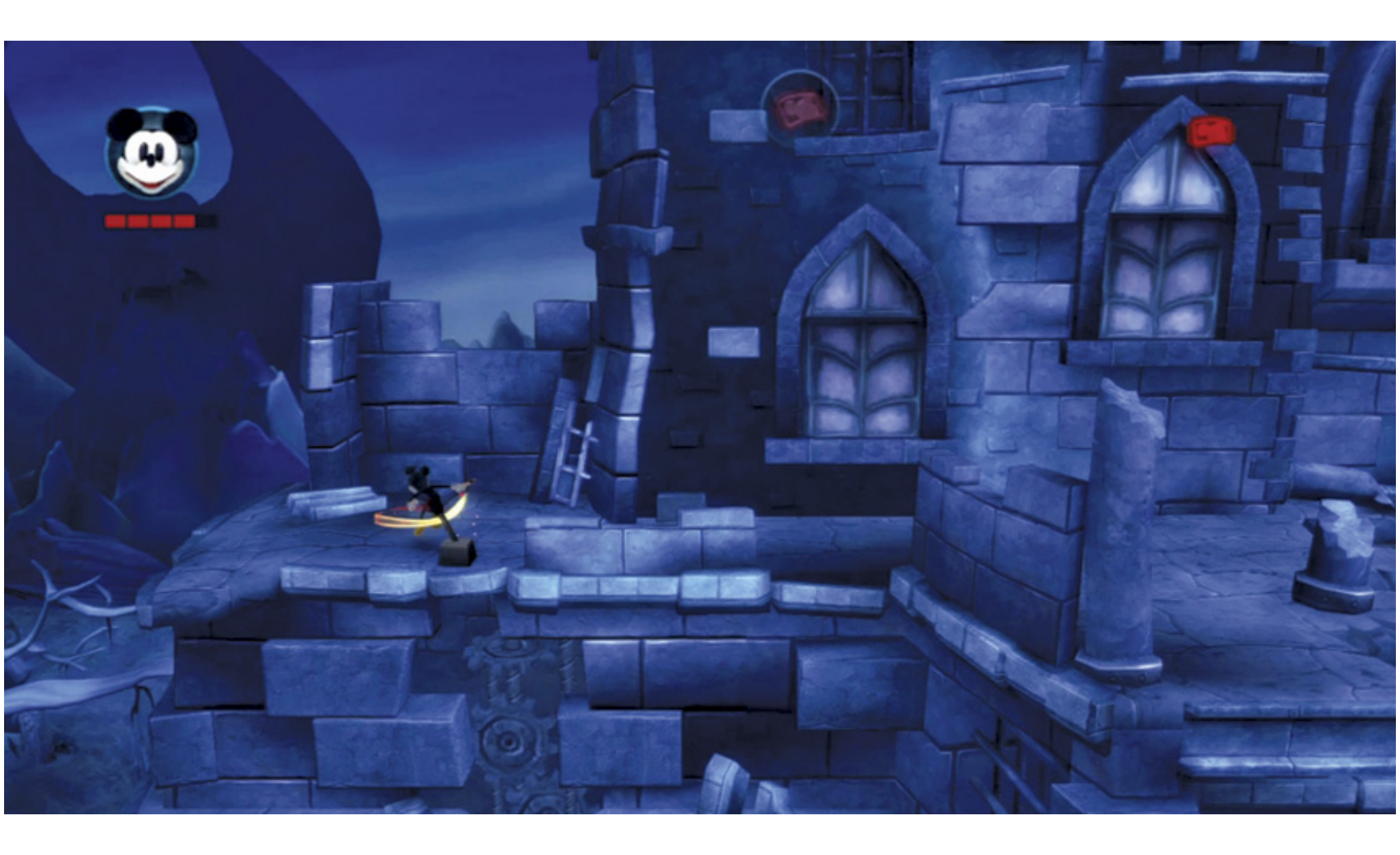
On the ledge before the church tower, Oswald can throw Mickey into the air. If you get thrown and double-jump, you can reach the top of the tower where a golden E-ticket awaits.



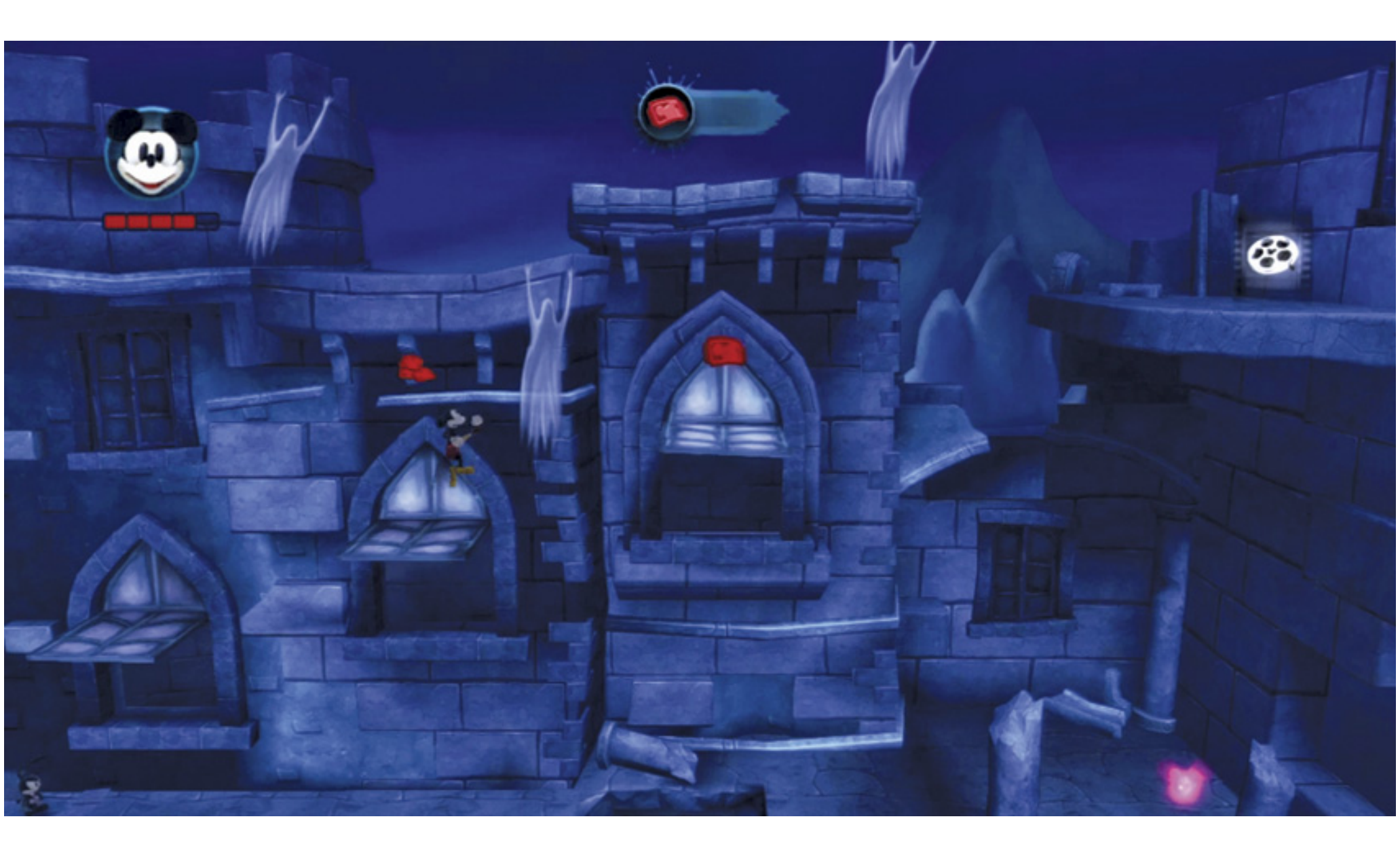
Pass through the tunnel in the tower to enter the graveyard. Collect some E-tickets in the graveyard and jump over the small obstacles.



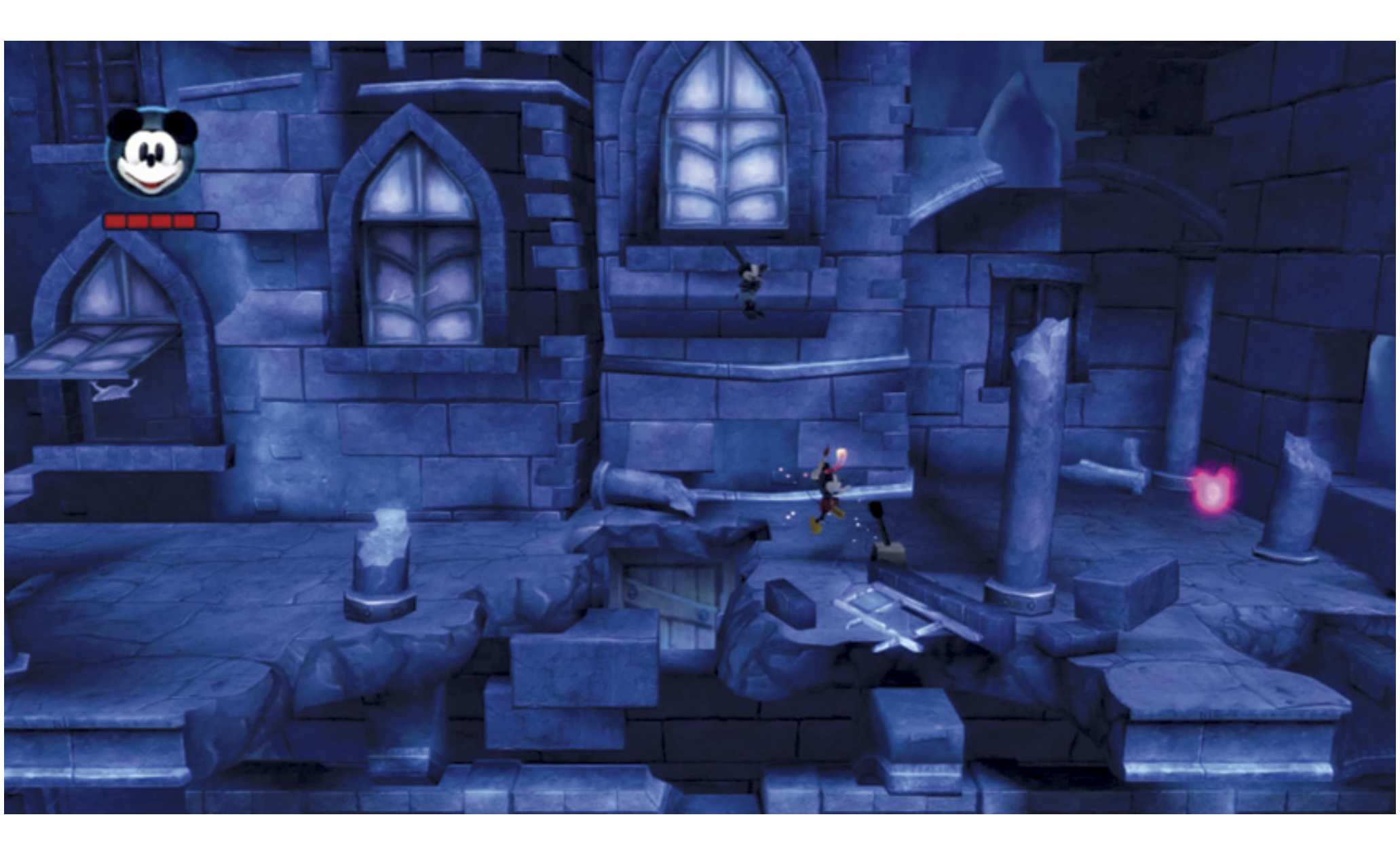
At the end of the graveyard is a large tree with a handy branch that can boost you right up onto the walls of the castle ruins.

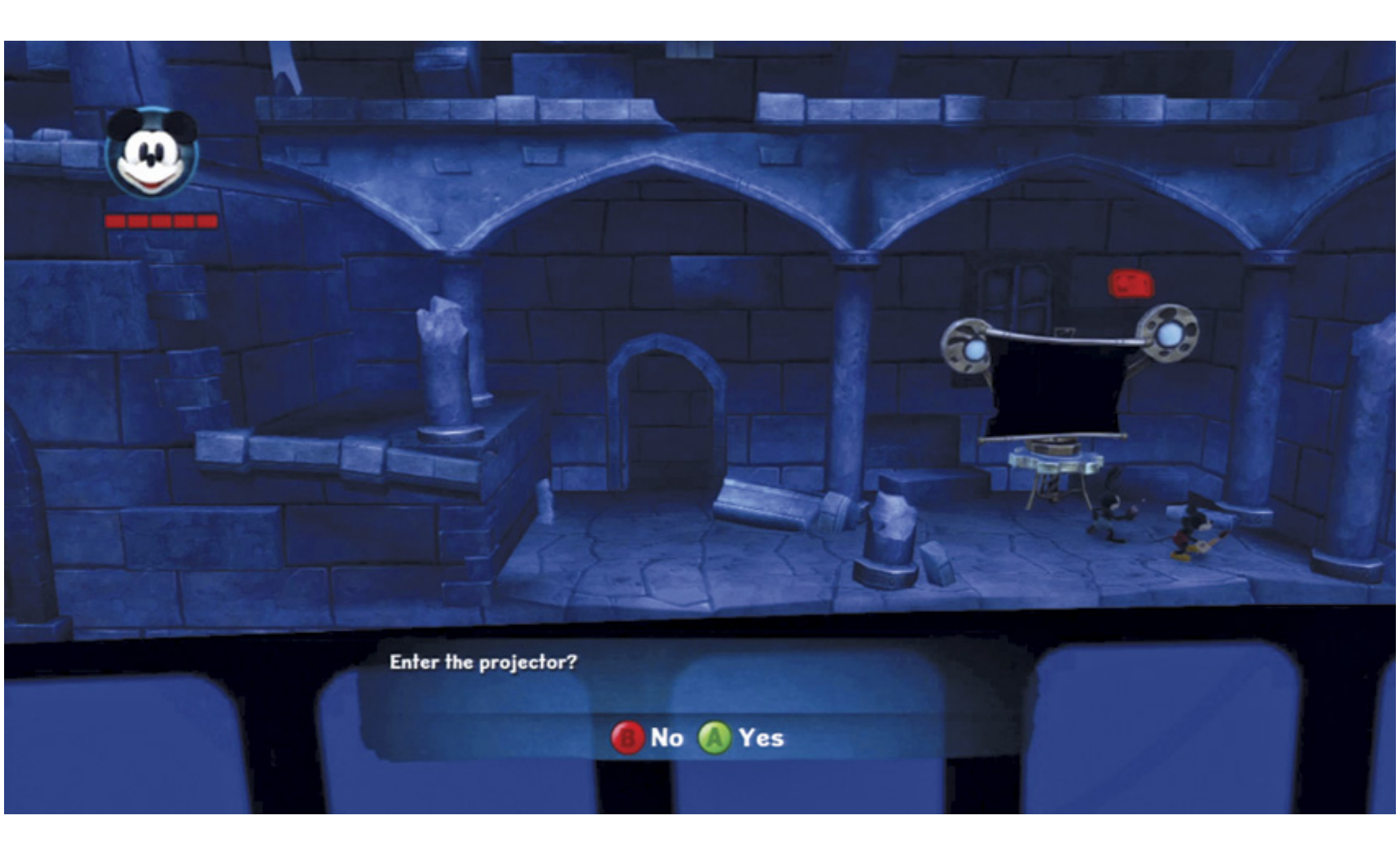


On top of the castle wall, you can hit a lever that opens the large gate on the lower path. If Oswald is on the lower path, this allows him to enter the castle and collect the golden E-ticket.



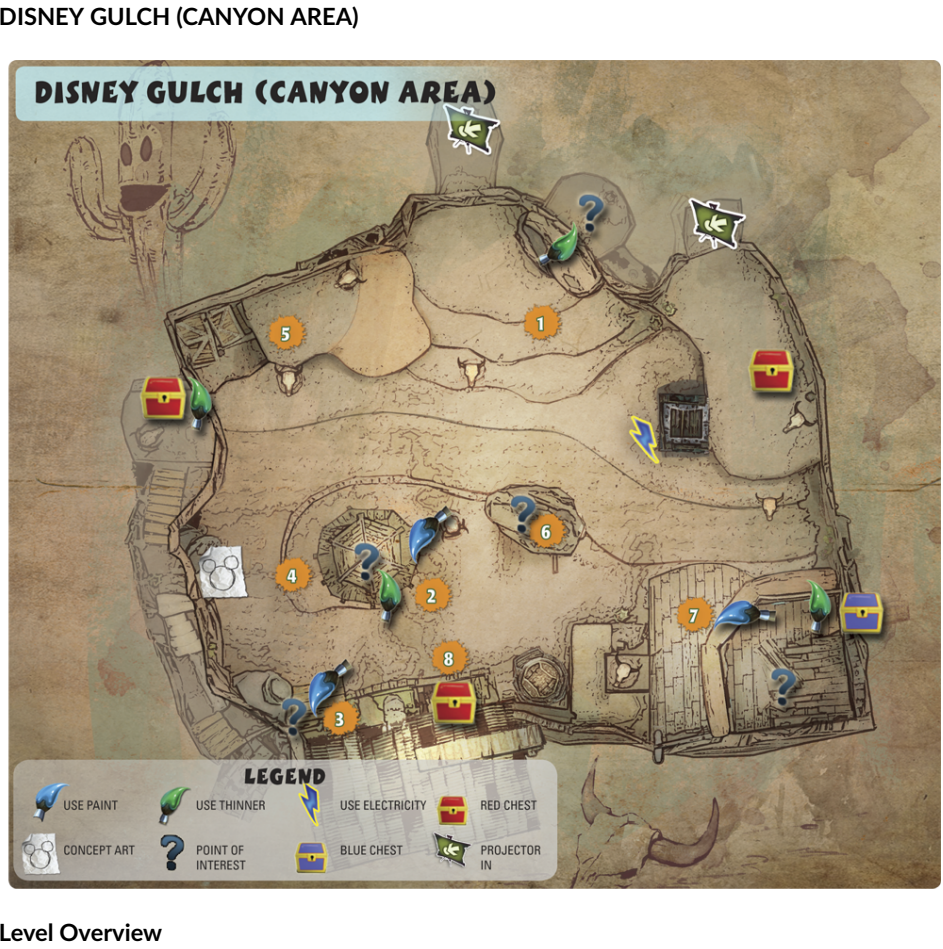
To the right of the lever there are three windows that can be used as platforms.The windows don't stay open for long, so you must jump up them quickly to reach a ledge at the top with the Film Reel.



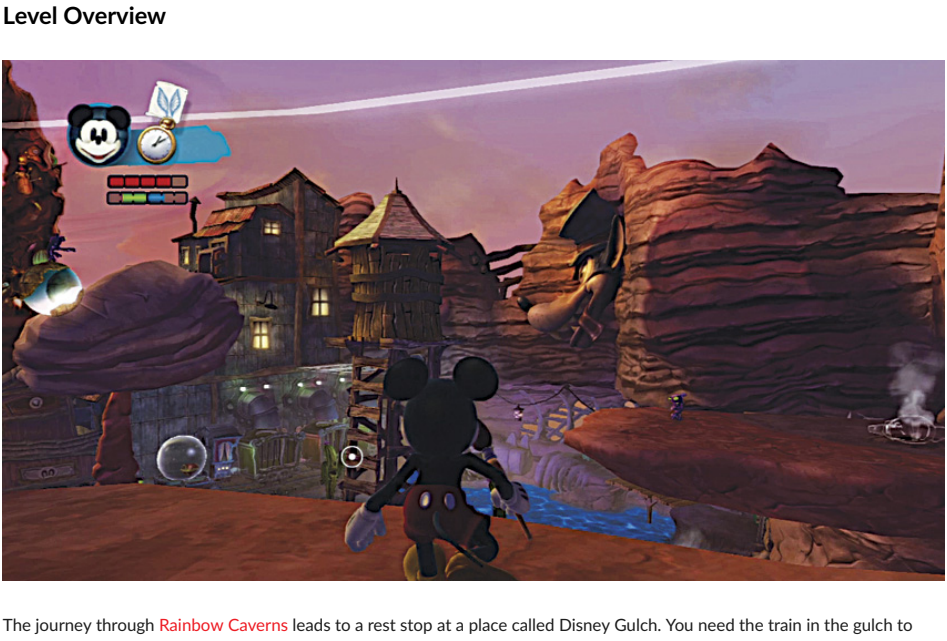


Lastly, drop down and flip one more lever to open the trapdoor. You can safely drop through the trapdoor to reach the exit projector that leads to Disney Gulch.

DISNEY GULCH (CANYON AREA)



Level Overview



The journey through Rainbow Caverns leads to a rest stop at a place called Disney Gulch. You need the train in the gulch to progress farther but it doesn't have power. You must figure out how to use the local guardian pool to help collect Battery Spheres to power the train and head towards the Mad Doc's Laboratory.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- Bronze Pin (x2)
- Concept Art 40
- Donald Soda Bottle Cap
- Sorcerer's Apprentice Robes
- When Elephants Fly Pin

Enemies

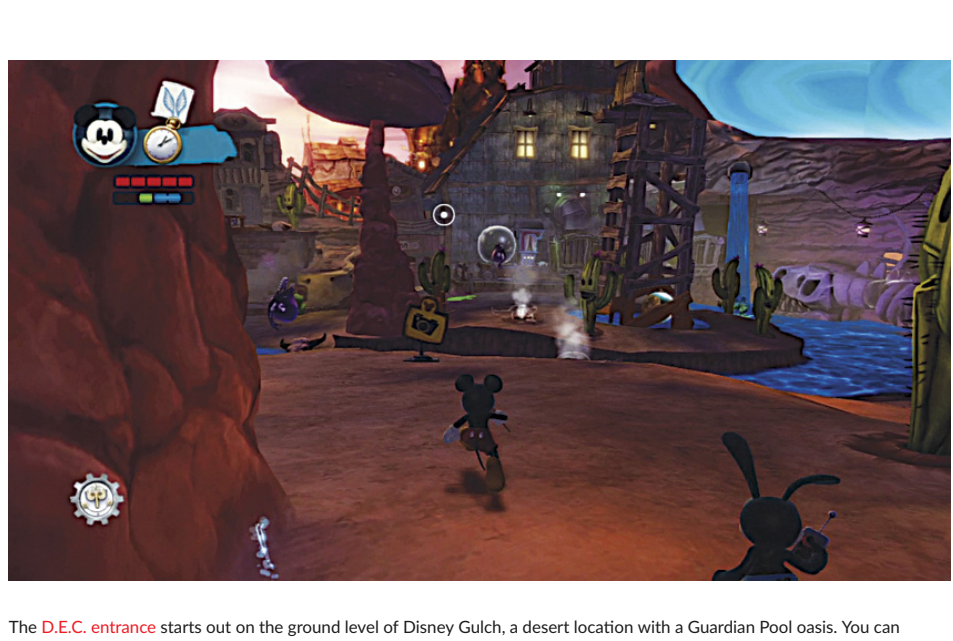
- Dropwings
- Spatters

Quests

- Finding the Hidden Heroes
- Operation Gremlin Drop
- The Bunny Wranglers (visit 2)
- The Encyclopaedia Wastelandica
- Watch the Skies
- Helping Horace (visit 2)
- Creative Threedom (Second Visit)
- Thanks for the Memories

Things to Do

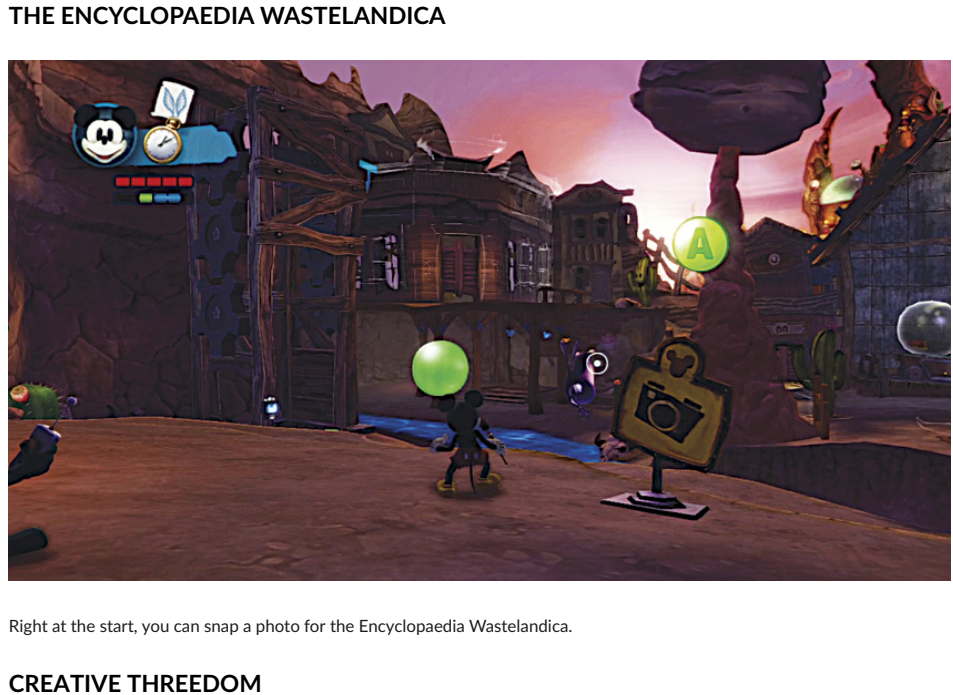
- Find the Sorcerer's Apprentice Robes (PS3 & Xbox 360 only)
- Free the Gremlin
- Manipulate the Guardian Pool to get the Battery Sphere under the water tower
- Get the Donald Soda Bottle Cap and concept art
- Thin out the cave for a Bronze Pin
- Use a Guardian to knock the Battery Sphere off the balanced boulder
- Thin out the Saloon supports to get a Bronze Pin
- Paint in the Saloon and retrieve the final Battery Sphere
- Get the When Elephants Fly Pin and take the train to the second part of Disney Gulch



The D.E.C. entrance starts out on the ground level of Disney Gulch, a desert location with a Guardian Pool oasis. You can change the state of the Guardian Pool to Paint or Thinner based on the state of the toon in the area.

OPTIONAL QUEST

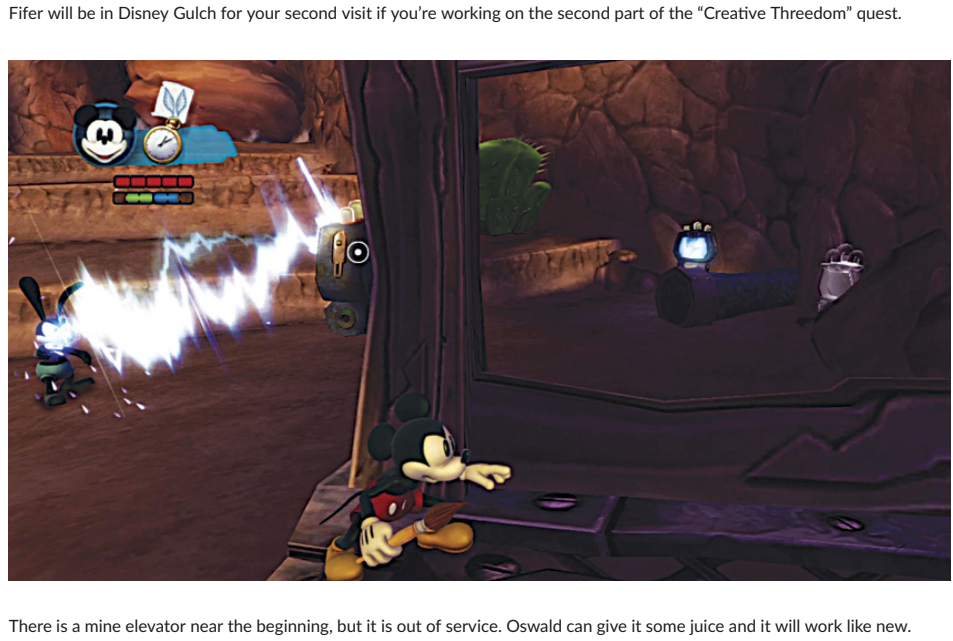
THE ENCYCLOPAEDIA WASTELANDICA



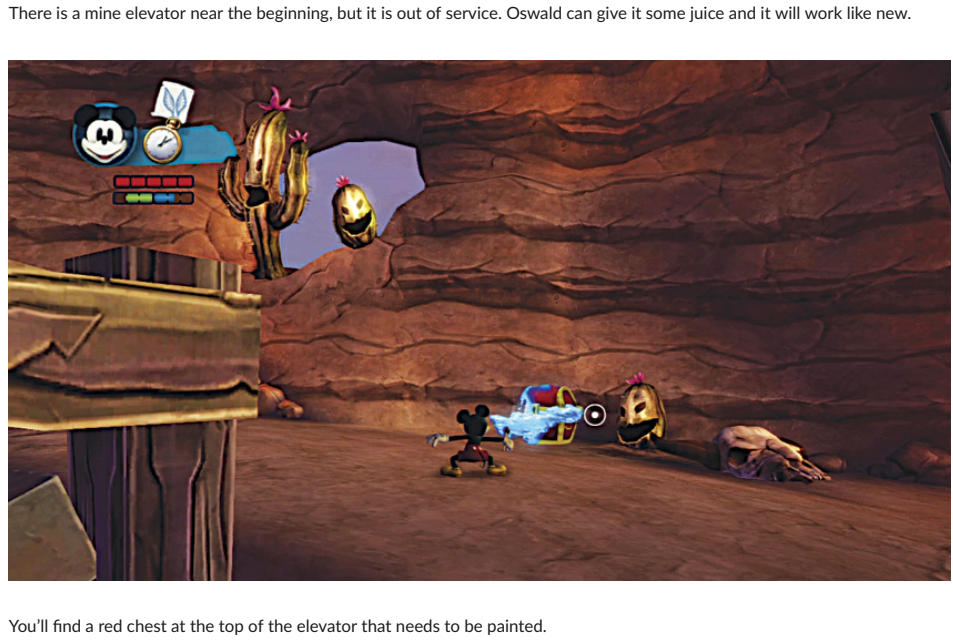
Right at the start, you can snap a photo for the Encyclopaedia Wastelandica.

CREATIVE THREEDOM

Fifer will be in Disney Gulch for your second visit if you're working on the second part of the "Creative Threedom" quest.

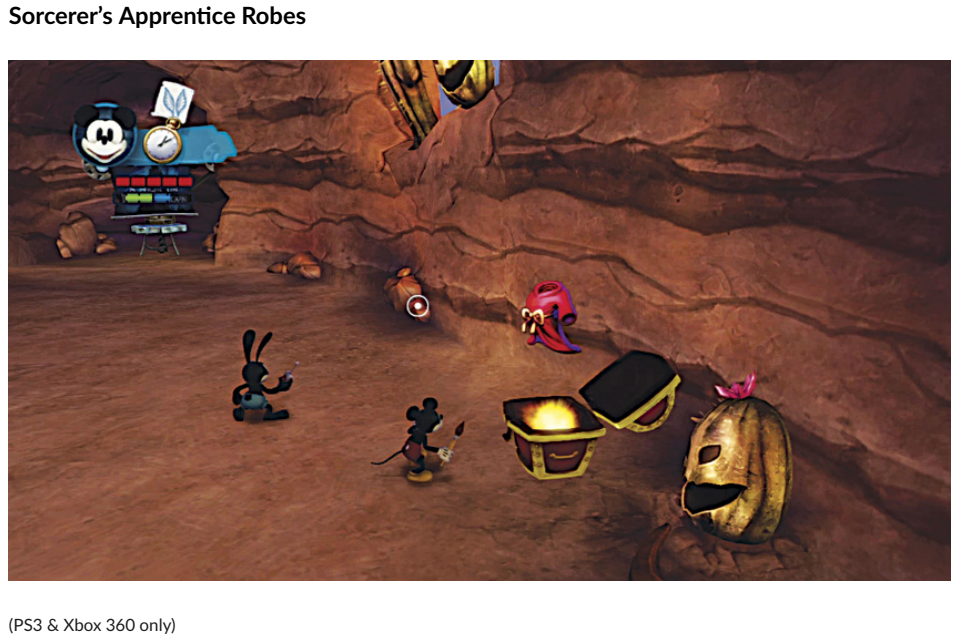


There is a mine elevator near the beginning, but it is out of service. Oswald can give it some juice and it will work like new.



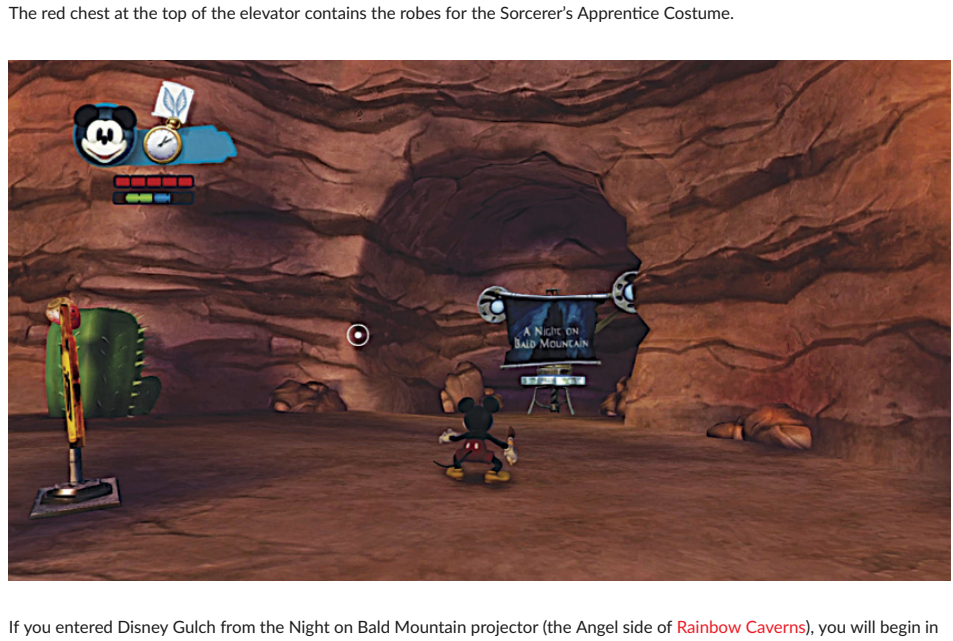
You'll find a red chest at the top of the elevator that needs to be painted.

Sorcerer's Apprentice Robes

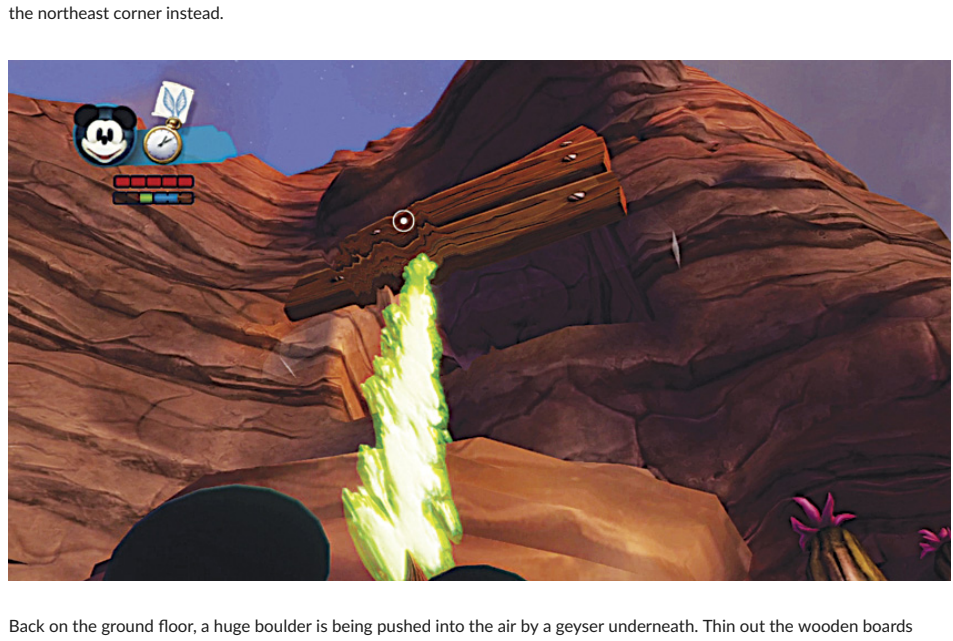


(PS3 & Xbox 360 only)

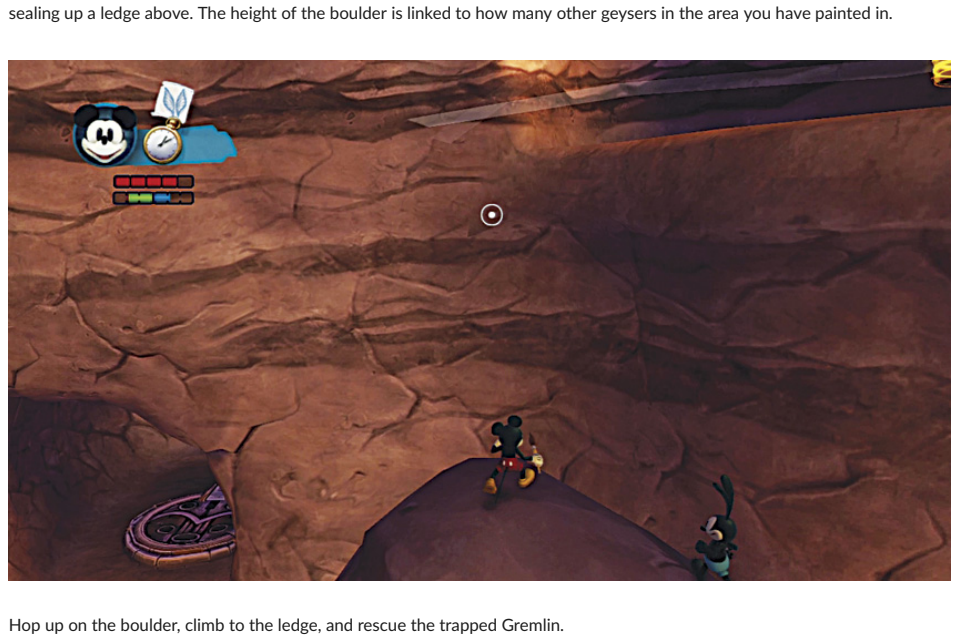
The red chest at the top of the elevator contains the robes for the Sorcerer's Apprentice Costume.



If you entered Disney Gulch from the Night on Bald Mountain projector (the Angel side of Rainbow Caverns), you will begin in the northeast corner instead.



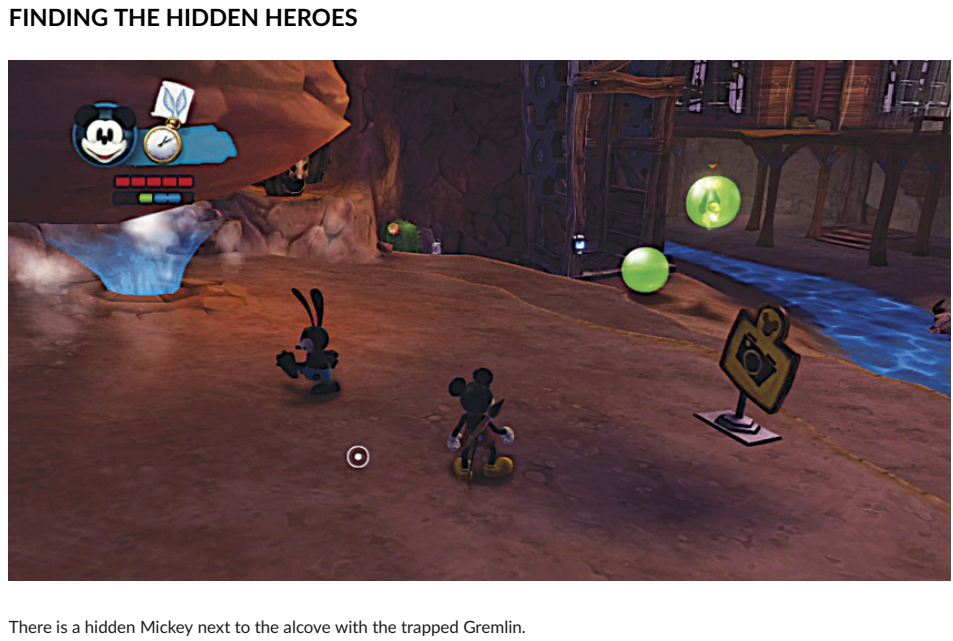
Back on the ground floor, a huge boulder is being pushed into the air by a geyser underneath. Thin out the wooden boards sealing up a ledge above. The height of the boulder is linked to how many other geysers in the area you have painted in.



Hop up on the boulder, climb to the ledge, and rescue the trapped Gremlin.

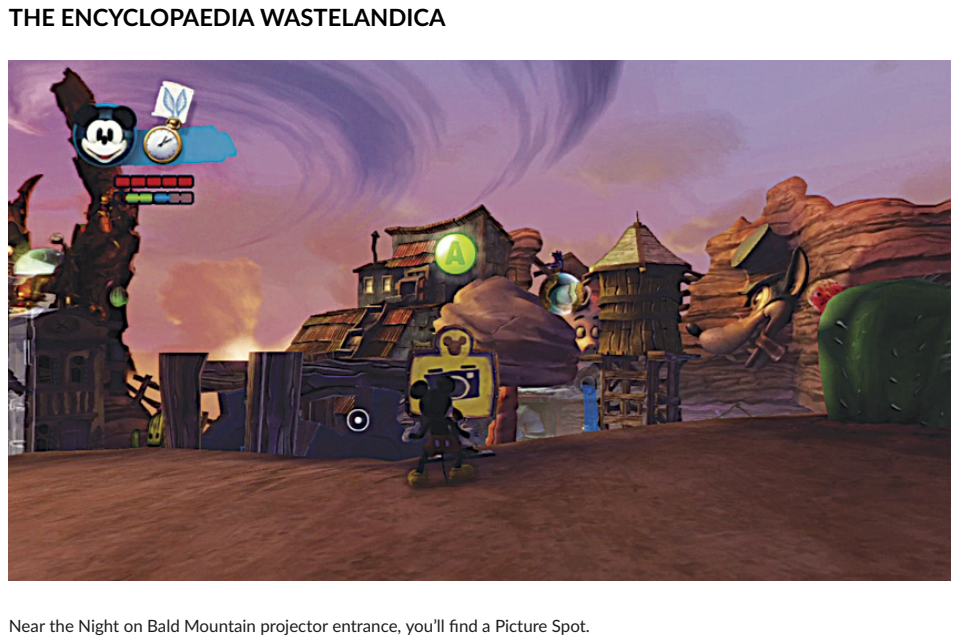
OPTIONAL QUESTS

FINDING THE HIDDEN HEROES



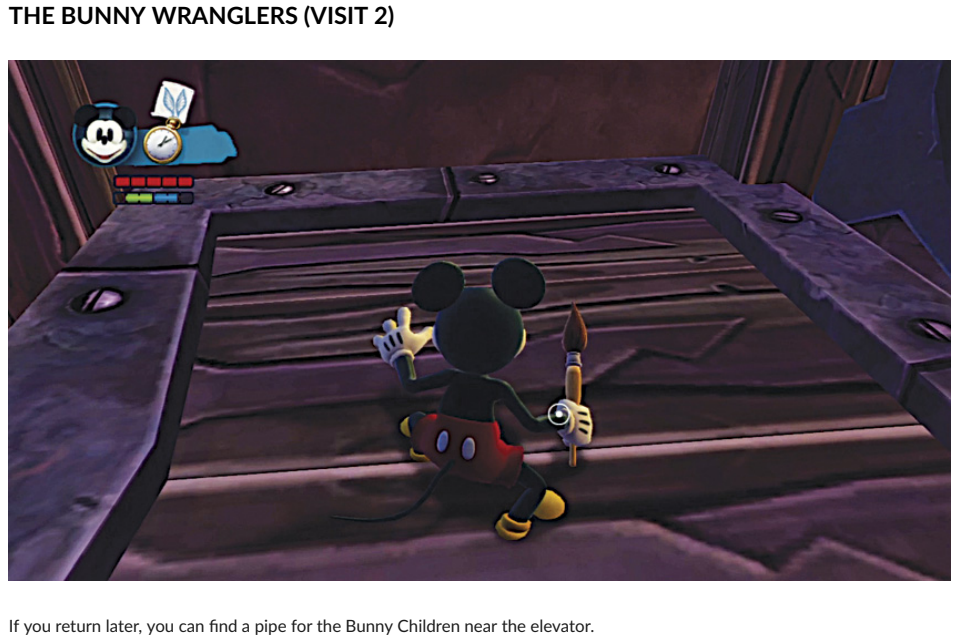
There is a hidden Mickey next to the alcove with the trapped Gremlin.

THE ENCYCLOPAEDIA WASTELANDICA



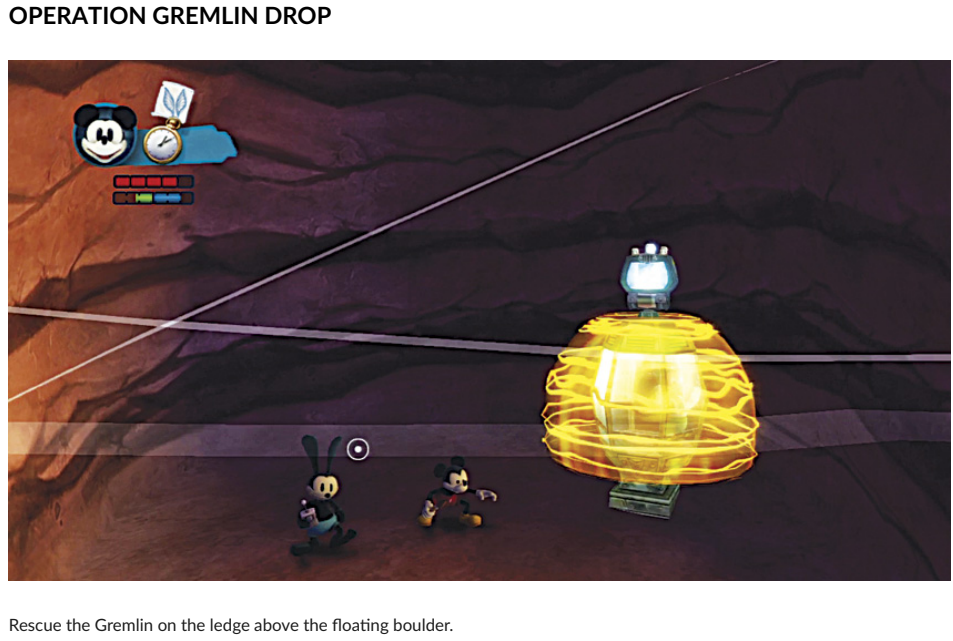
Near the Night on Bald Mountain projector entrance, you'll find a Picture Spot.

THE BUNNY WRANGLERS (VISIT 2)

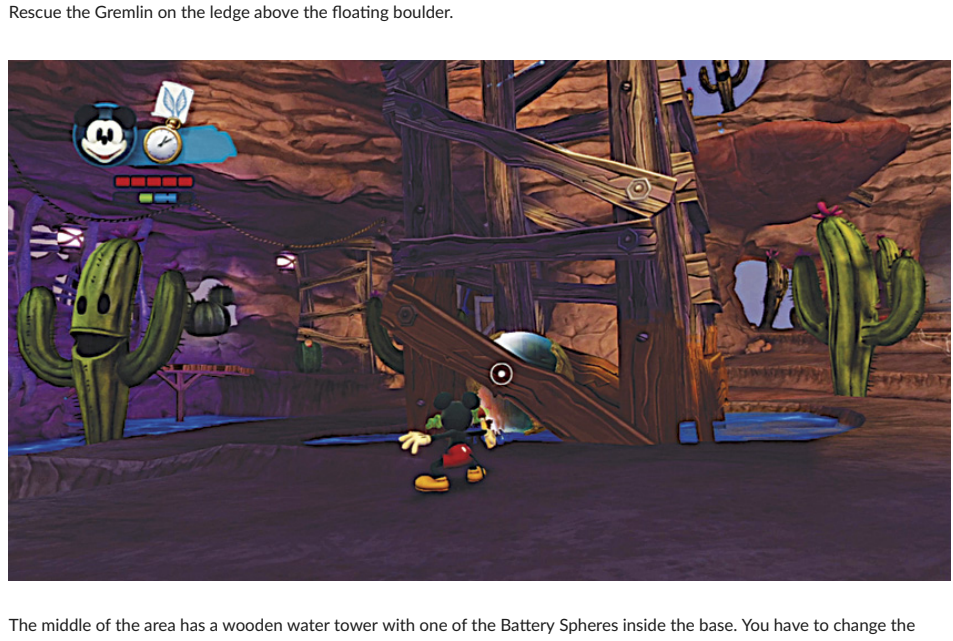


If you return later, you can find a pipe for the Bunny Children near the elevator.

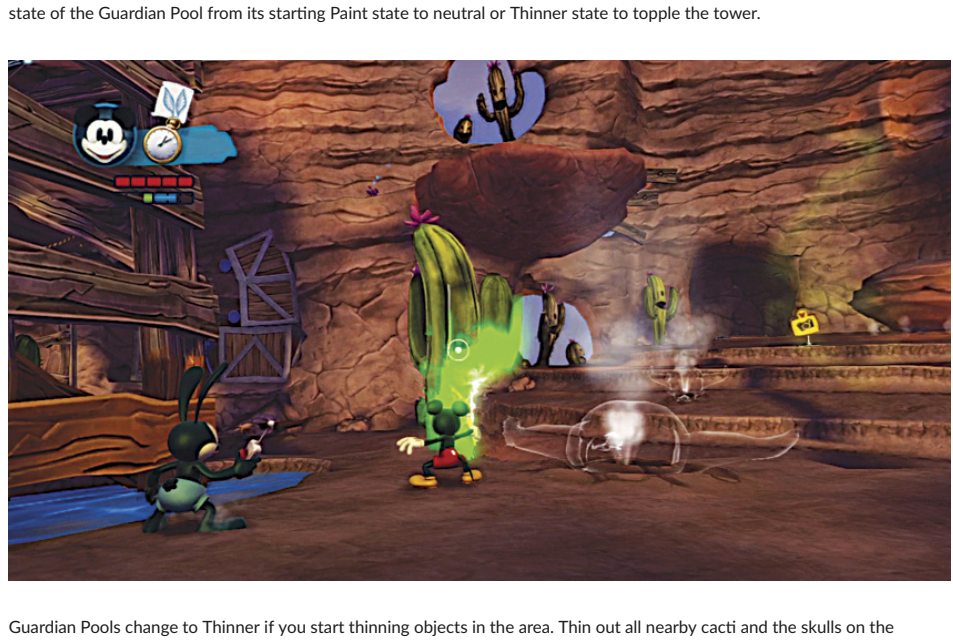
OPERATION GREMLIN DROP



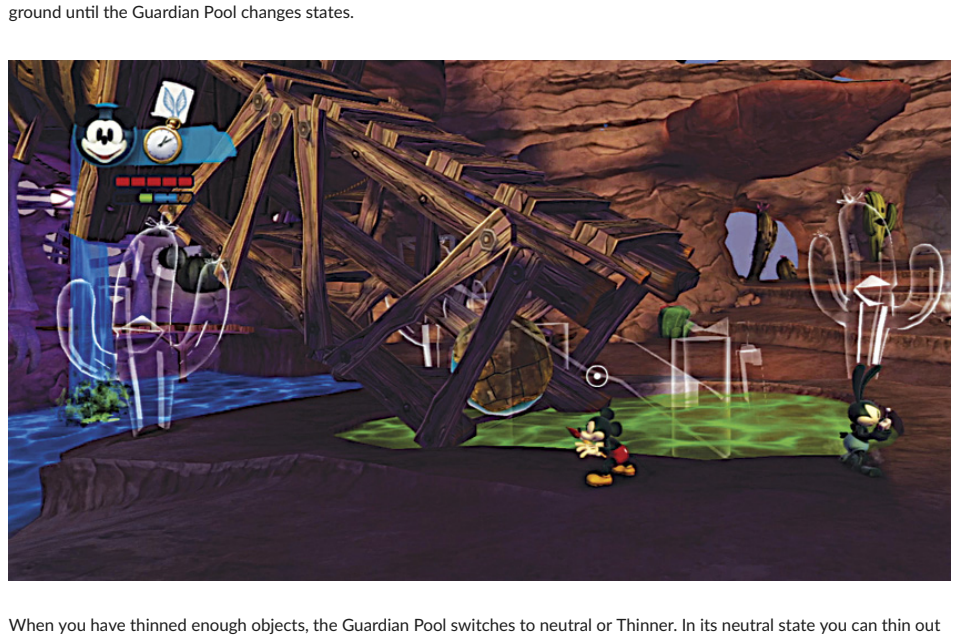
Rescue the Gremlin on the ledge above the floating boulder.



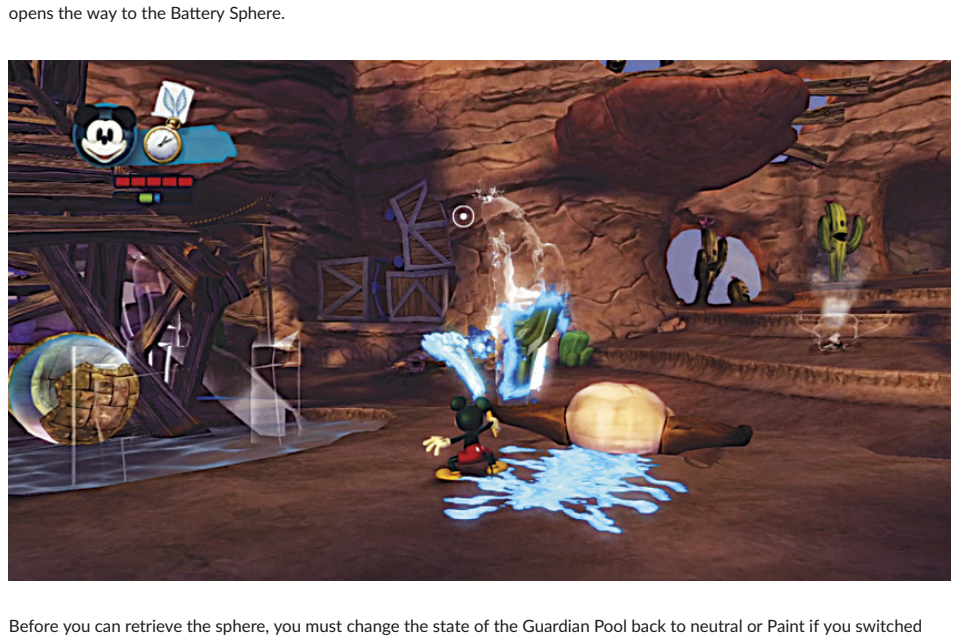
The middle of the area has a wooden water tower with one of the Battery Spheres inside the base. You have to change the state of the Guardian Pool from its starting Paint state to neutral or Thinner state to topple the tower.



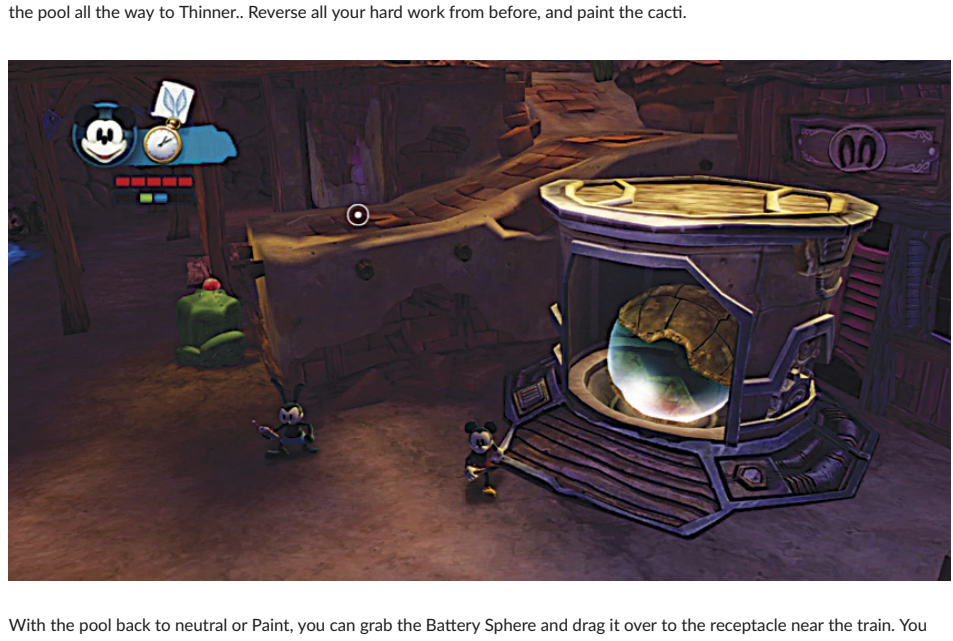
Guardian Pools change to Thinner if you start thinning objects in the area. Thin out all nearby cacti and the skulls on the ground until the Guardian Pool changes states.



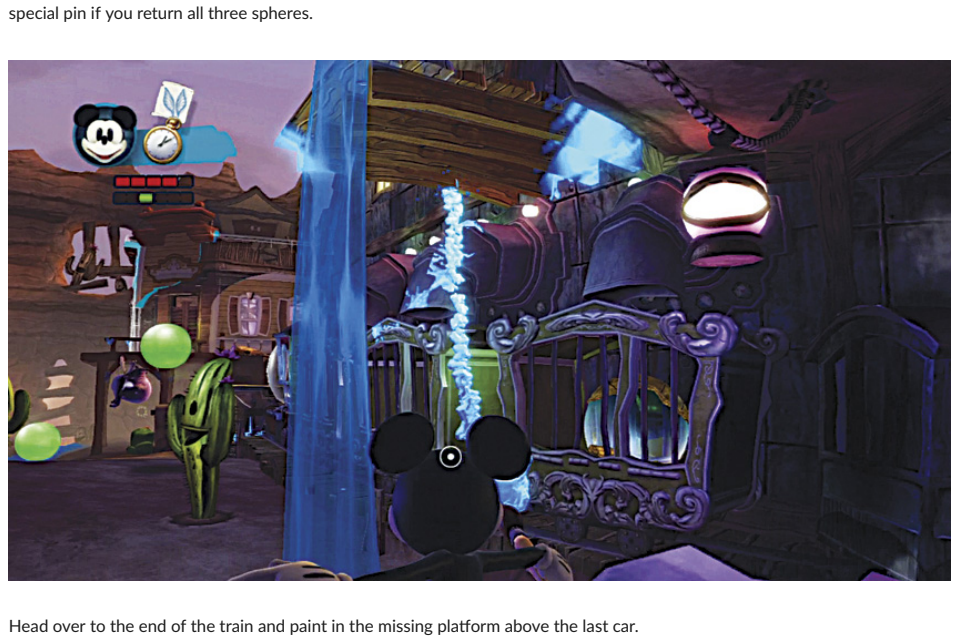
When you have thinned enough objects, the Guardian Pool switches to neutral or Thinner. In its neutral state you can thin out the supports yourself, or change the Guardian Pool to Thinner and it will collapse the tower. When the tower falls over, it opens the way to the Battery Sphere.



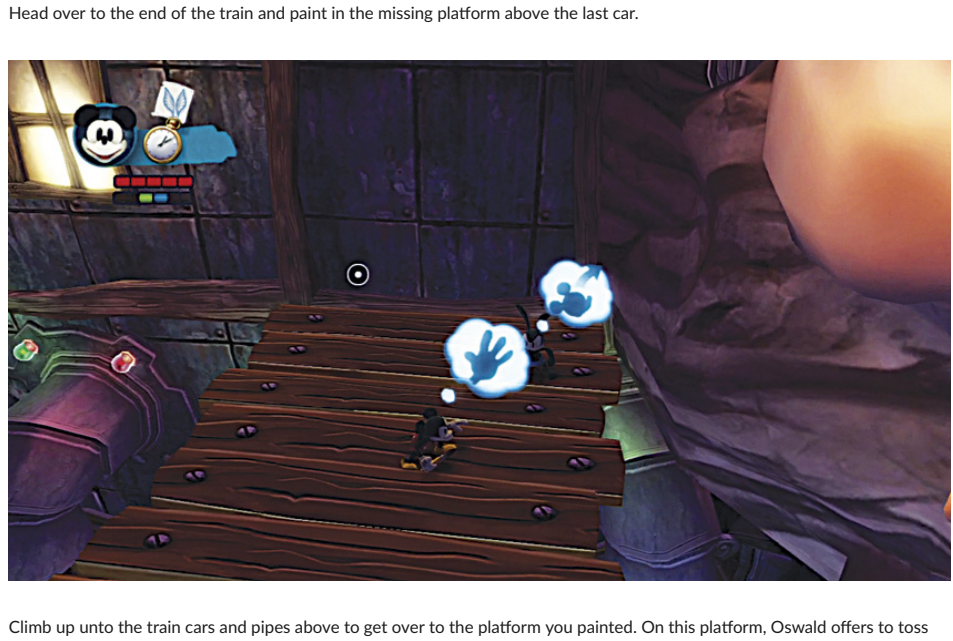
Before you can retrieve the sphere, you must change the state of the Guardian Pool back to neutral or Paint if you switched the pool all the way to Thinner.. Reverse all your hard work from before, and paint the cacti.



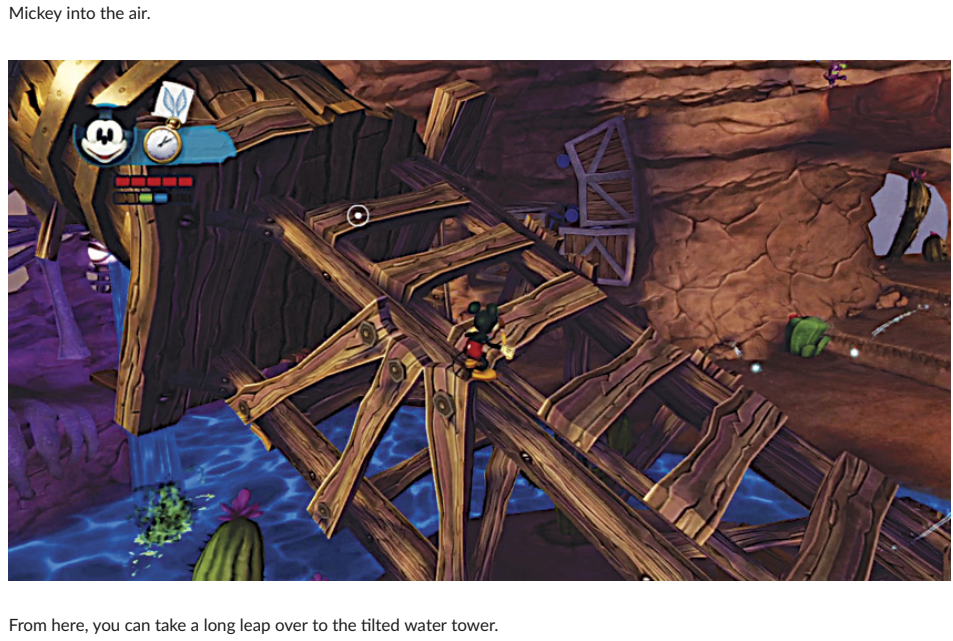
With the pool back to neutral or Paint, you can grab the Battery Sphere and drag it over to the receptacle near the train. You can leave now if you want to, but the second area of Disney Gulch gets easier if you collect more spheres. You'll also get a special pin if you return all three spheres.



Head over to the end of the train and paint in the missing platform above the last car.



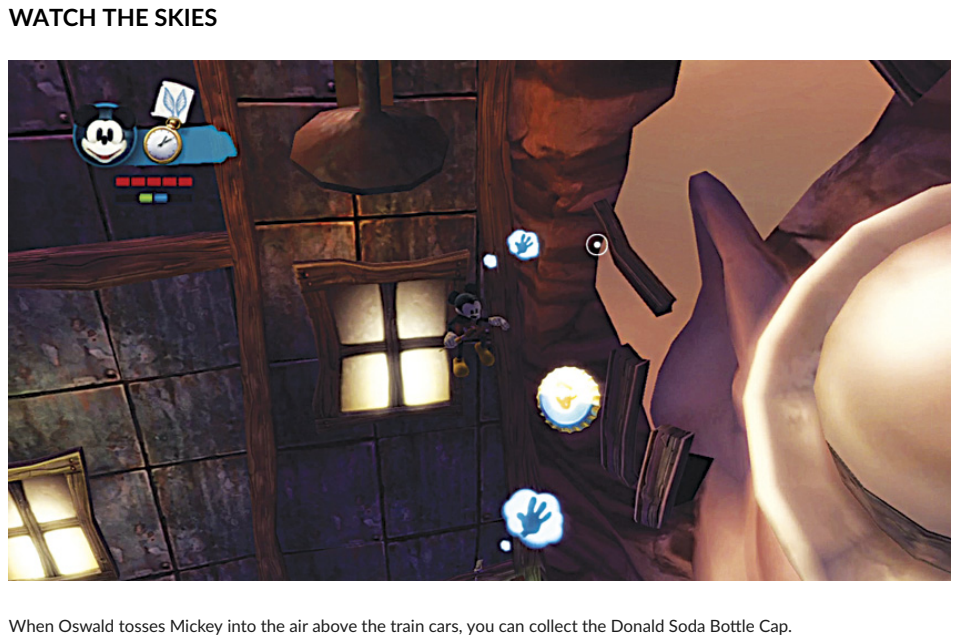
Climb up unto the train cars and pipes above to get over to the platform you painted. On this platform, Oswald offers to toss Mickey into the air.



From here, you can take a long leap over to the tilted water tower.

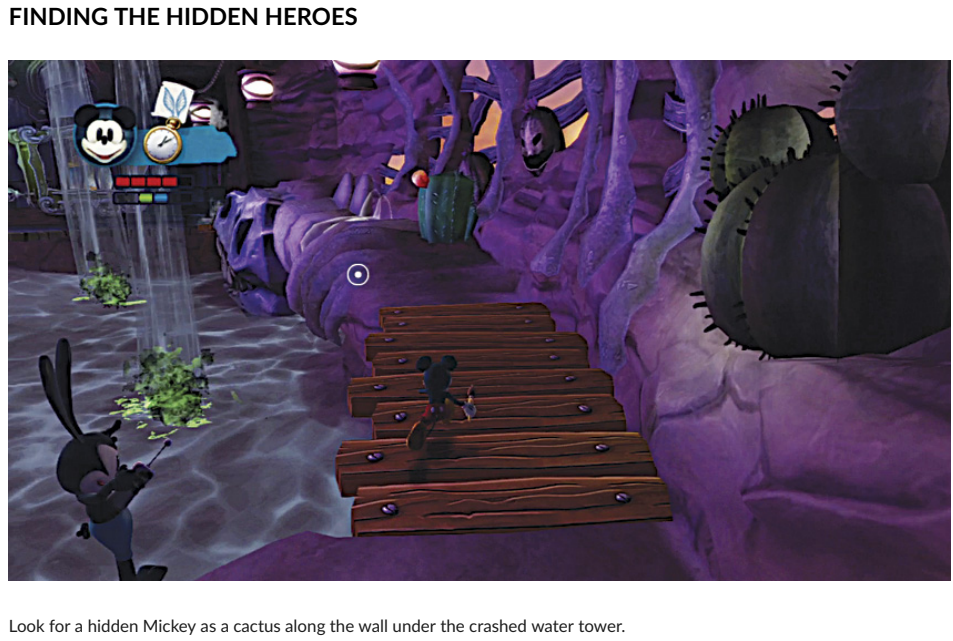
OPTIONAL QUESTS

WATCH THE SKIES



When Oswald tosses Mickey into the air above the train cars, you can collect the Donald Soda Bottle Cap.

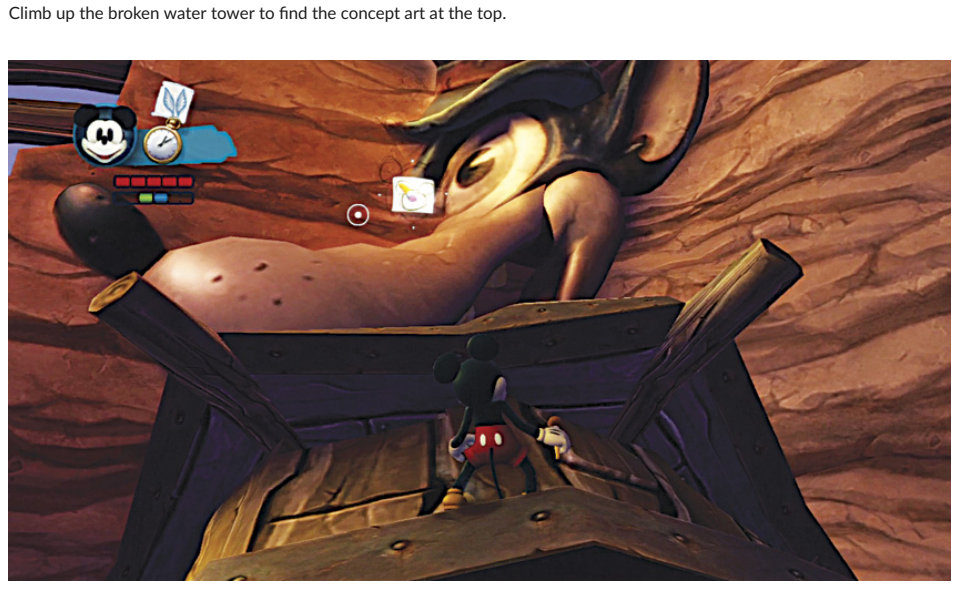
FINDING THE HIDDEN HEROES

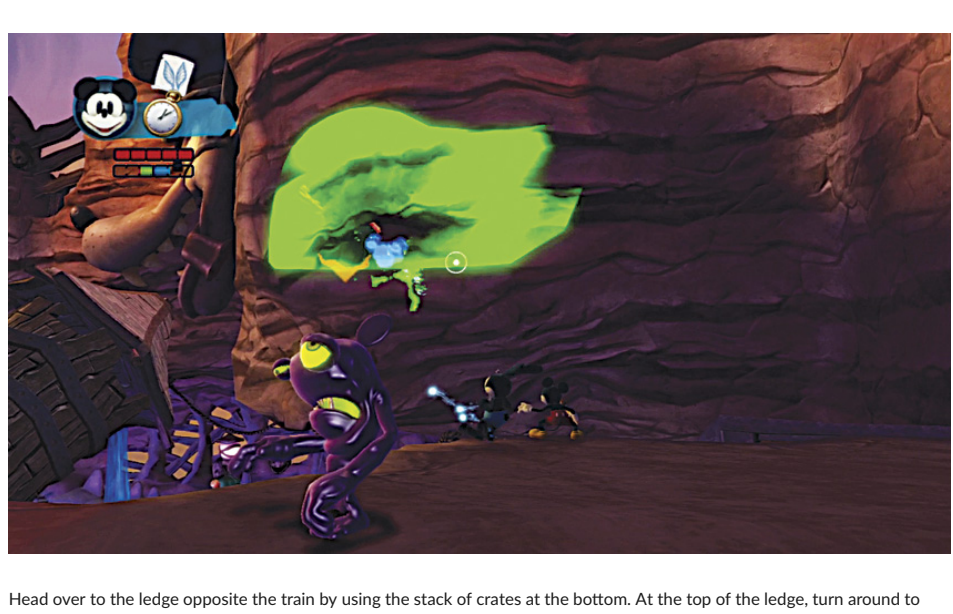


Look for a hidden Mickey as a cactus along the wall under the crashed water tower.

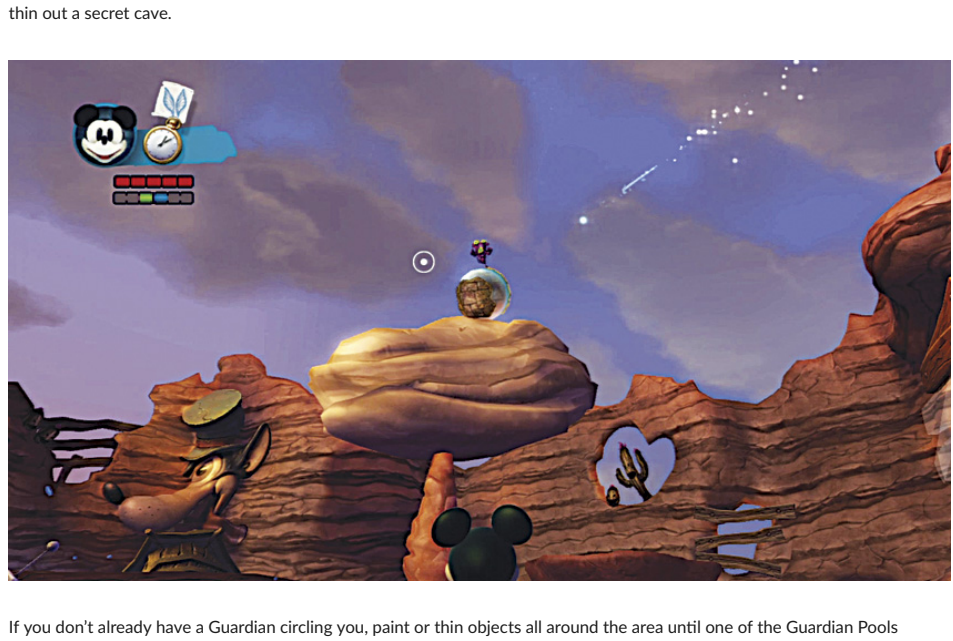
Concept Art 40

Climb up the broken water tower to find the concept art at the top.

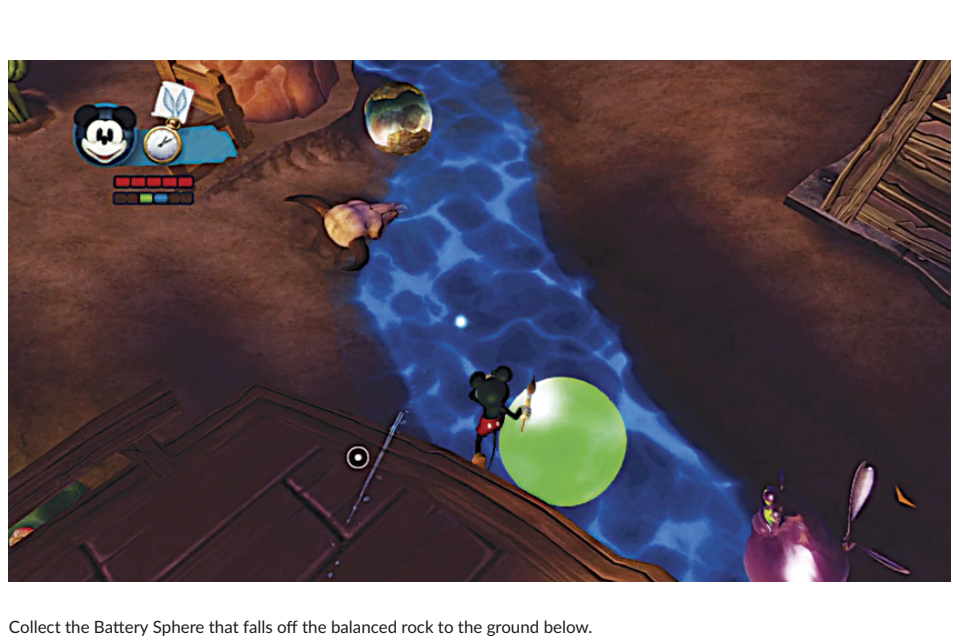




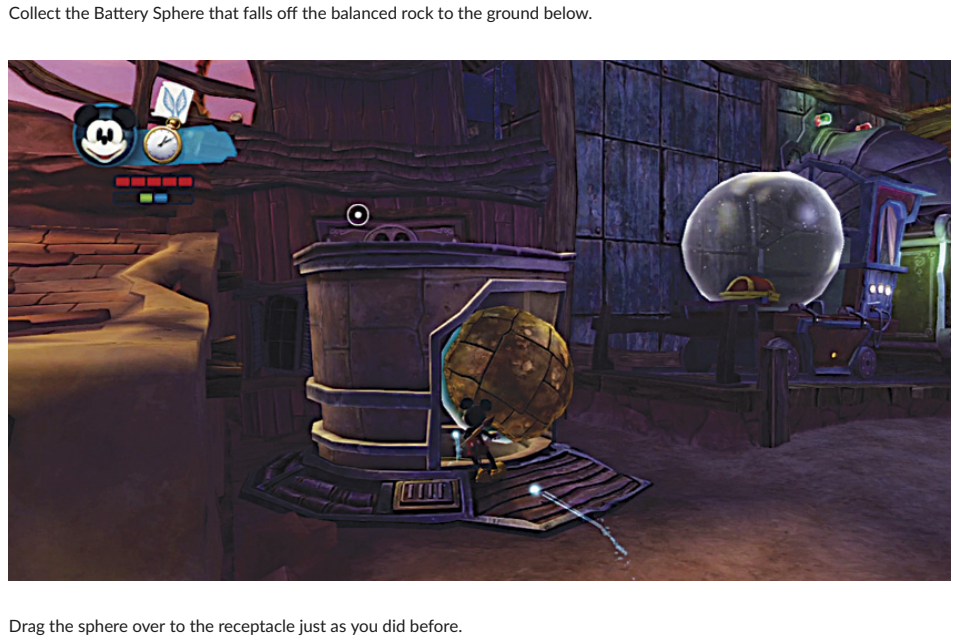
Head over to the ledge opposite the train by using the stack of crates at the bottom. At the top of the ledge, turn around to thin out a secret cave.



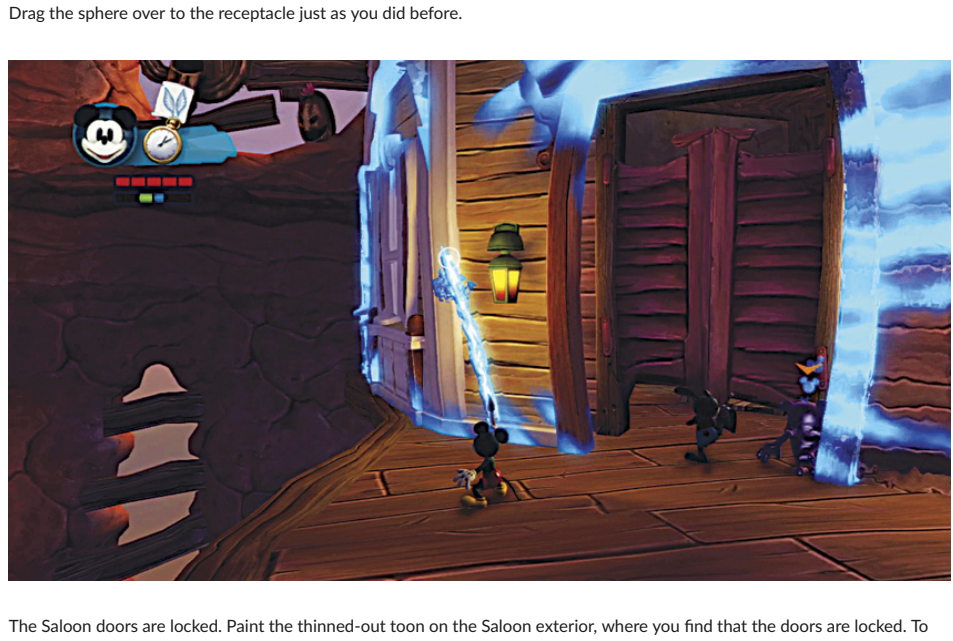
If you don't already have a Guardian circling you, paint or thin objects all around the area until one of the Guardian Pools becomes active and Guardians appear. Take the Guardians and fire them at the Spatter on top of the rock until you knock it off.



Collect the Battery Sphere that falls off the balanced rock to the ground below.

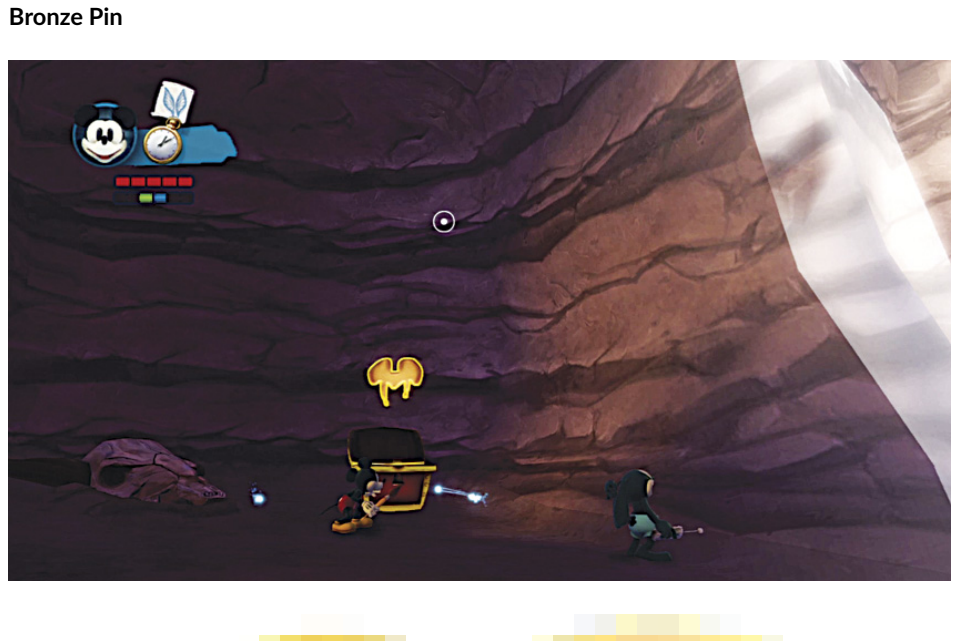


Drag the sphere over to the receptacle just as you did before.

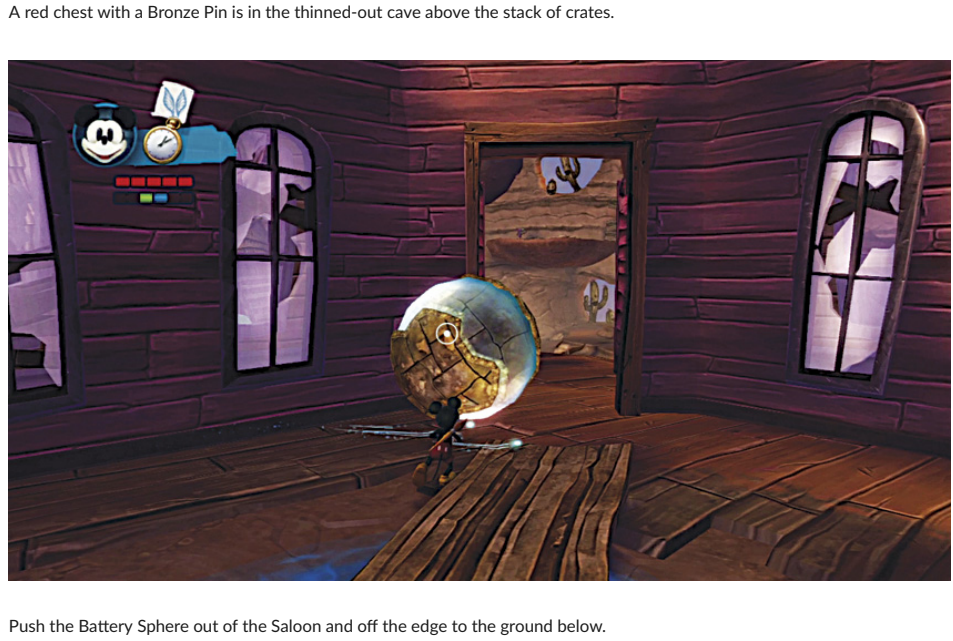


The Saloon doors are locked. Paint the thinned-out toon on the Saloon exterior, where you find that the doors are locked. To open it up, Paint all the thinned-out toons. The doors swing open and allow you to find the last Battery Sphere.

Bronze Pin

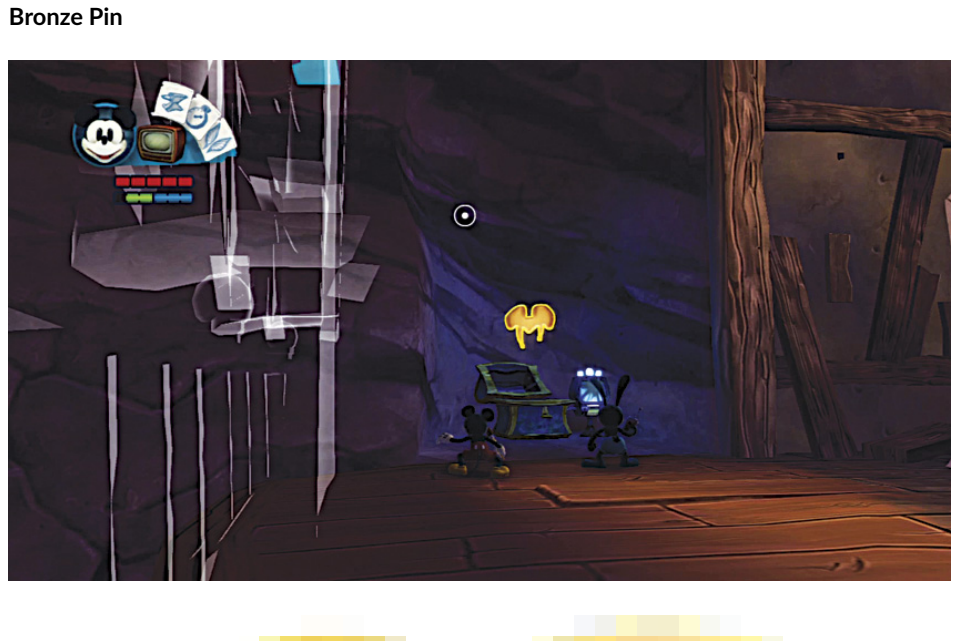


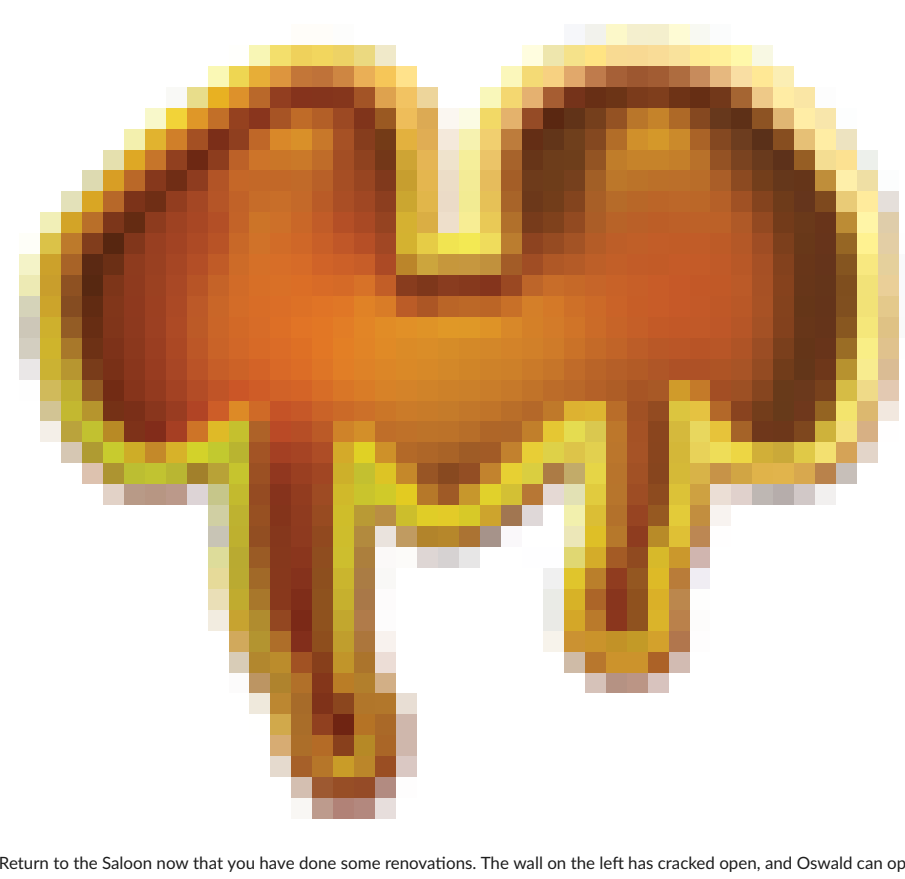
A red chest with a Bronze Pin is in the thinned-out cave above the stack of crates.



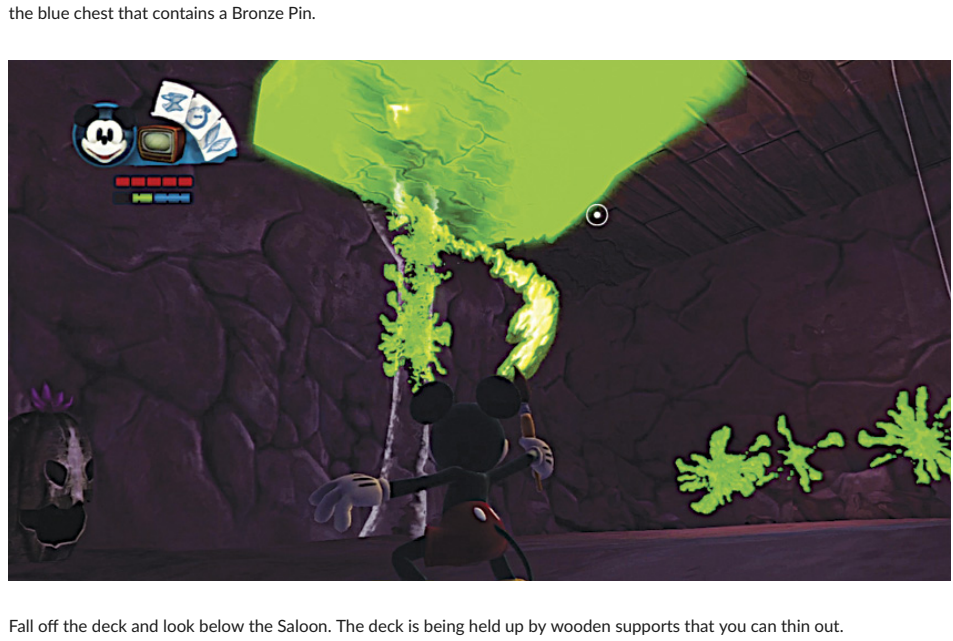
Push the Battery Sphere out of the Saloon and off the edge to the ground below.

Bronze Pin

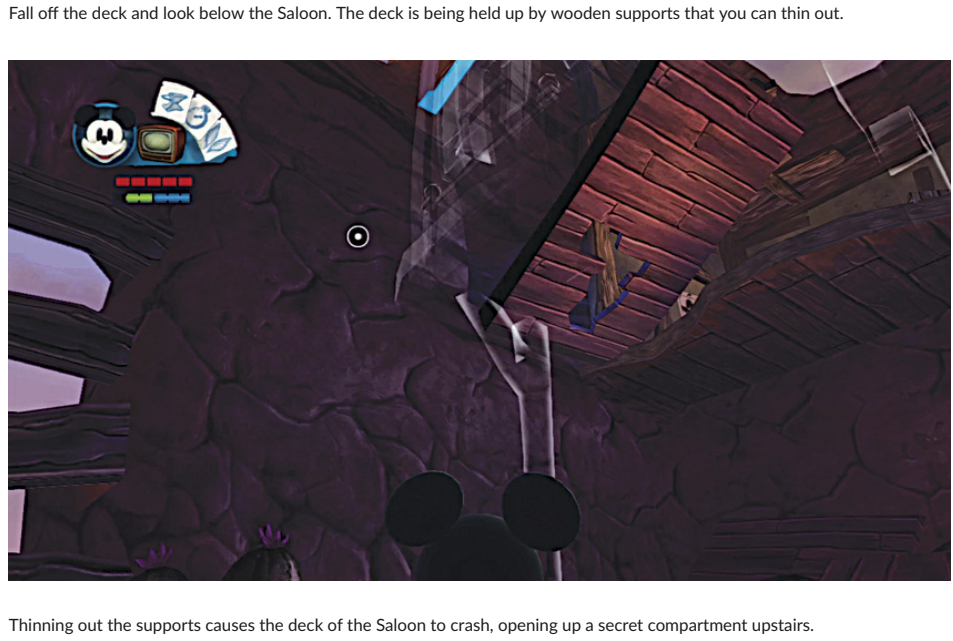




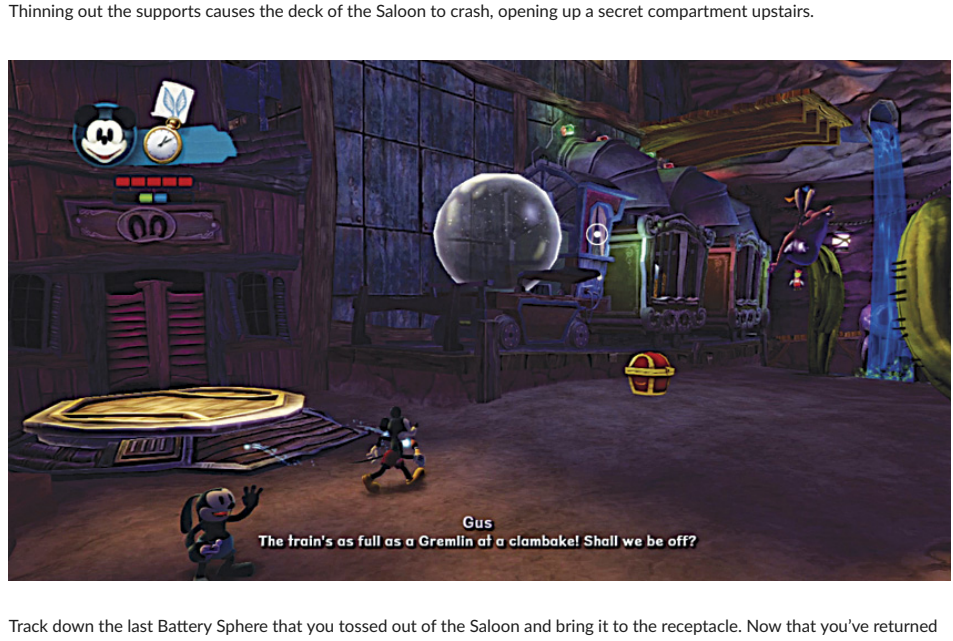
Return to the Saloon now that you have done some renovations. The wall on the left has cracked open, and Oswald can open the blue chest that contains a Bronze Pin.



Fall off the deck and look below the Saloon. The deck is being held up by wooden supports that you can thin out.

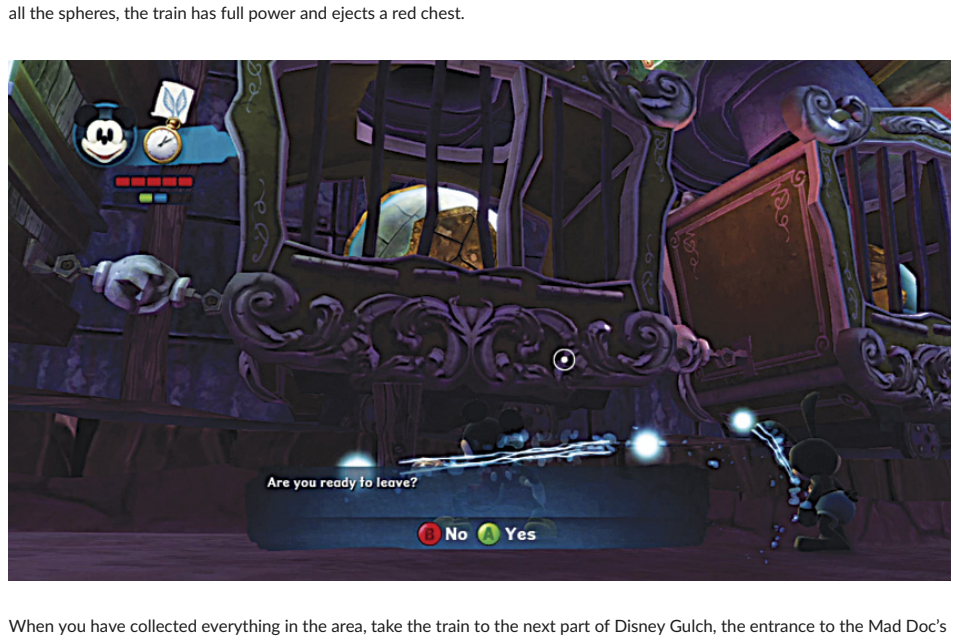


Thinning out the supports causes the deck of the Saloon to crash, opening up a secret compartment upstairs.



Gus
The train's as full as a Gremlin at a clambake! Shall we be off?

Track down the last Battery Sphere that you tossed out of the Saloon and bring it to the receptacle. Now that you've returned all the spheres, the train has full power and ejects a red chest.

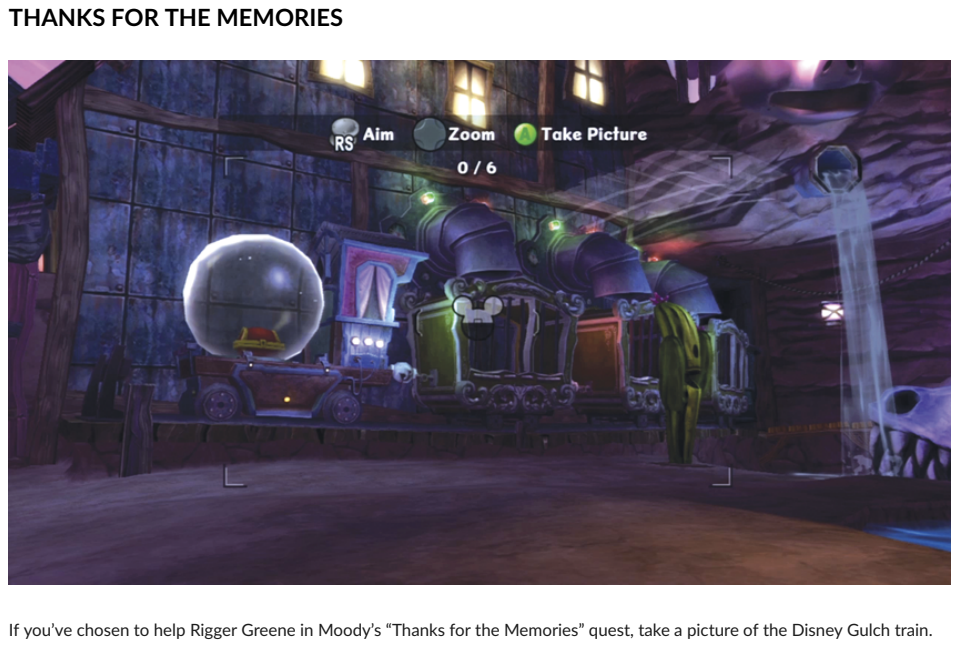


Are you ready to leave?

When you have collected everything in the area, take the train to the next part of Disney Gulch, the entrance to the Mad Doc's Laboratory.

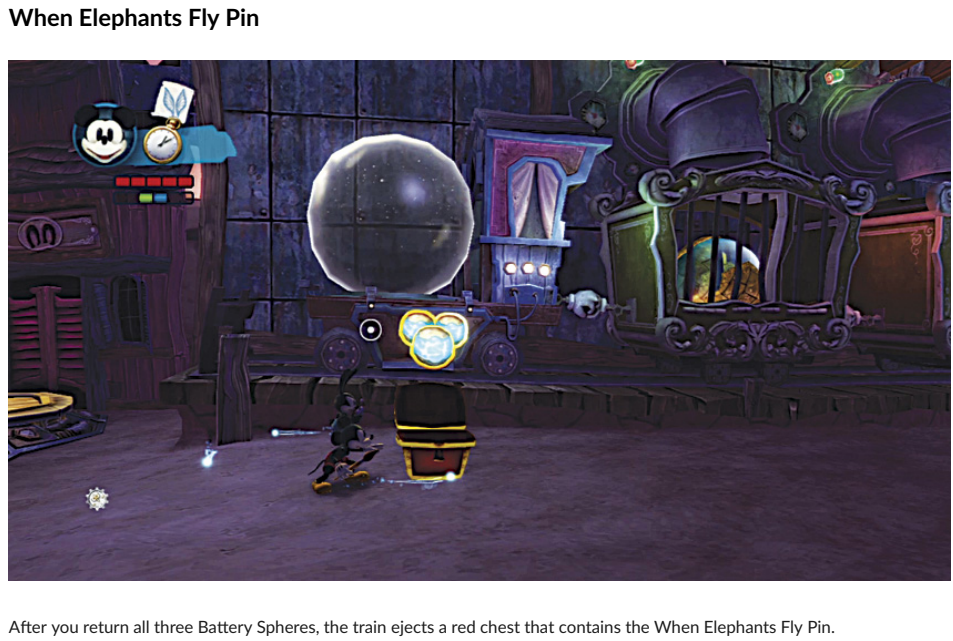
OPTIONAL QUEST

THANKS FOR THE MEMORIES

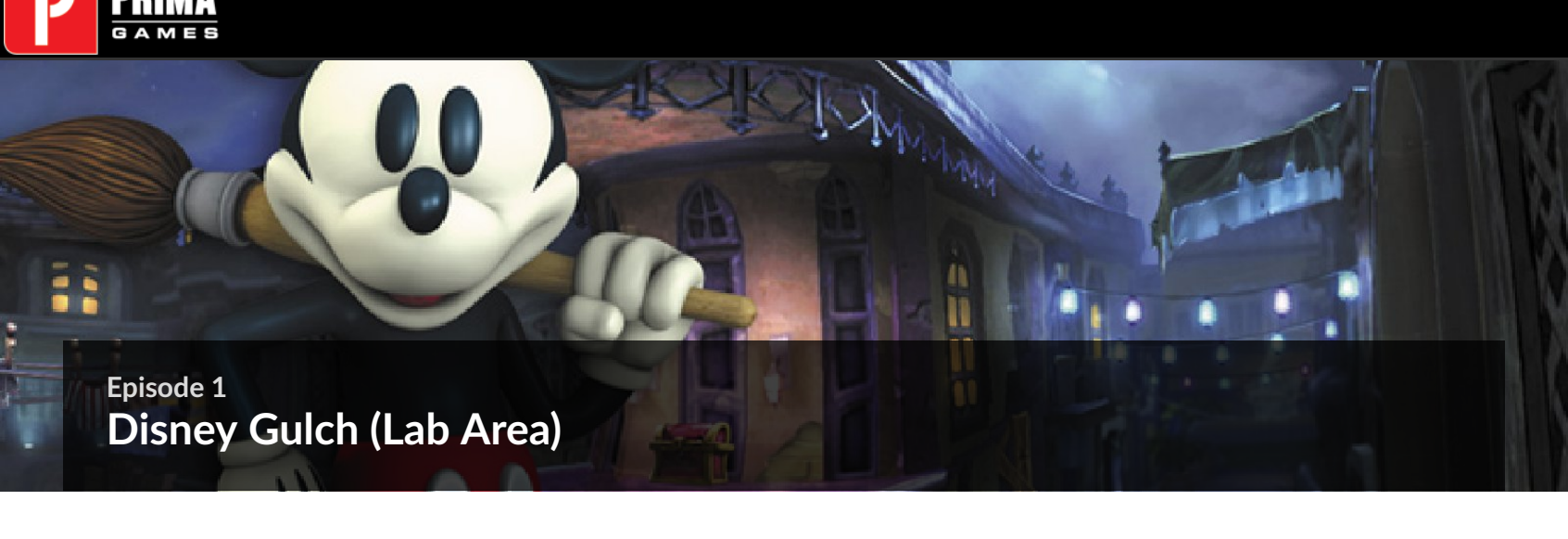


If you've chosen to help Rigger Greene in Moody's "Thanks for the Memories" quest, take a picture of the Disney Gulch train.

When Elephants Fly Pin

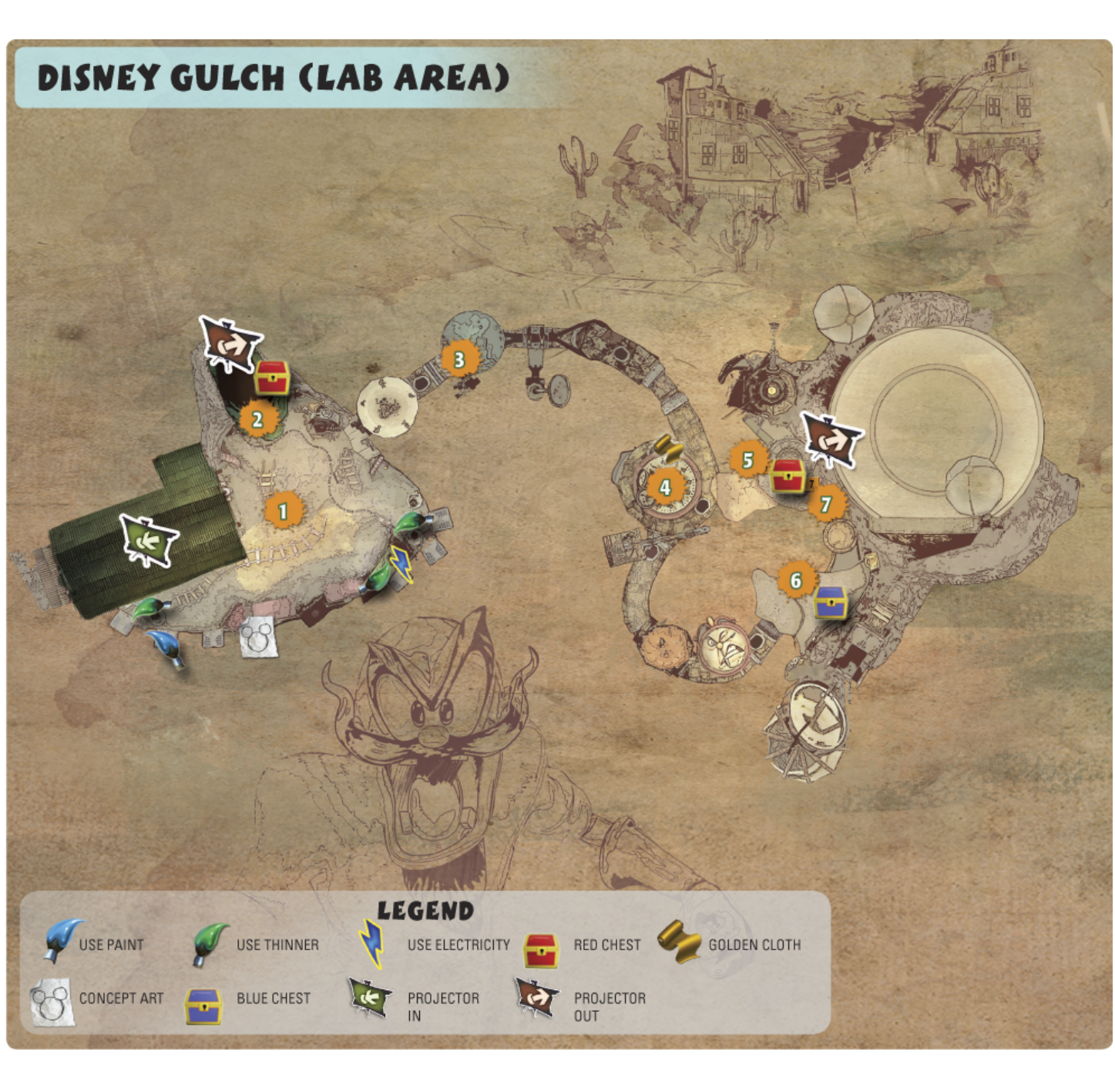


After you return all three Battery Spheres, the train ejects a red chest that contains the When Elephants Fly Pin.



Episode 1

Disney Gulch (Lab Area)



LEVEL OVERVIEW

After you ride the train to the second section of Disney Gulch, you arrive at the steps of the Mad Doc's Laboratory. Outside the lab, you find all kinds of machinery and complicated contraptions that you must navigate to reach the lab. To make matters worse, various enemies patrol the grounds and want nothing more than to make you a puddle.

LEVEL BREAKDOWN

Challenges

- Trailblazer

Collectibles

- Concept Art 41
- Construction Shoes
- Golden Cloth
- Silver Pin
- Tracksuit Pants

Enemies

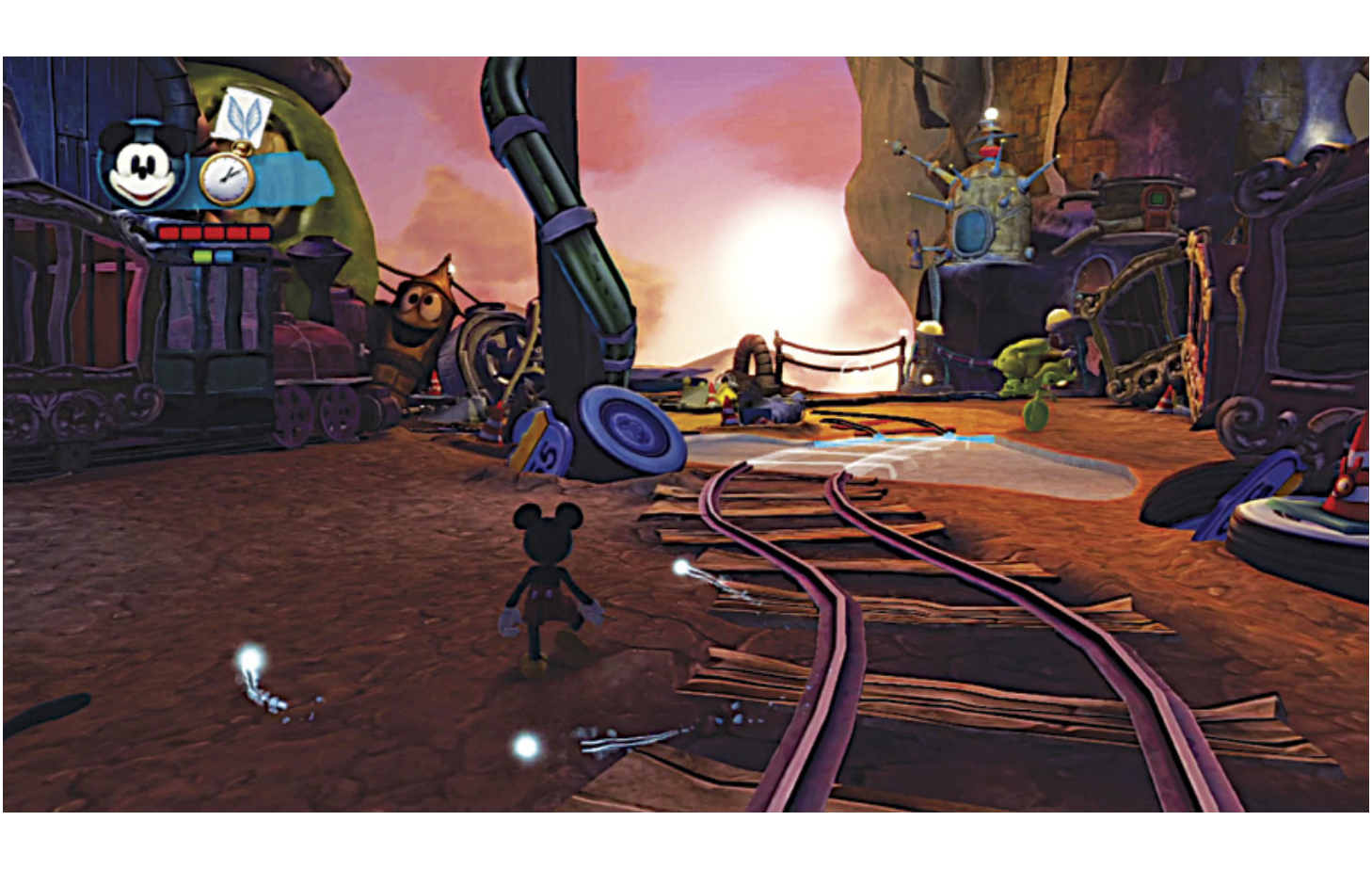
- Blotworx Rocker
- Dropwings
- Sweepers

Quests

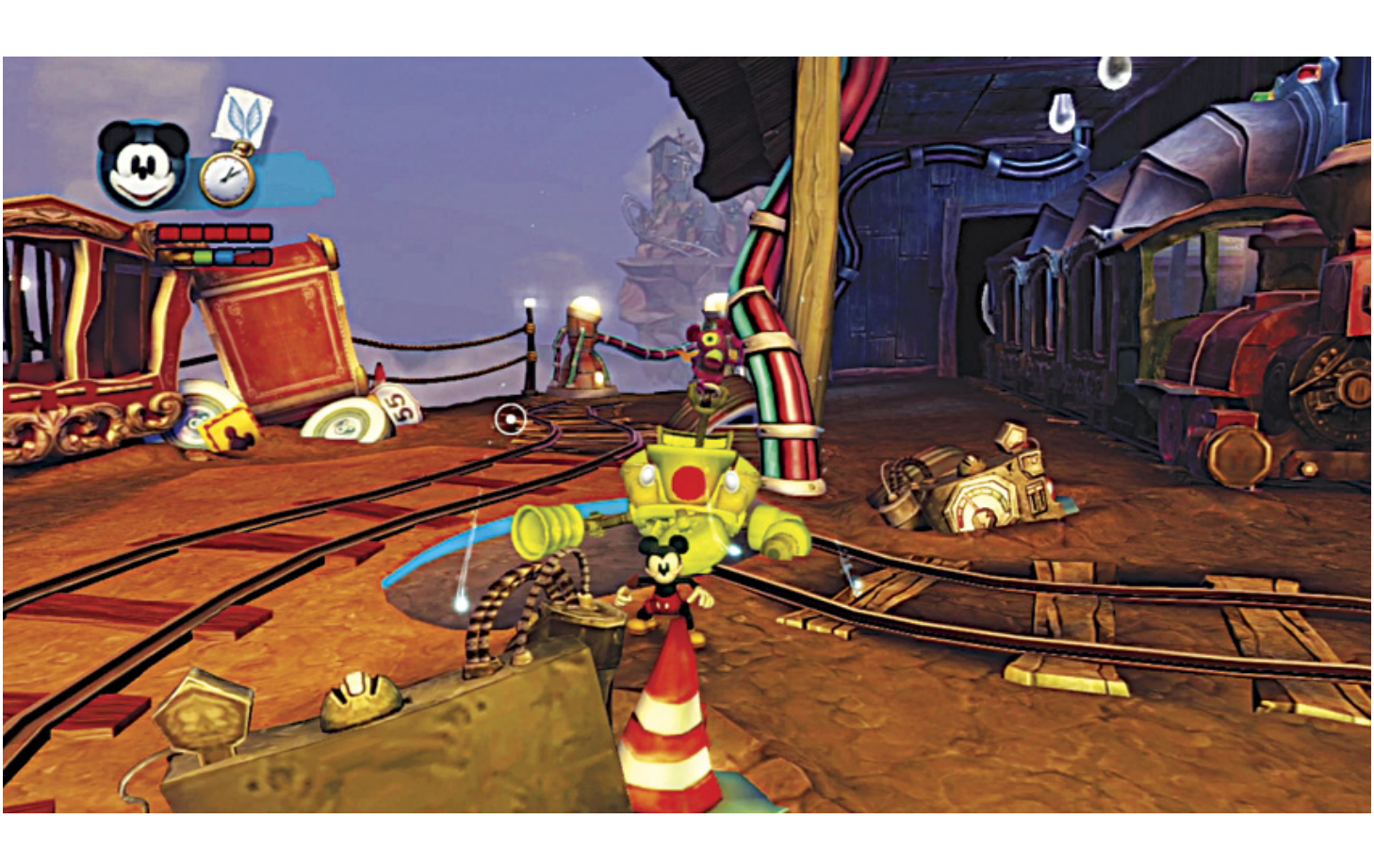
- Finding the
- Hidden Heroes

Things to Do

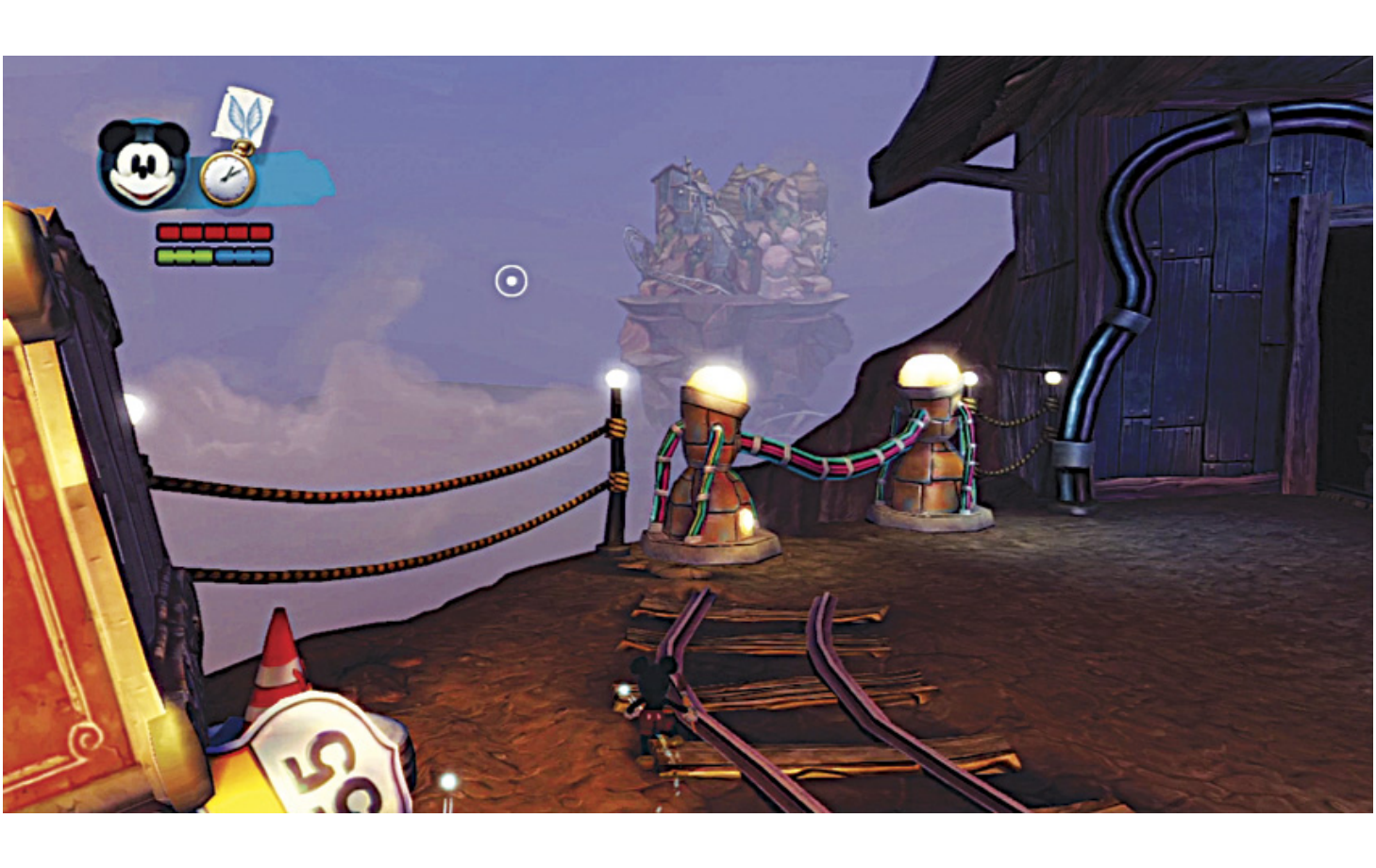
- Defeat the Blotworx Rocker
- Find the hidden steps to the concept art
- Find more hidden steps to the power generator
- Get the Silver Pin inside the Jiminy Cricket room
- Travel across the Junk Bridge
- Find the Golden Cloth
- Get the Construction Shoes and Tracksuit Pants
- Enter the laboratory through one of the projectors



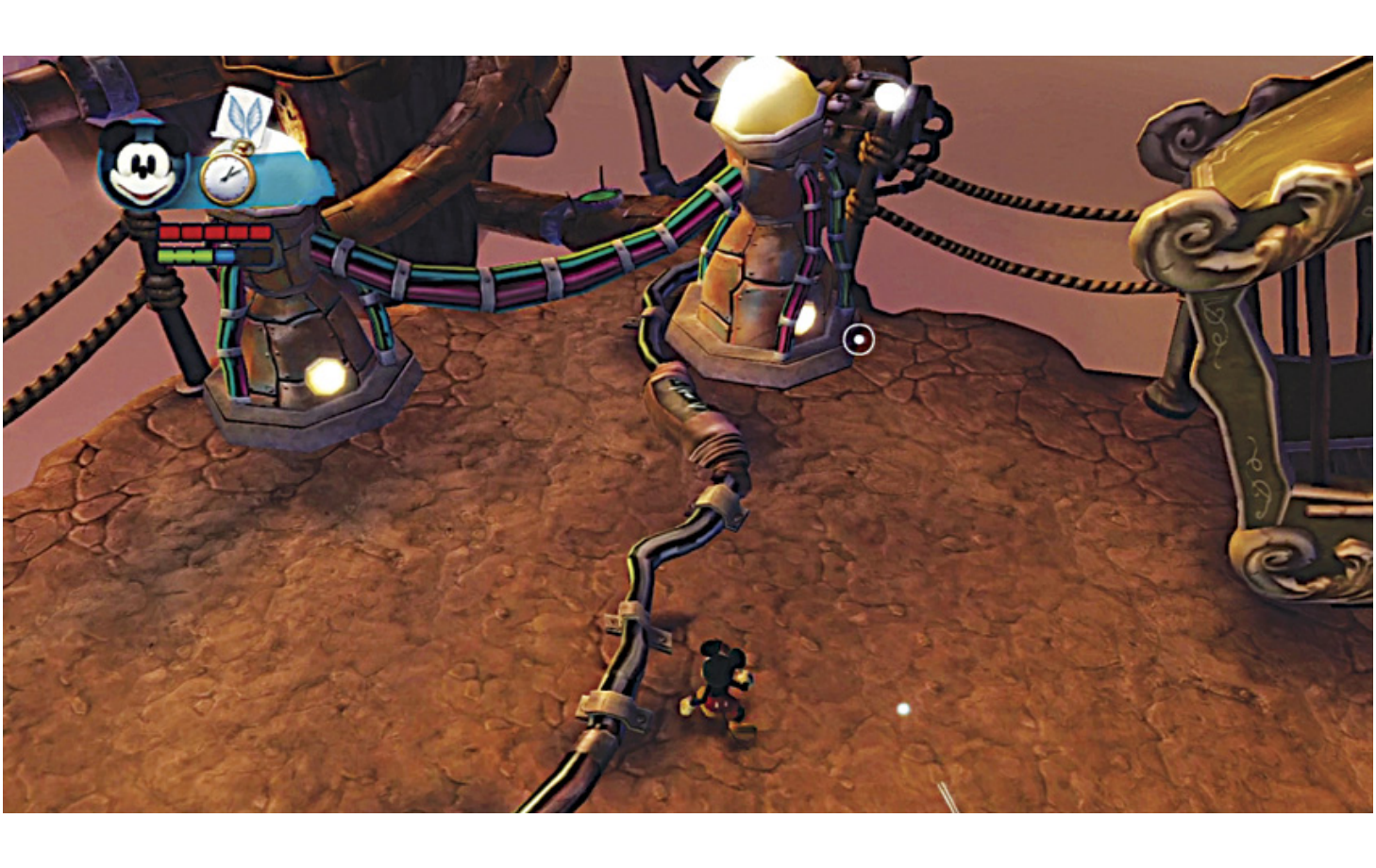
The train comes to a stop in another section of Disney Gulch, outside the Mad Doc's Laboratory. The area is littered with curious contraptions and a vast gorge ahead before you can reach the laboratory.



A deranged combination of a car and unicycle, the Blotworx Rocker is one of the deadliest enemies in the game, shooting rockets that seek you out. Jump and punch the front grill to expose a button. If you jump on the button, it exposes a Spatter pilot that can be painted or thinned to defeat the Rocker.

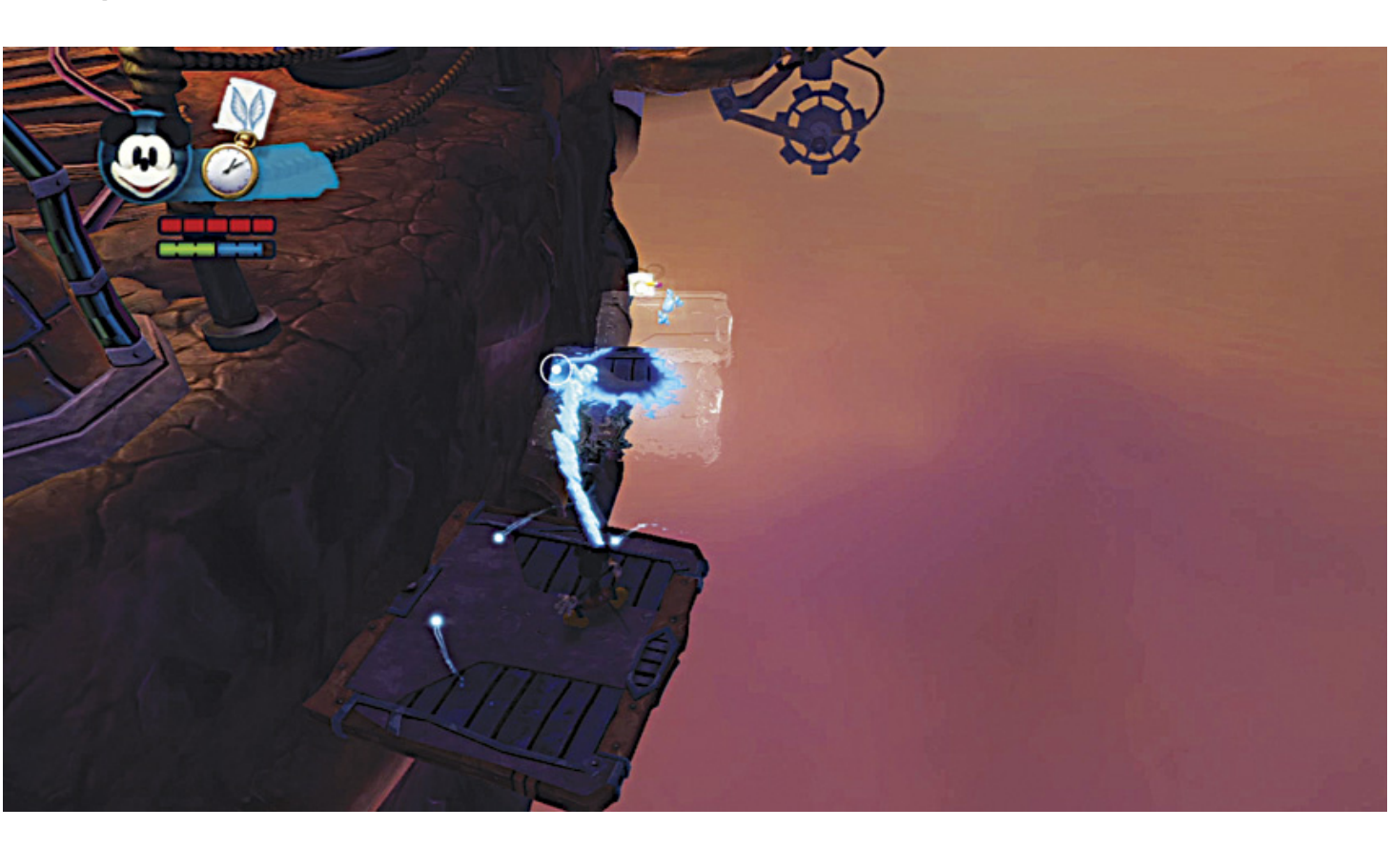


After you take care of the Rocker, look near the ledge to the left of where you began. Thin out a pair of lamps connected by wiring at the edge. Look out over the edge to see a secret set of platform steps going down.

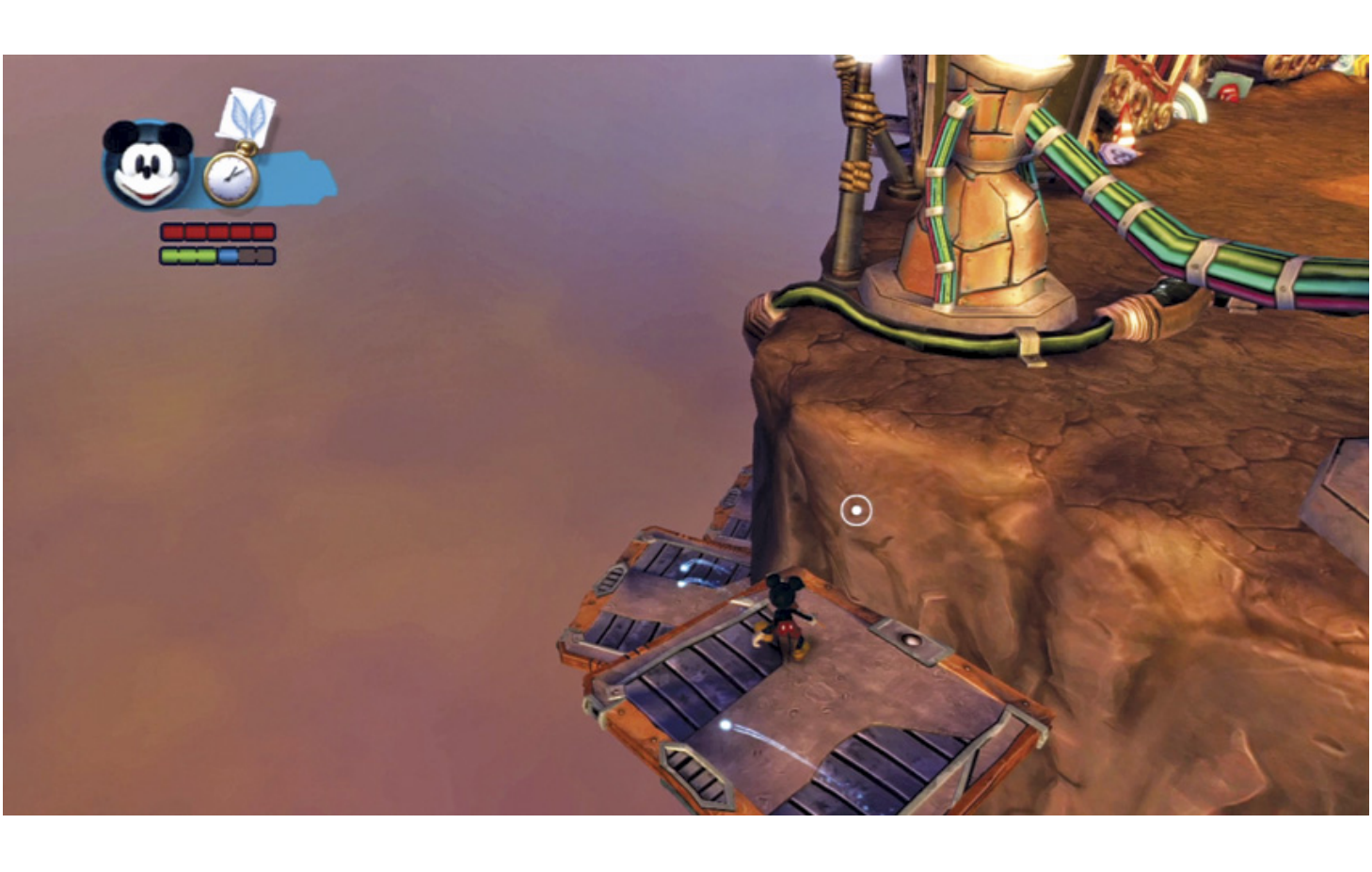


Return to the starting area and follow the right edge to another set of lamps farther up. Thin out this set of lamps, and look off the edge for another secret set of platforms downward.

Concept Art 41



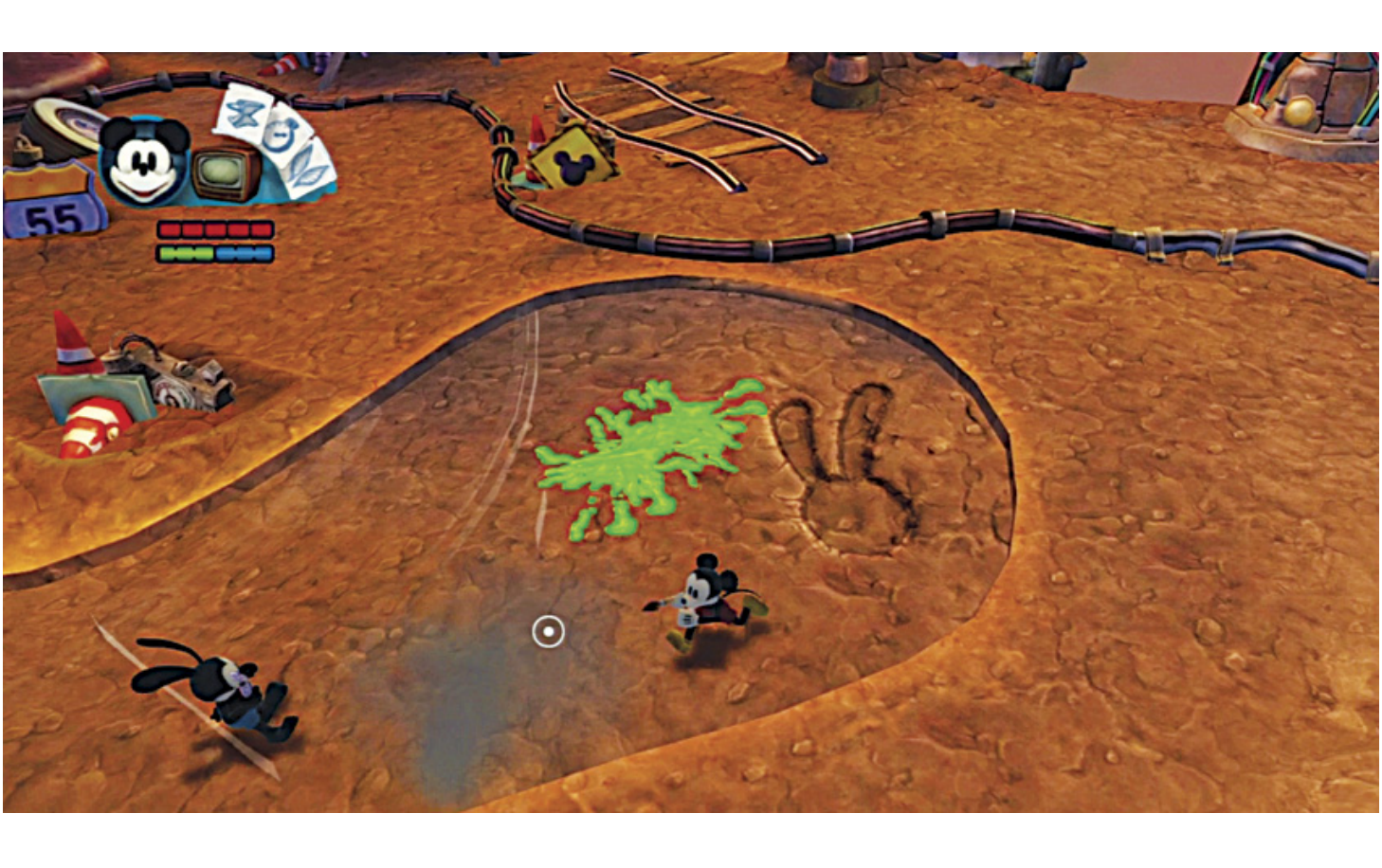
Go down the secret platform stairs to the right of the start of the level to get the concept art.



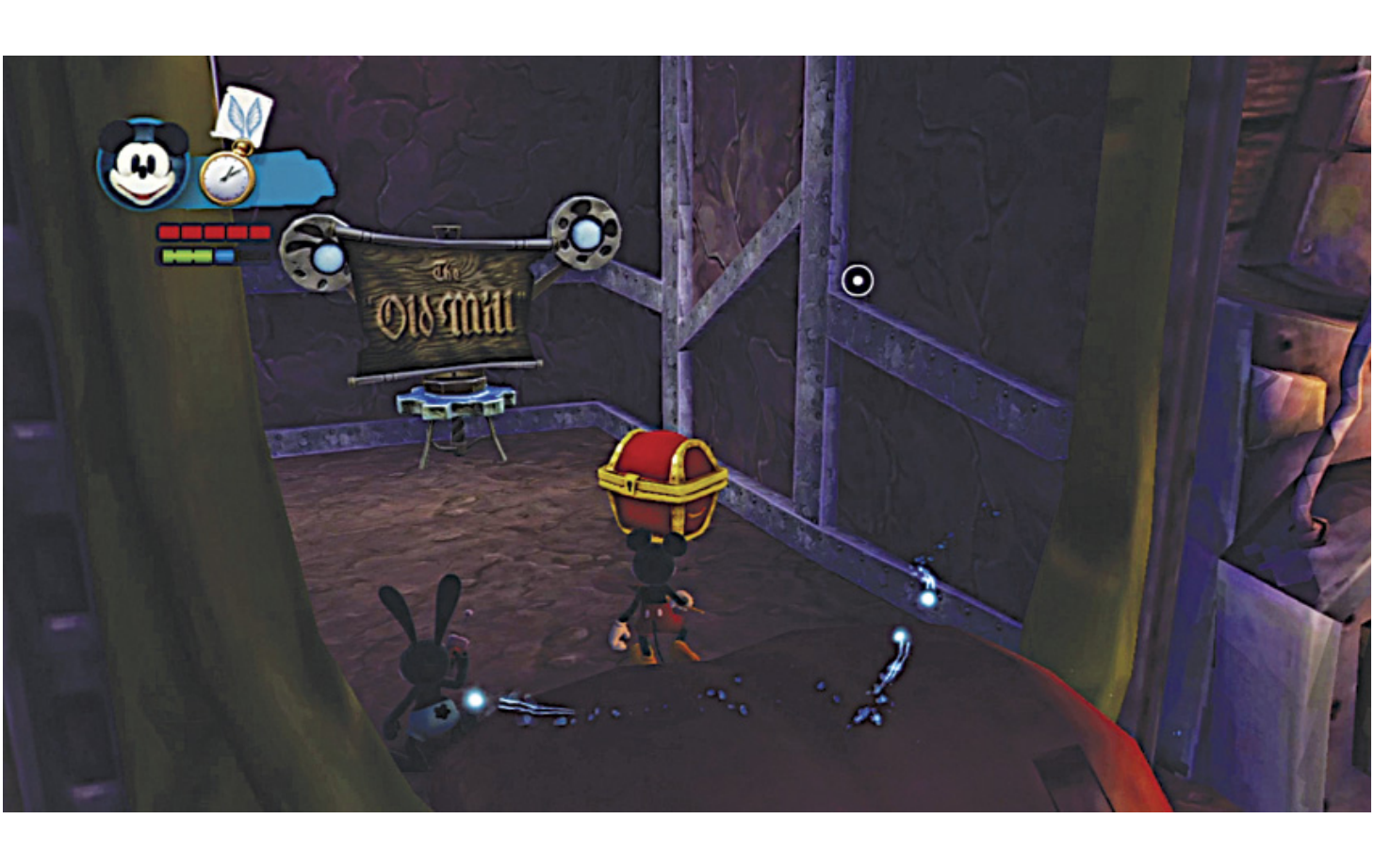
Follow the platforms down. After Mickey thins the machine, have Oswald shock the power generator at the bottom.

OPTIONAL QUEST

FINDING THE HIDDEN HEROES

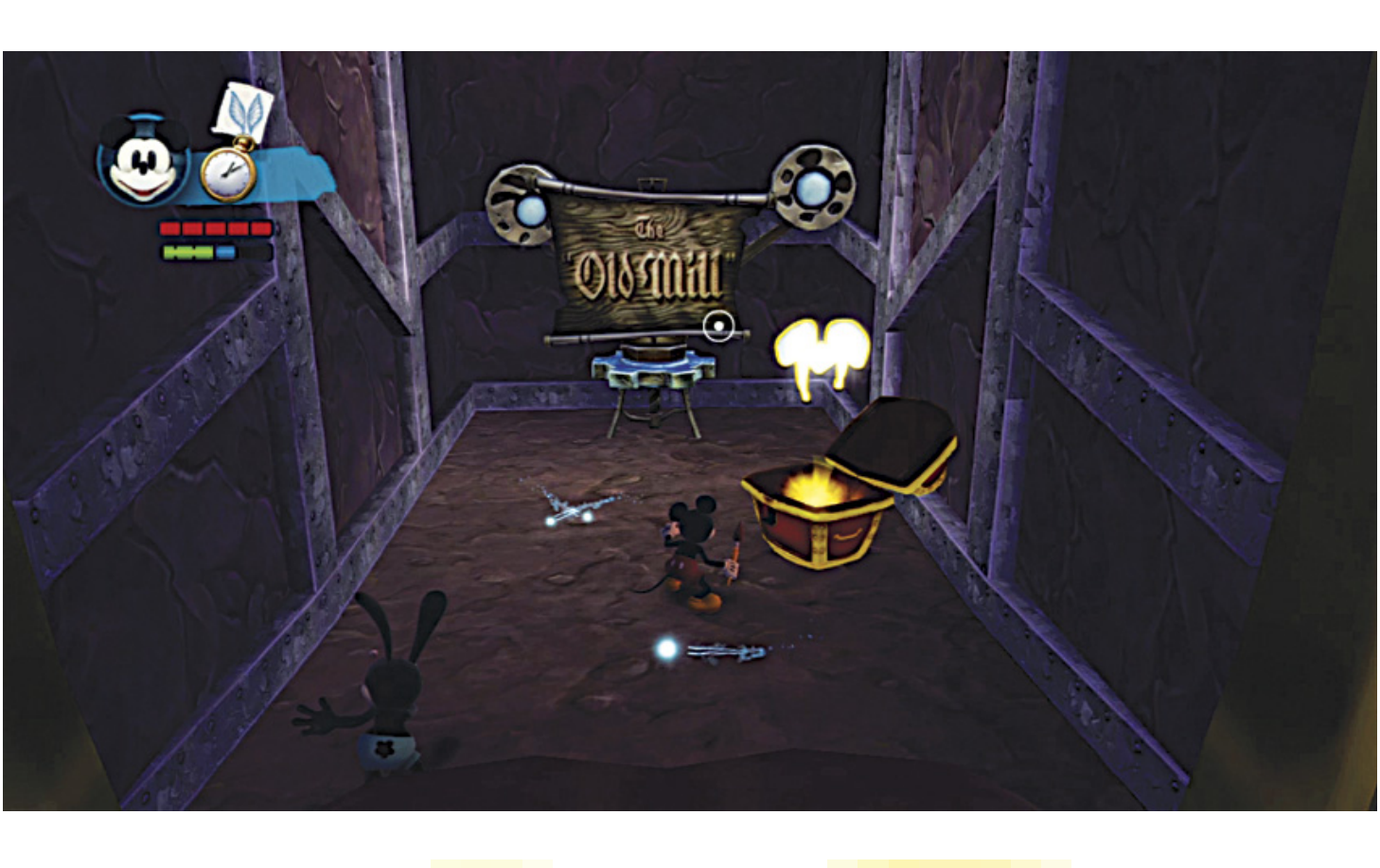


Uncover a hidden Oswald under a thinned-out piece of the ground near the Blotworx Rocker.



Activating the power generator sends power to the Jiminy Cricket structure above, opening the mouth and revealing a secret room. A projector and a red chest are inside. The projector takes you to a secret entrance in the Mad Doc's Laboratory that skips the first part of the Dragon Boss fight and gives you access to a red chest with a Bronze Pin inside the lab.

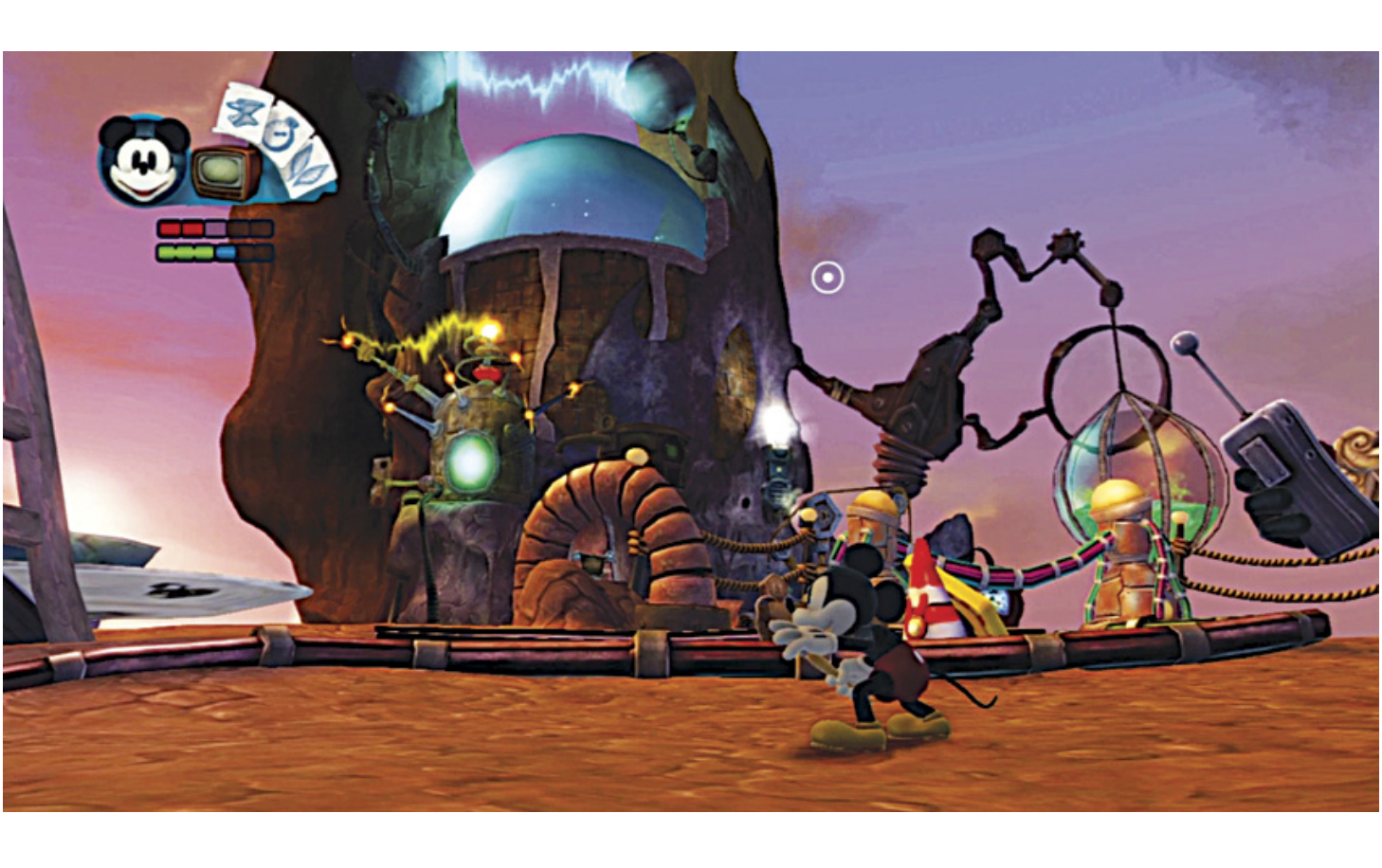
Silver Pin



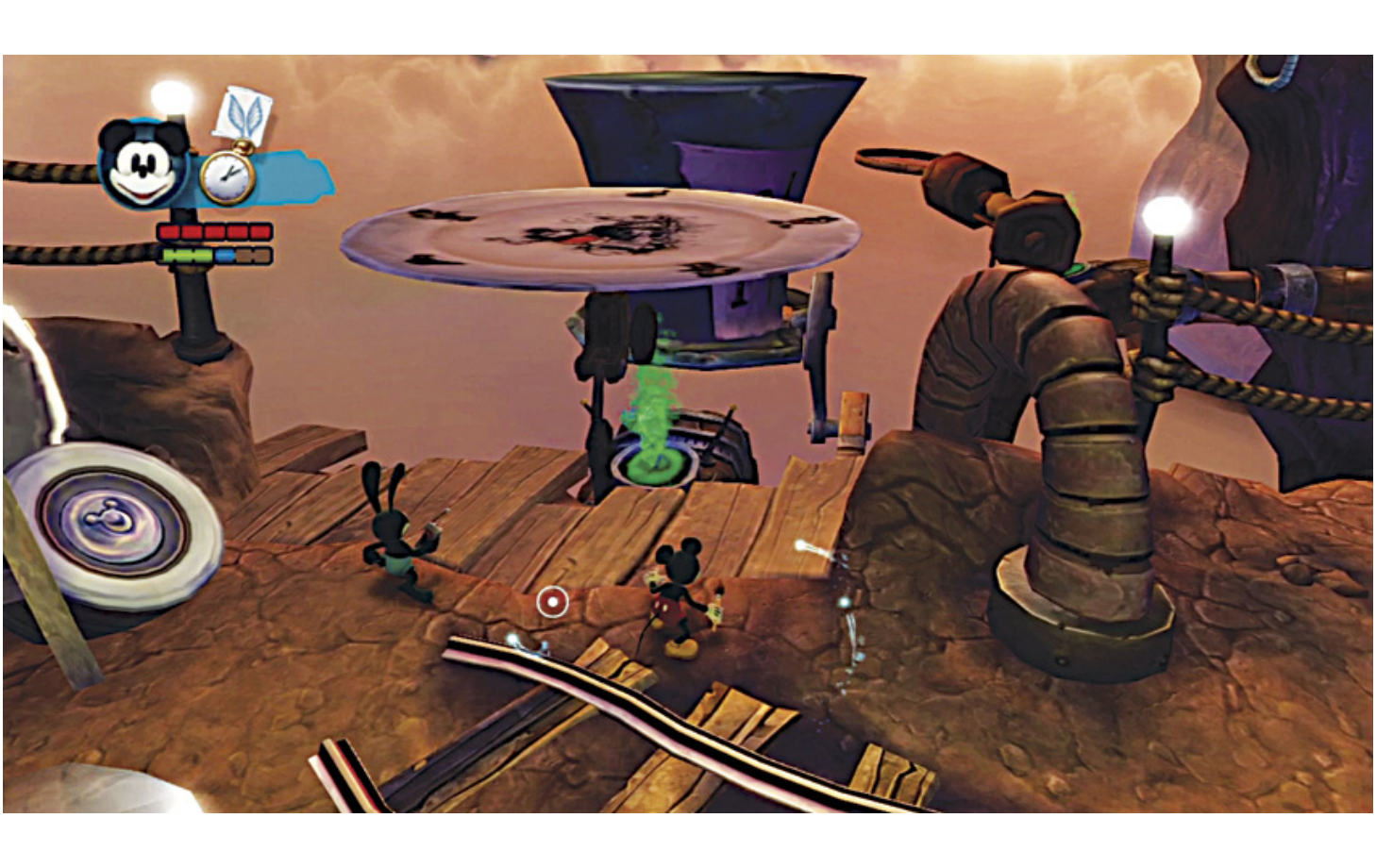
Open up the red chest inside the secret room in the Jiminy Cricket mouth to receive a Silver Pin.

OPTIONAL QUEST

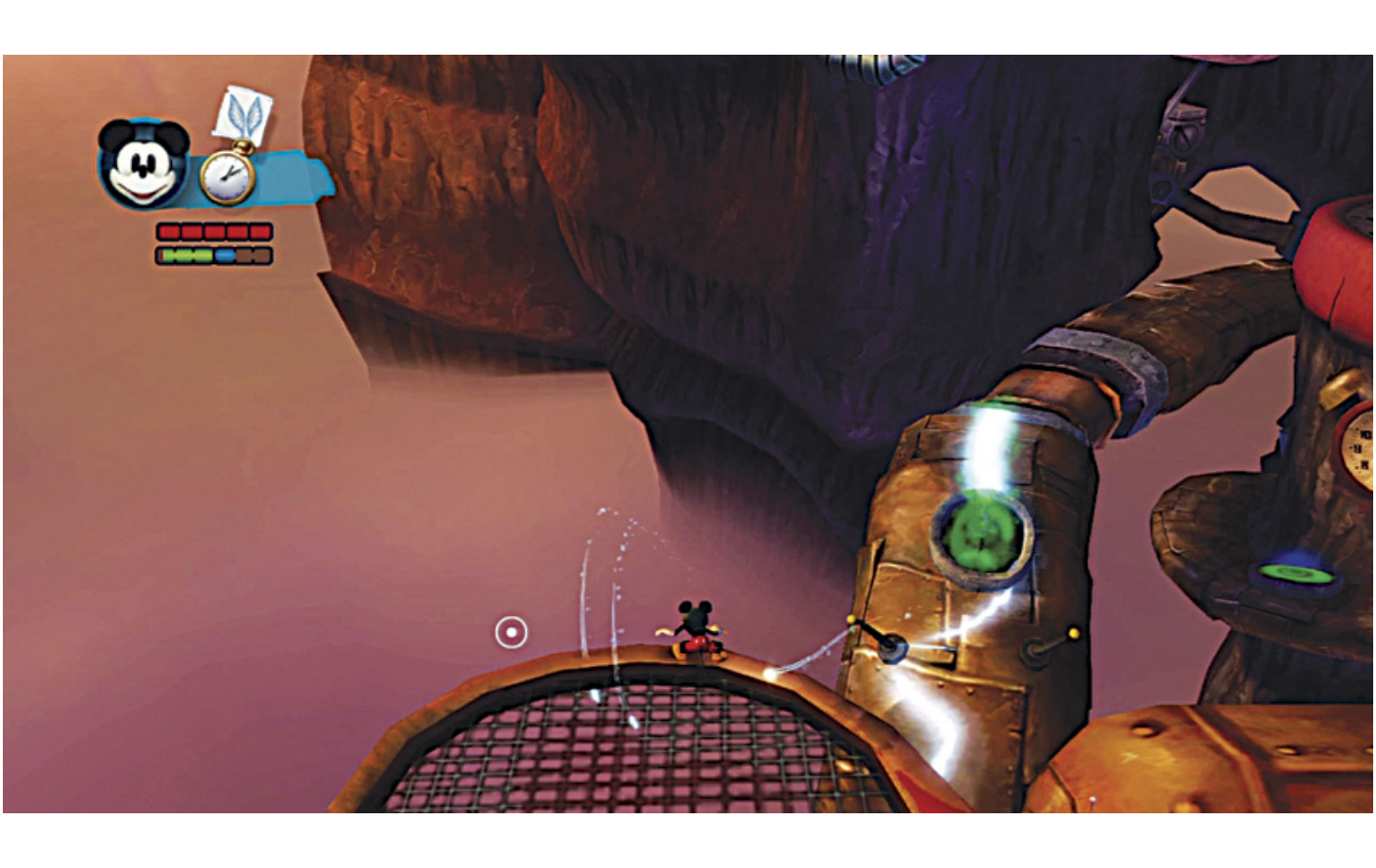
FINDING THE HIDDEN HEROES



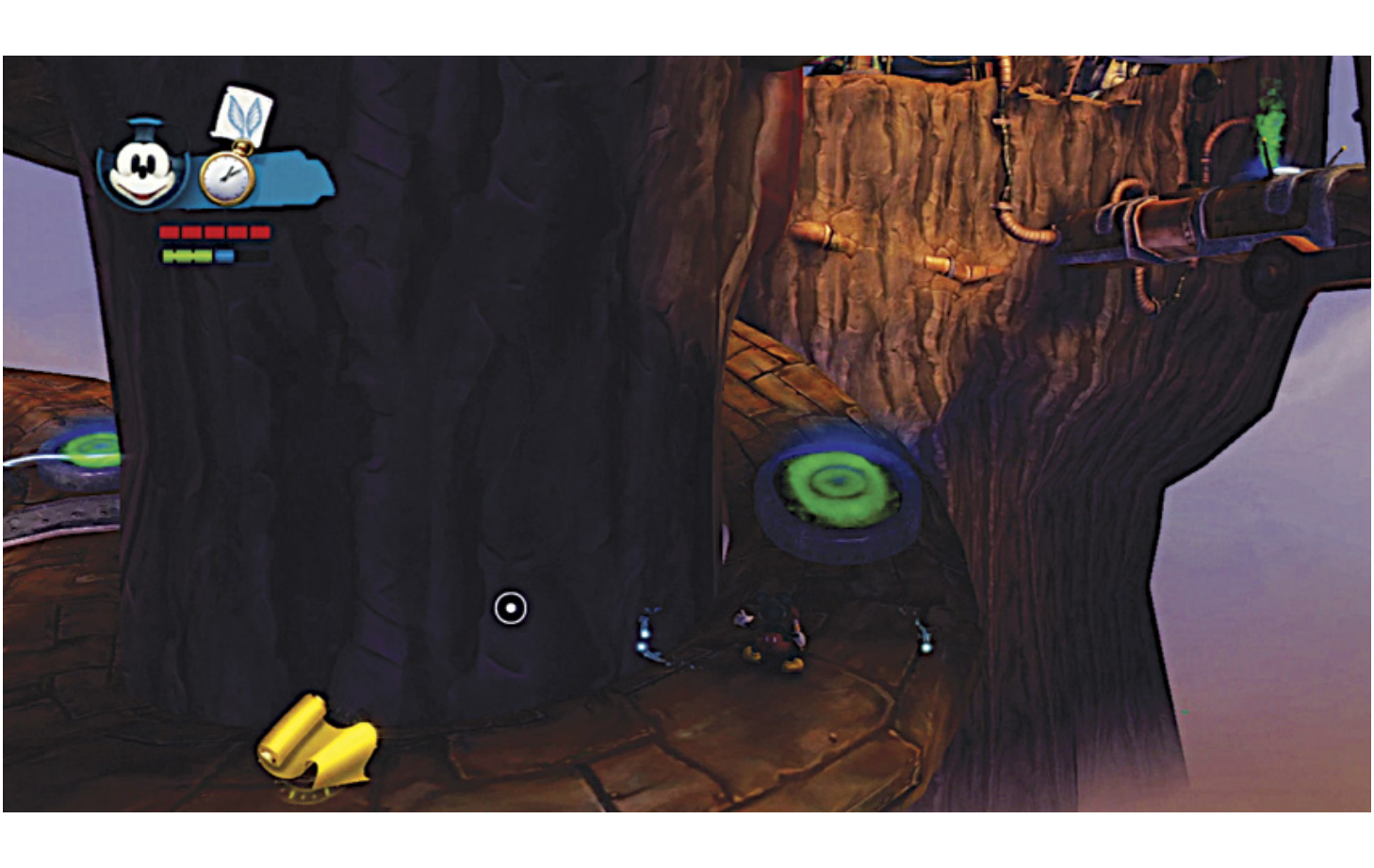
A Mickey symbol hides up in the lights of the machine on the laboratory's floating plateau.



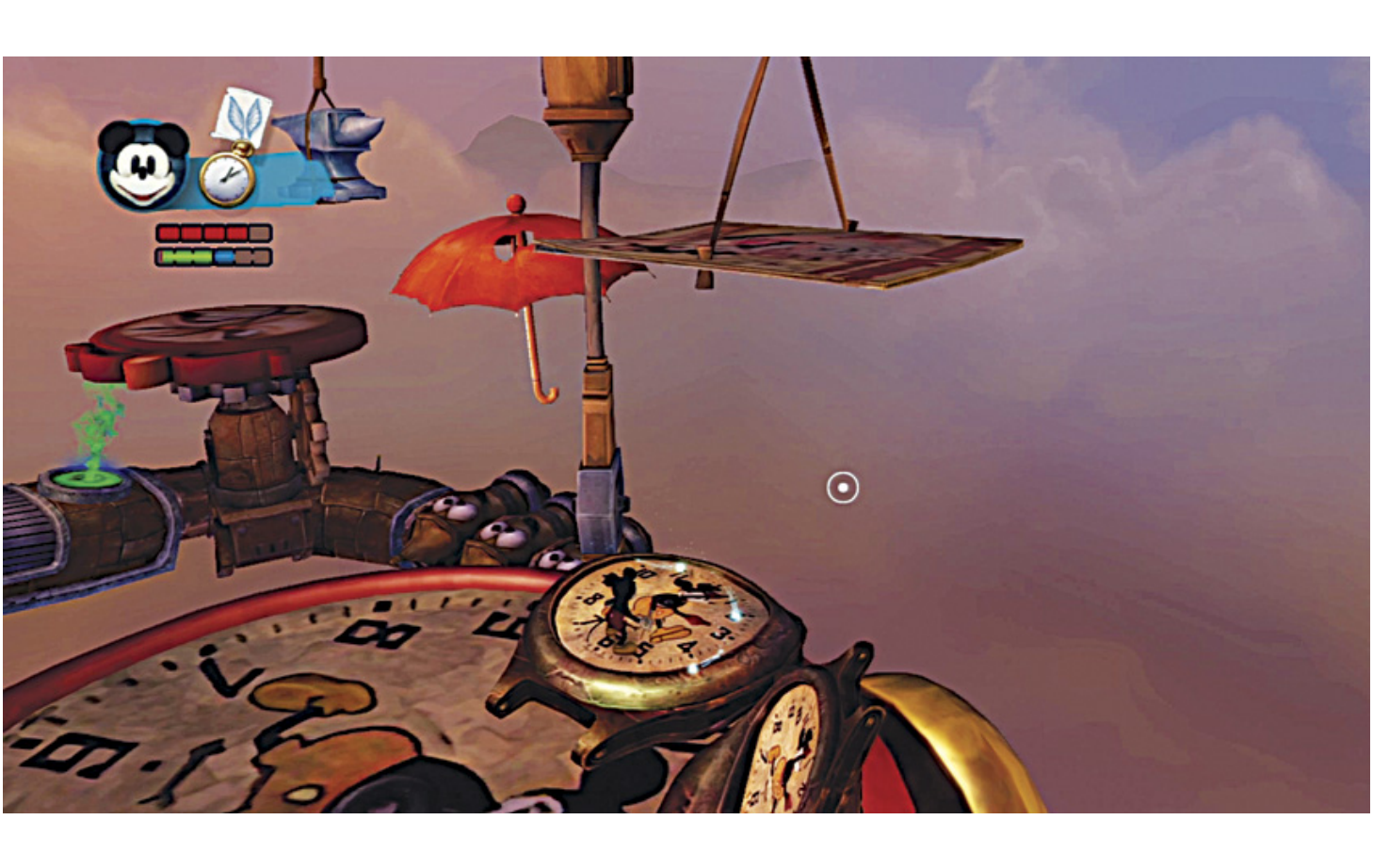
Next, you have to traverse the ravine to get to the laboratory. There's a Junk Bridge made up of a series of crazy platforms like tennis rackets and large hats to jump on. If you didn't deliver all three spheres in the first part of Disney Gulch, there are extra hazards, such as spraying Thinner.



Jump straight across the various platforms until you reach the moving tennis racket. From here, you can see a large structure with clocks and pipes wrapping around a tree. Jump over to the pipe that is winding around the tree.



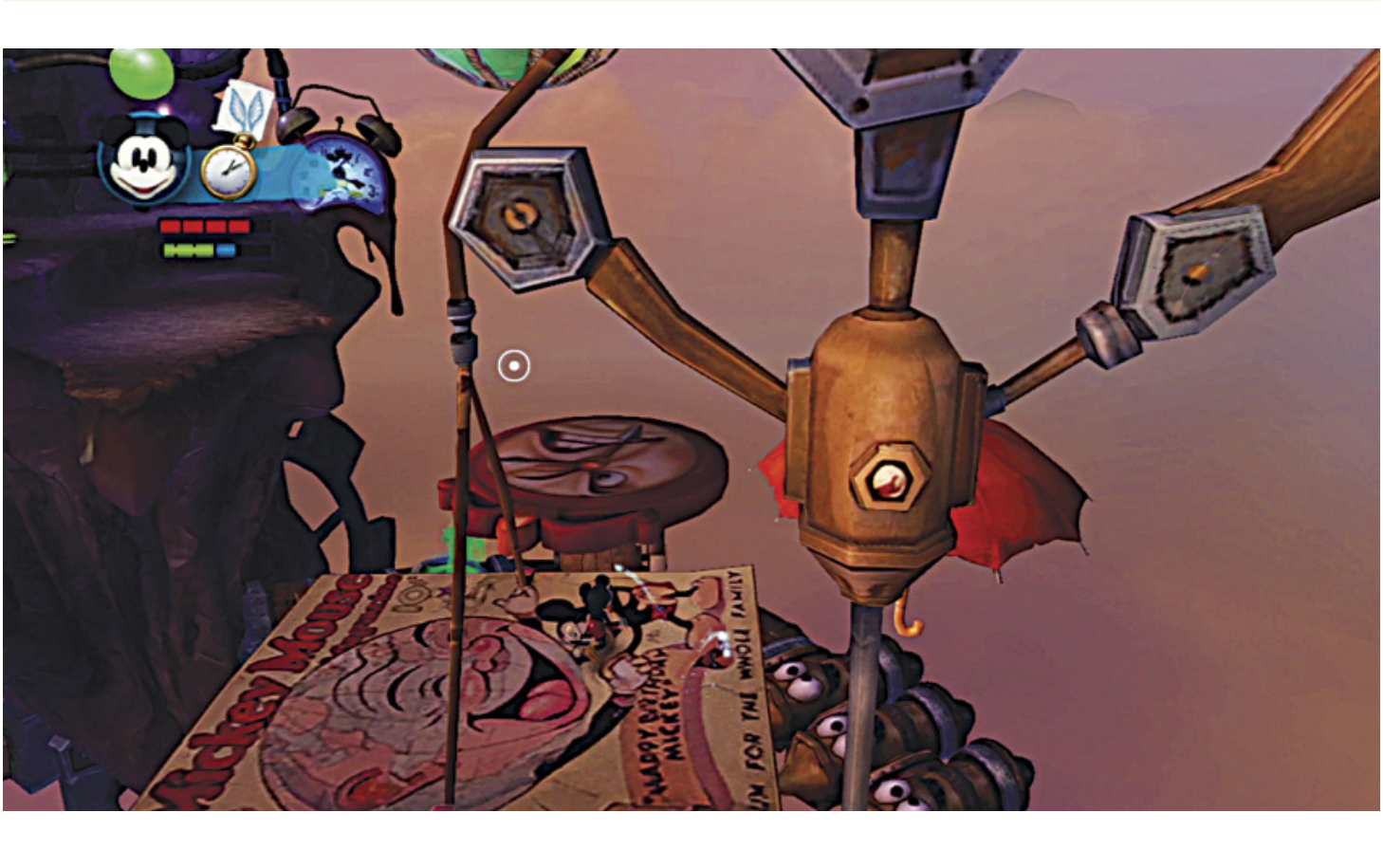
Pick up a golden Cloth on the pipe wrapping downward around the large rock pillar.



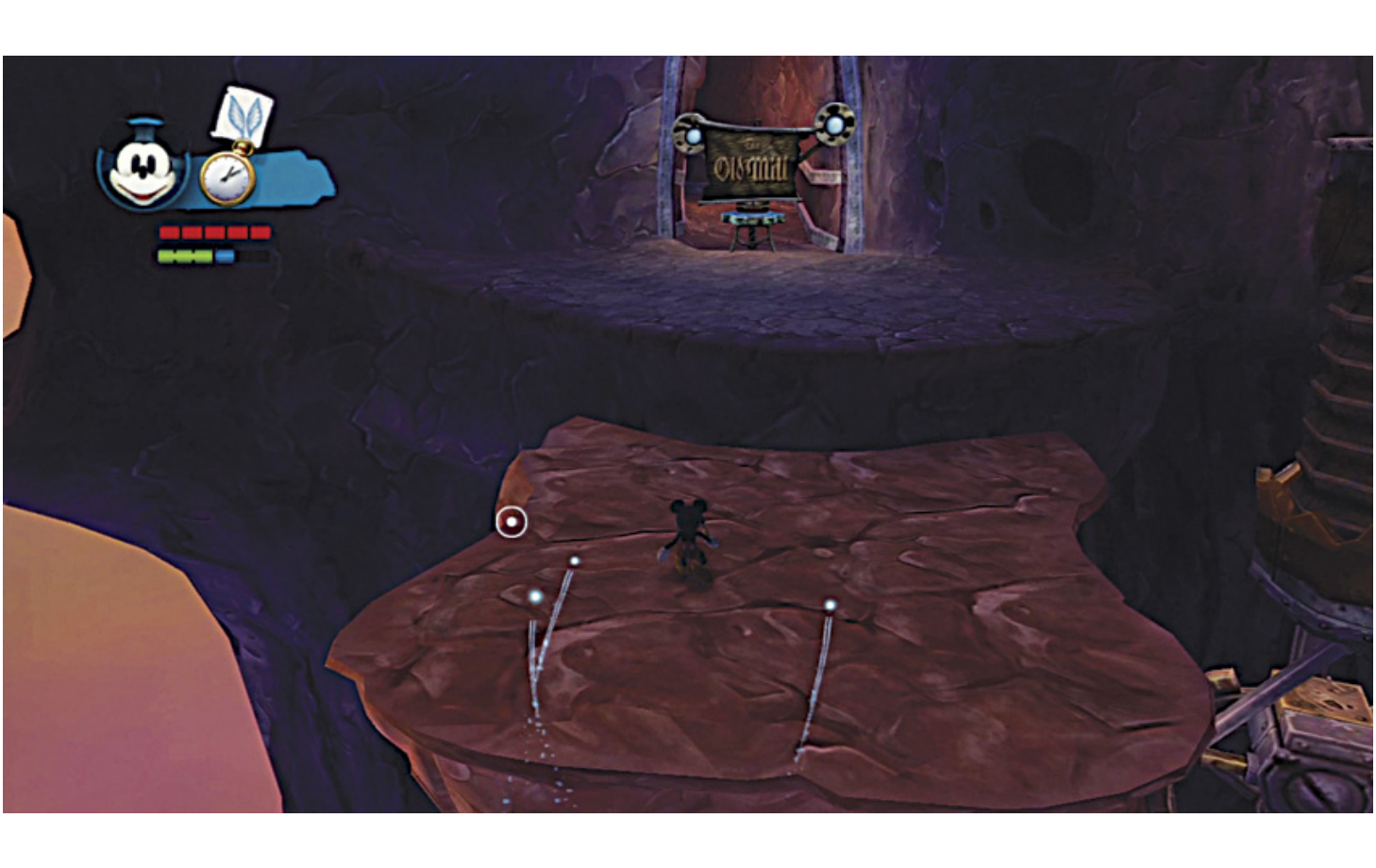
Climb up the pipe to the top of the clock platform. Deal with the Sweeper on top, then wait for the swinging comic book to come around.

Tip

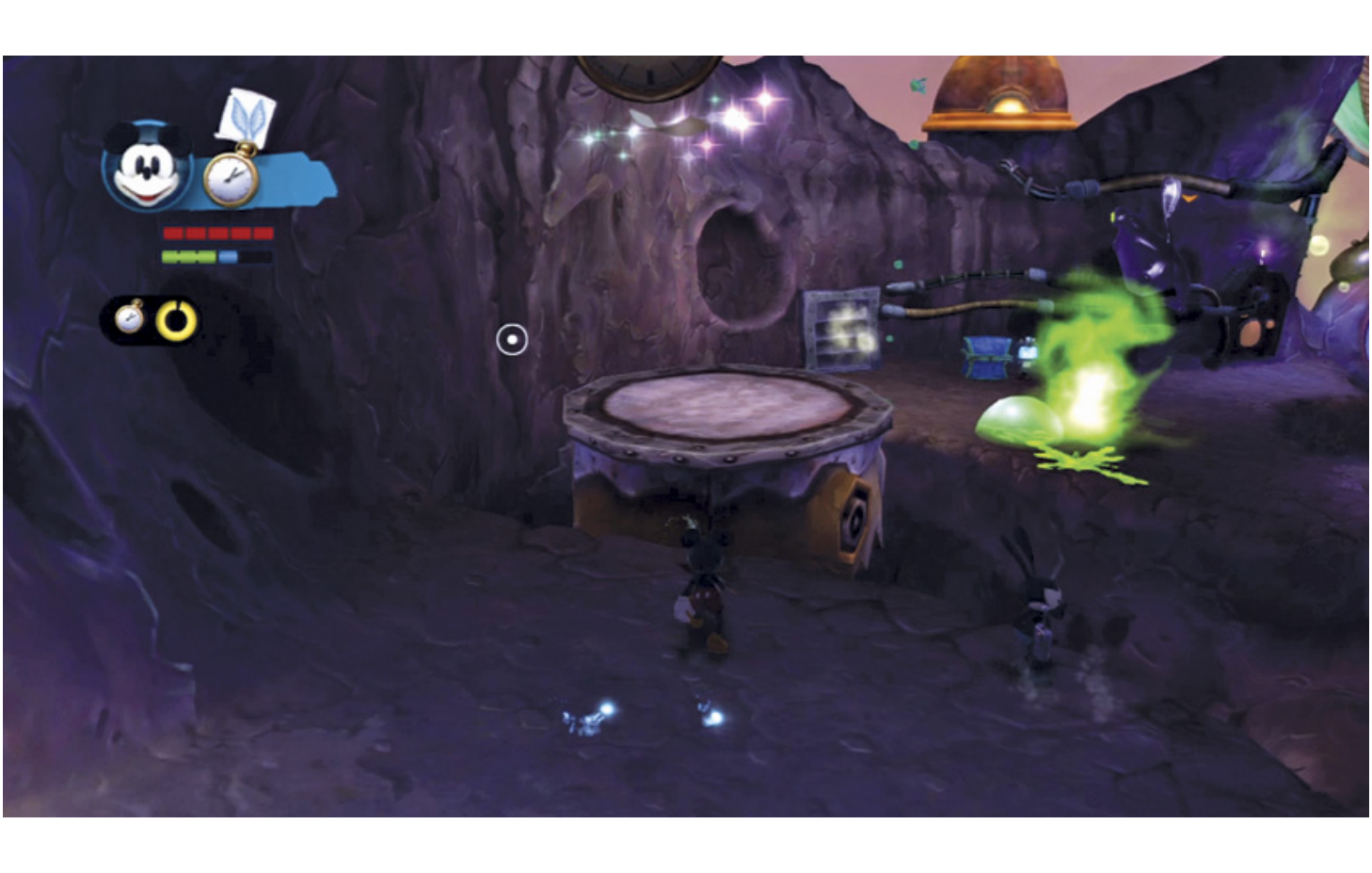
If you want to skip part of the upcoming boss fight and gain an extra Bronze Pin, open the secret shortcut in the Jiminy Cricket structure.



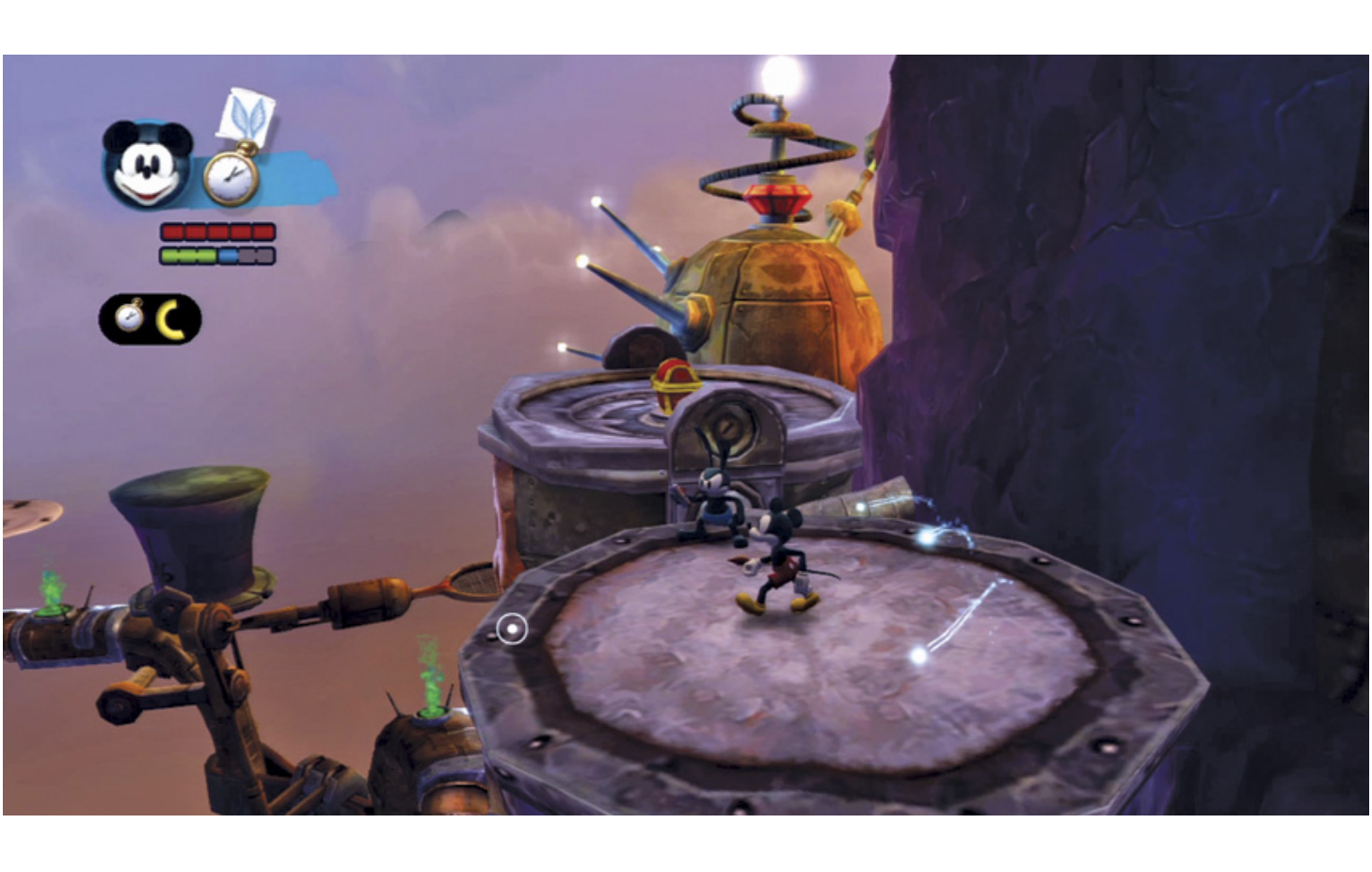
Hop up to the comic book and take it for a ride around to a rock cliff where you'll see a projector.



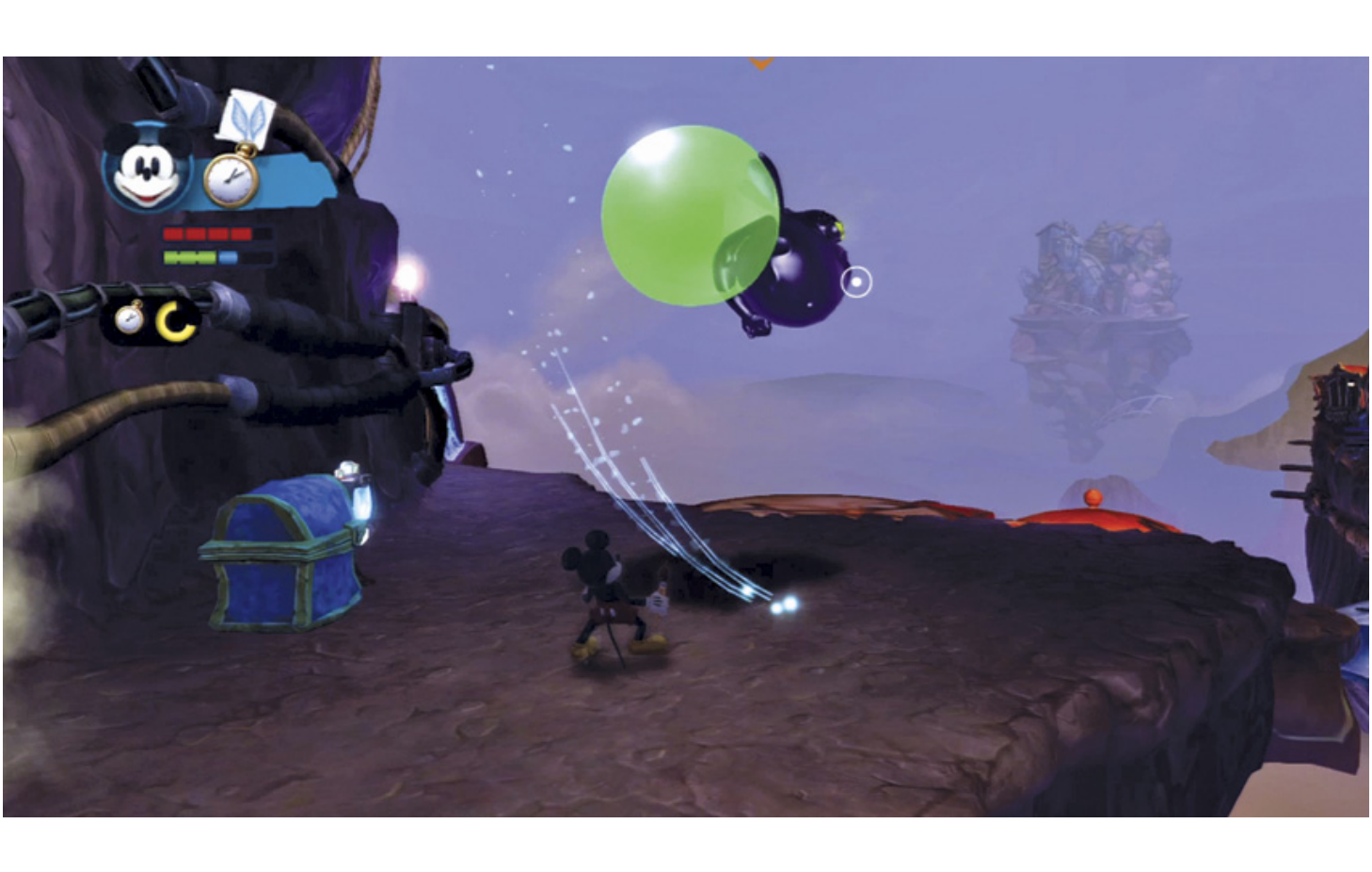
The projector leads to the Mad Doc's Laboratory, but there are a few more items around to get first.



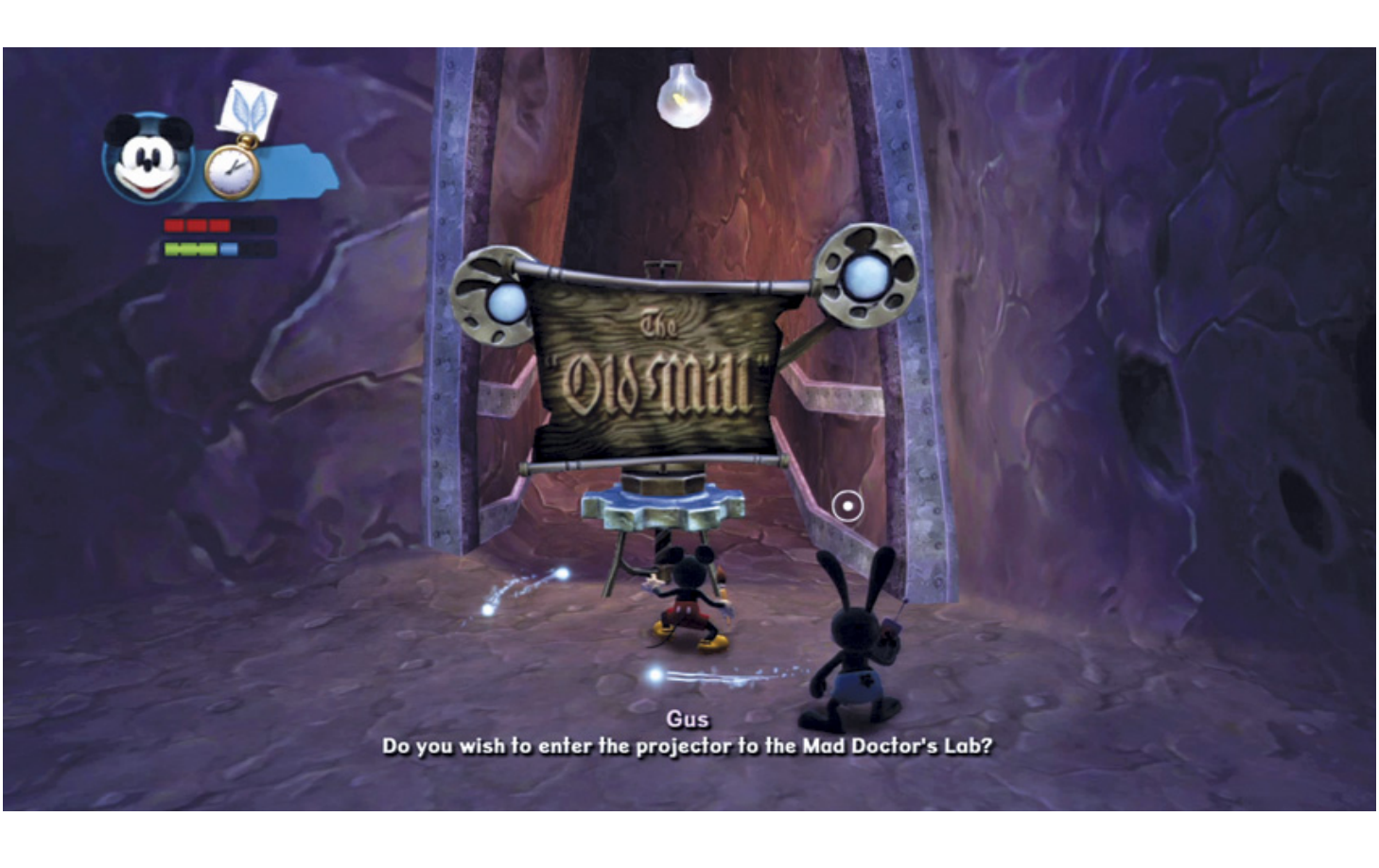
An accordion platform that goes up and down lies to the right of the projector.



Hop over to the accordion platform and stay on it as it rises up in the air. If you delivered all the spheres in the first part of Disney Gulch, you will see an open platform with a red chest at the top of the elevated accordion.

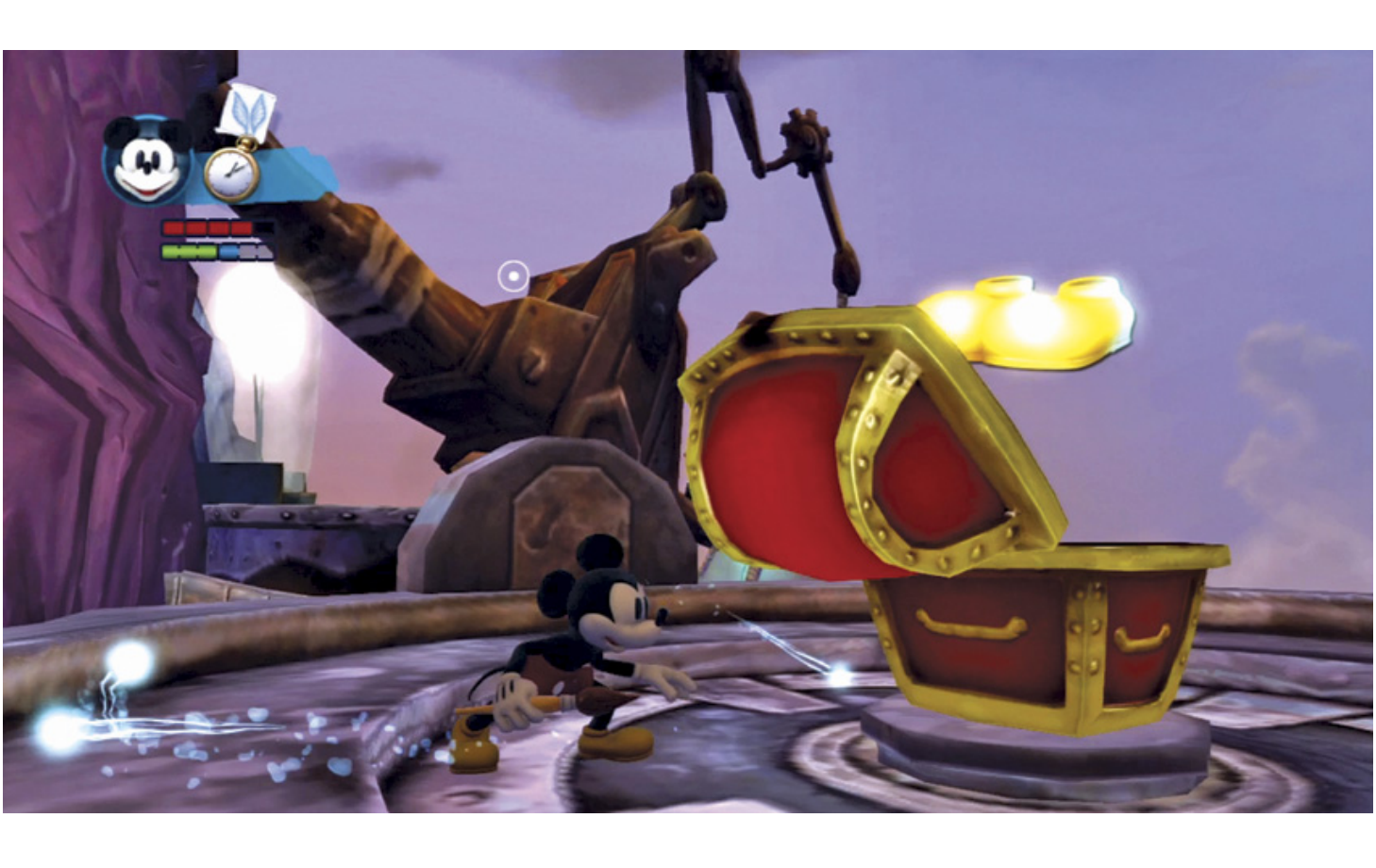


Back to the right is a lower ledge with a blue chest on it. Either ride the accordion platform down or glide with Oswald to the lower ledge. Take care of the Dropwing guarding the chest.



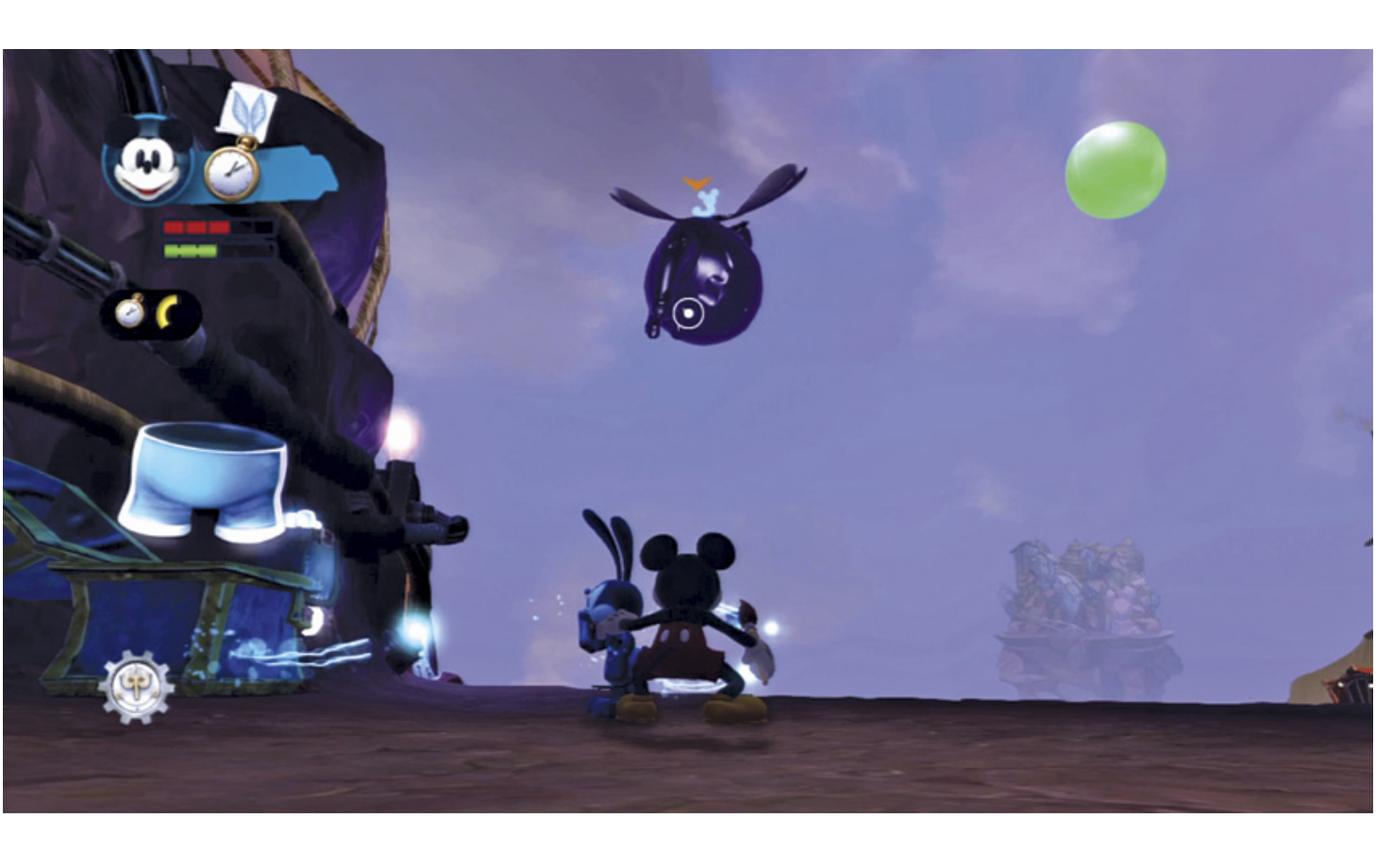
Jump on the accordion platform once again to return to the projector. Now that the area is clear you can use the Old Mill projector to enter the Mad Doc's Laboratory. Remember, you can head back and take the projector inside Jiminy Cricket's mouth for a shortcut and an extra pin inside the laboratory.

Construction Shoes

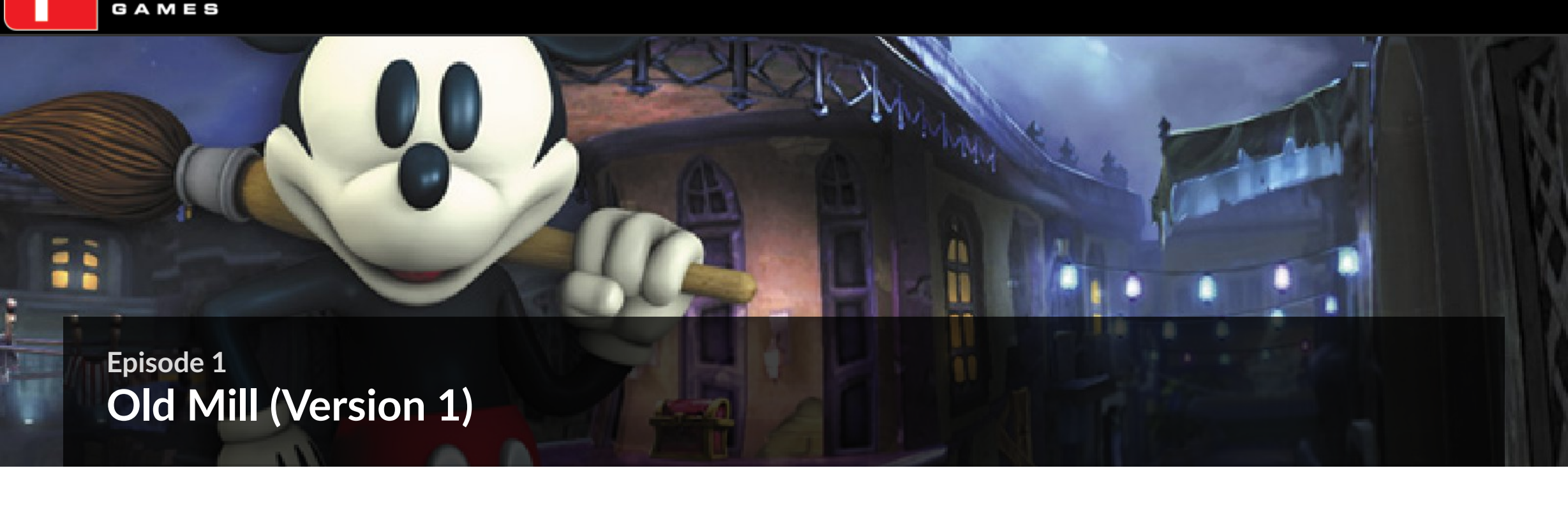


Ride the accordion platform up to another platform above the projector to find the red chest with the shoes of the Construction Costume.

Tracksuit Pants



Have Oswald open up the blue chest on the low ledge to the right of the projector to gain the pants of the Tracksuit Costume.



Episode 1

Old Mill (Version 1)

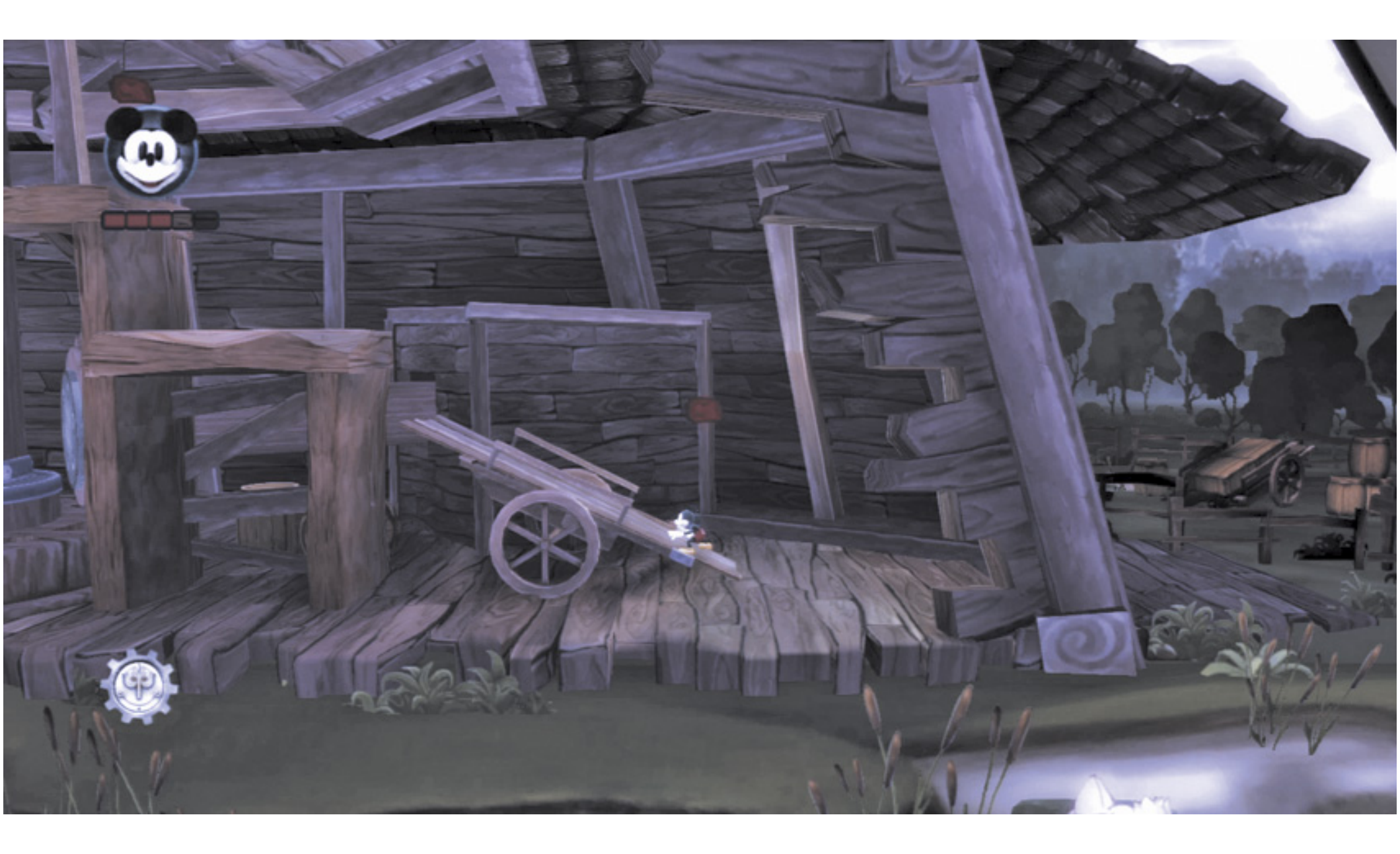
LEVEL BREAKDOWN

Collectibles

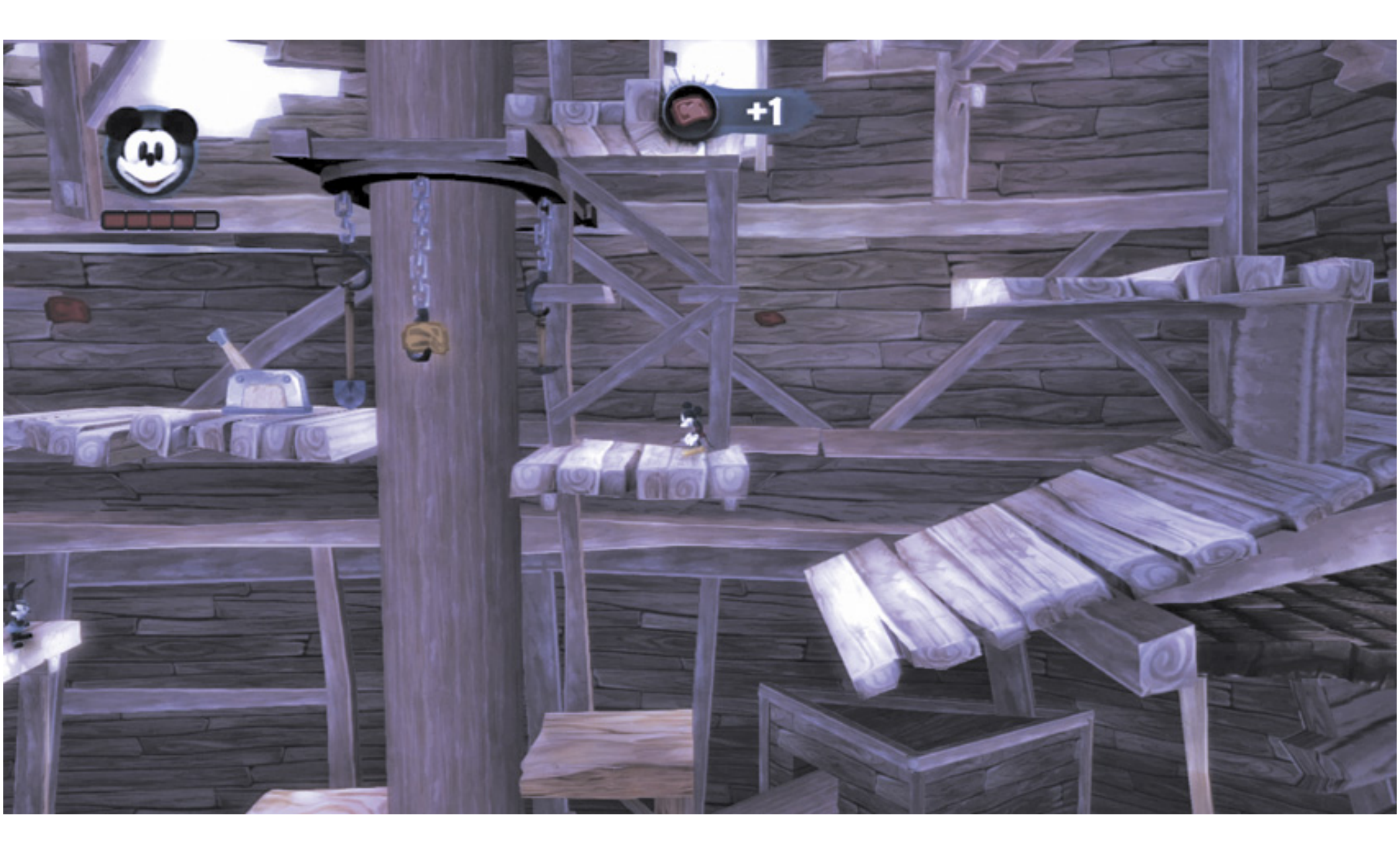
- Film Reel
- Golden E-ticket (x2)
- Gold Pin

Note

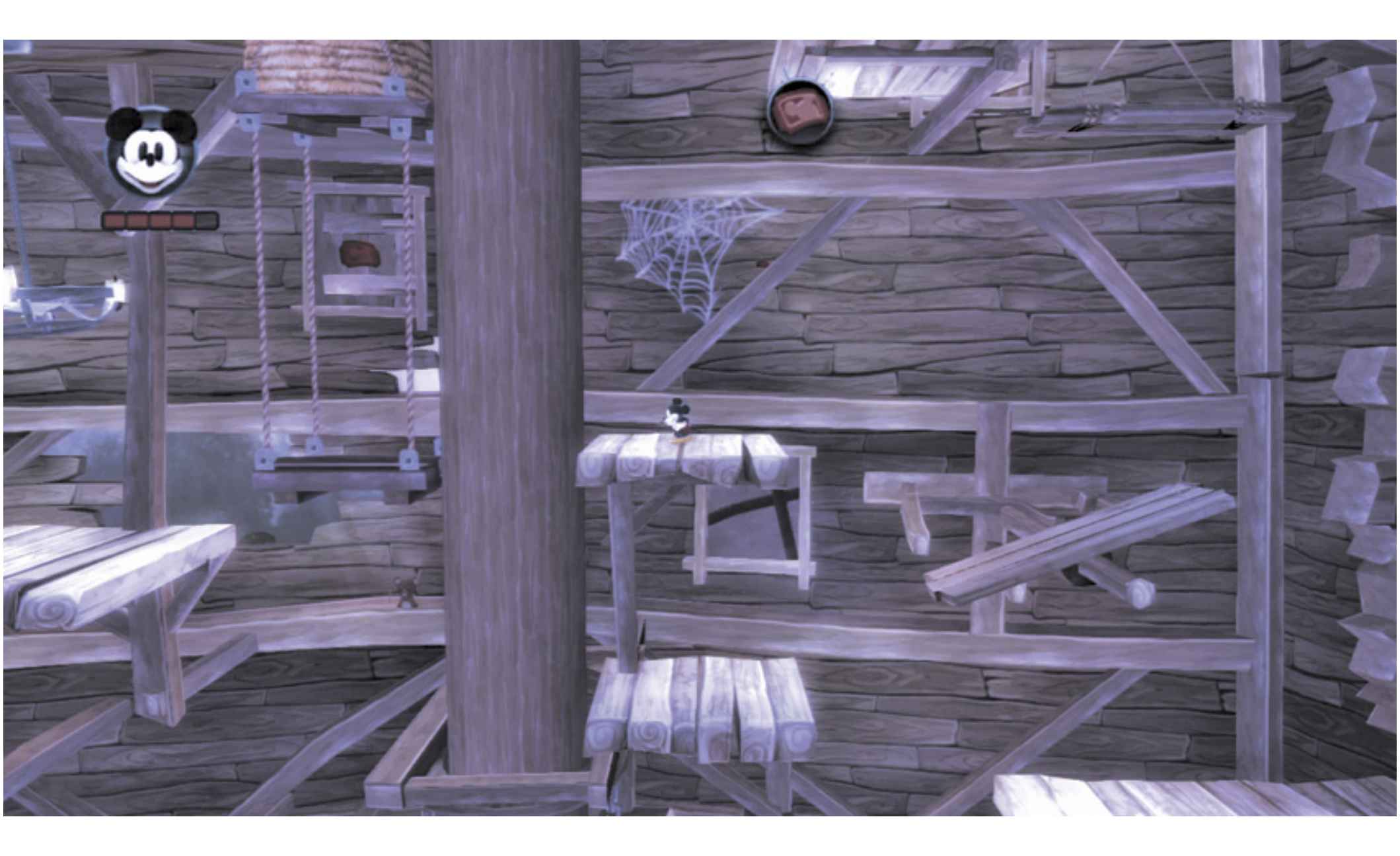
Old Mill (version 1) takes you from the Disney Gulch Laboratory area to the Mad Doc's Laboratory.



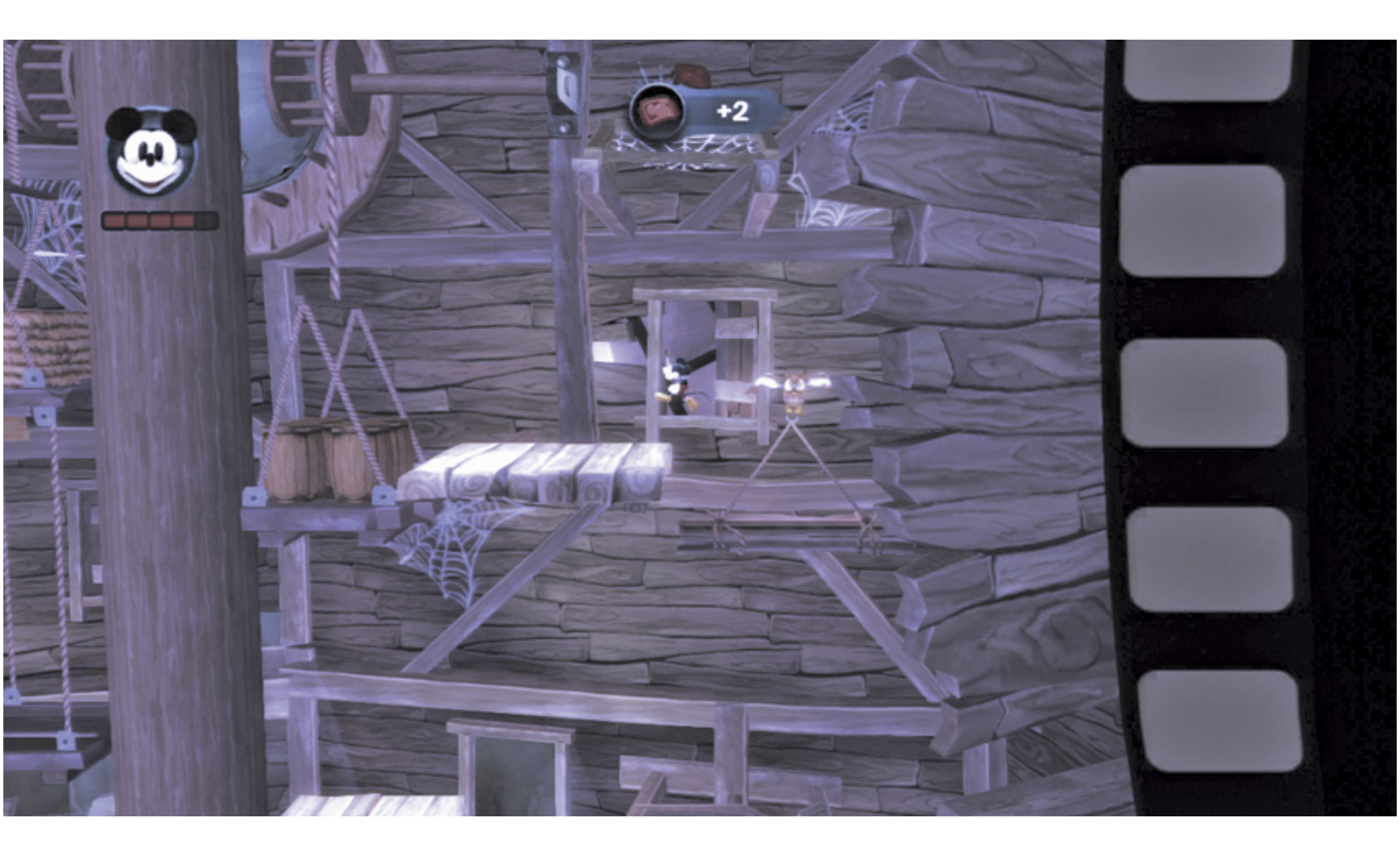
The right path of the Old Mill takes place in the middle of the mill and has a dark mood to it.



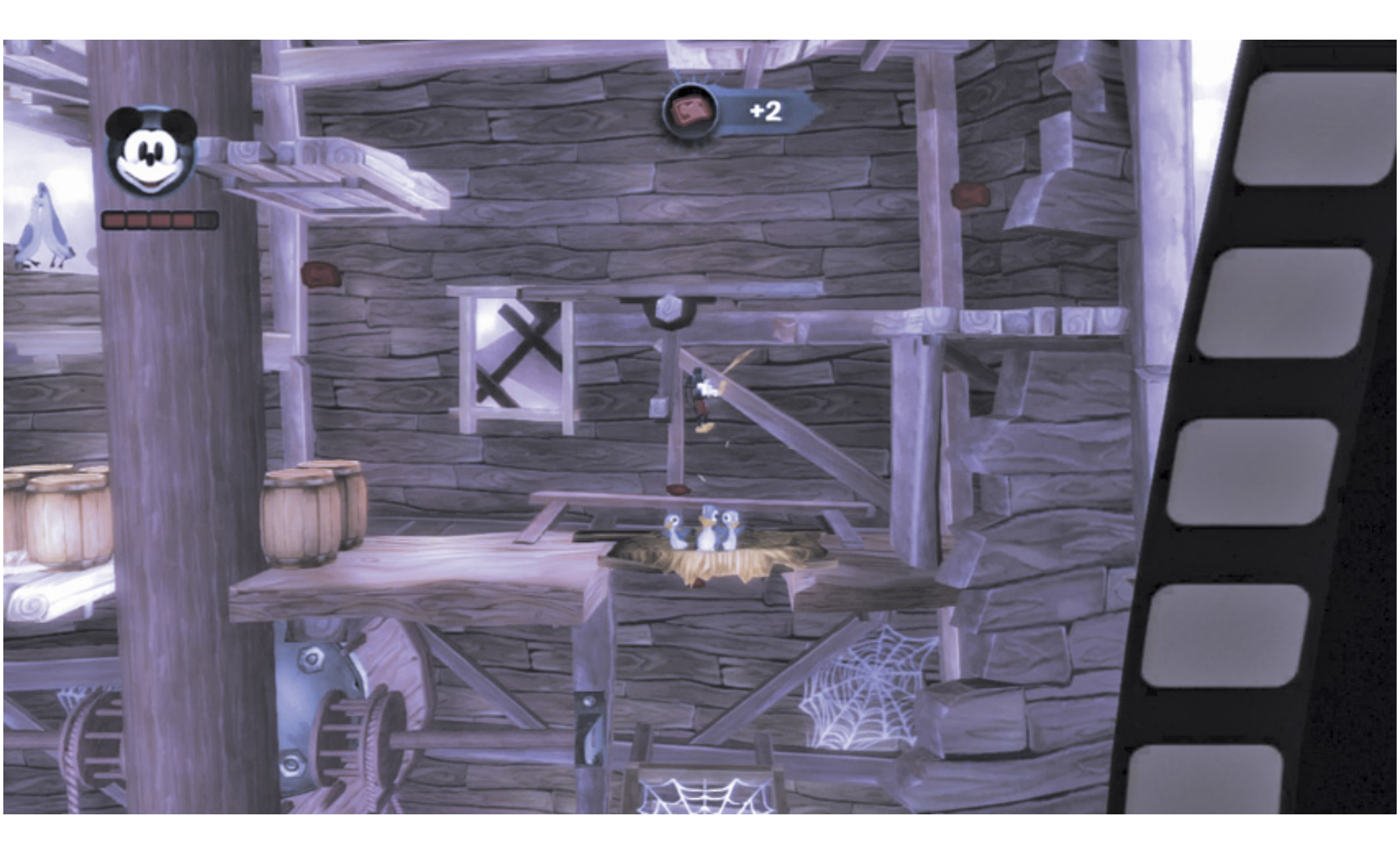
Start the right path by jumping up the first few platforms, and you will see a golden E-ticket hanging in the middle. You can't reach the ticket on this path but you can come back for it later on the left path.



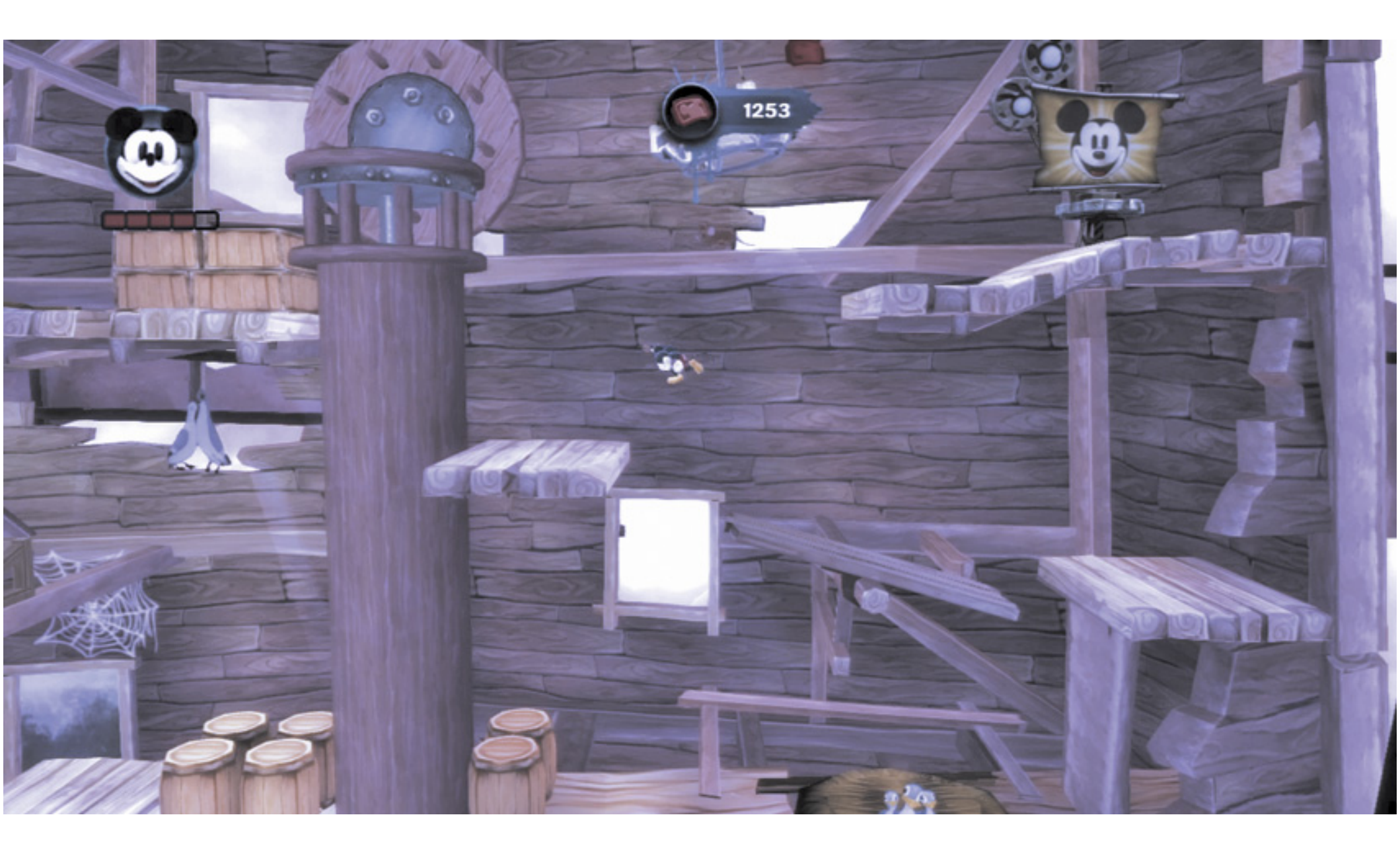
Continue upward between some wood platforms and a seesaw plank. If you can't make a jump on the seesaw, you can move to the other side to raise the plank and make the jump easier.

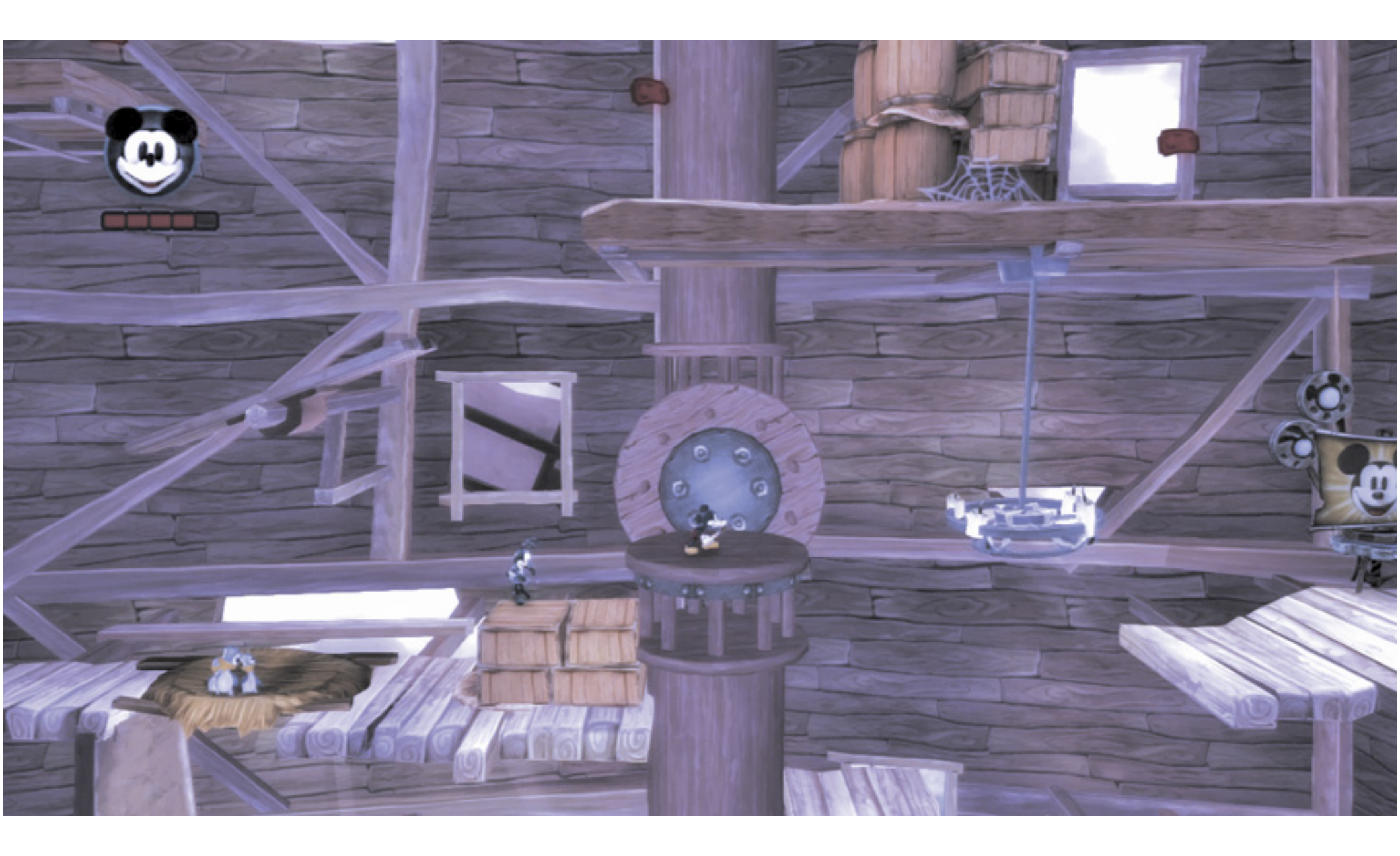


A friendly owl lowers an elevator for you. After that, you can ride on another elevator with some barrels.

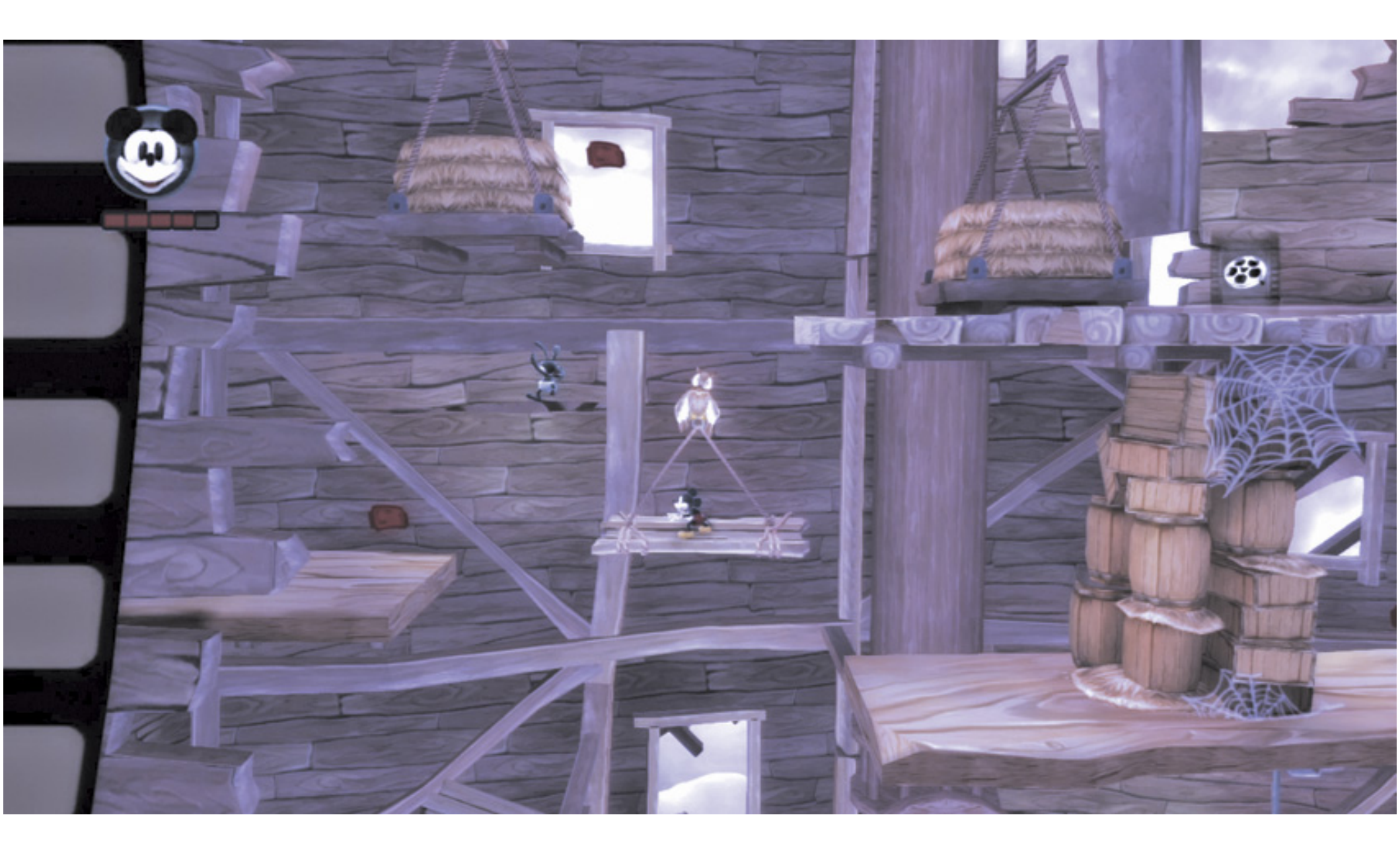


At the top of the barrel ride, jump off to the spider web and bounce past the bird's nest above.

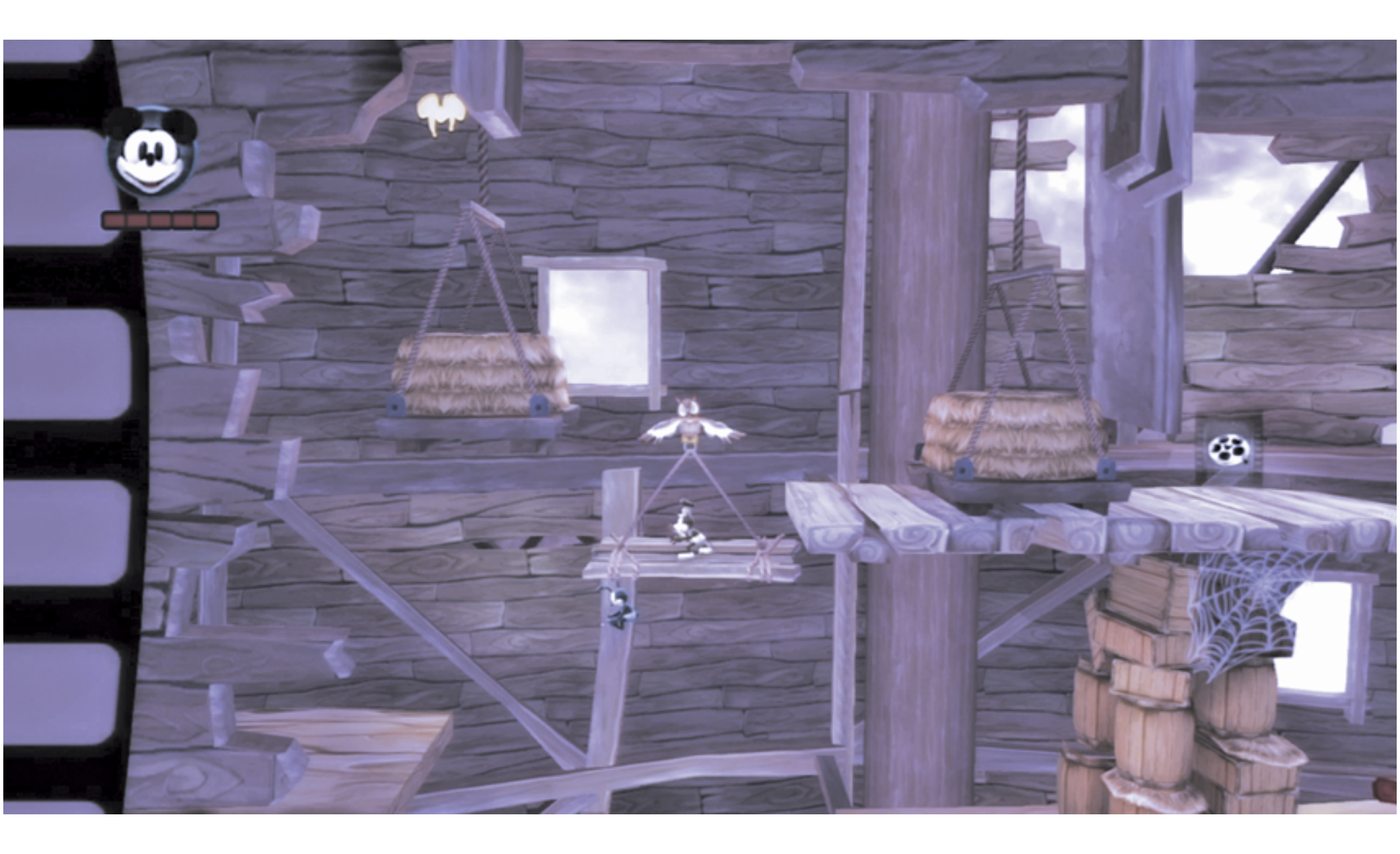




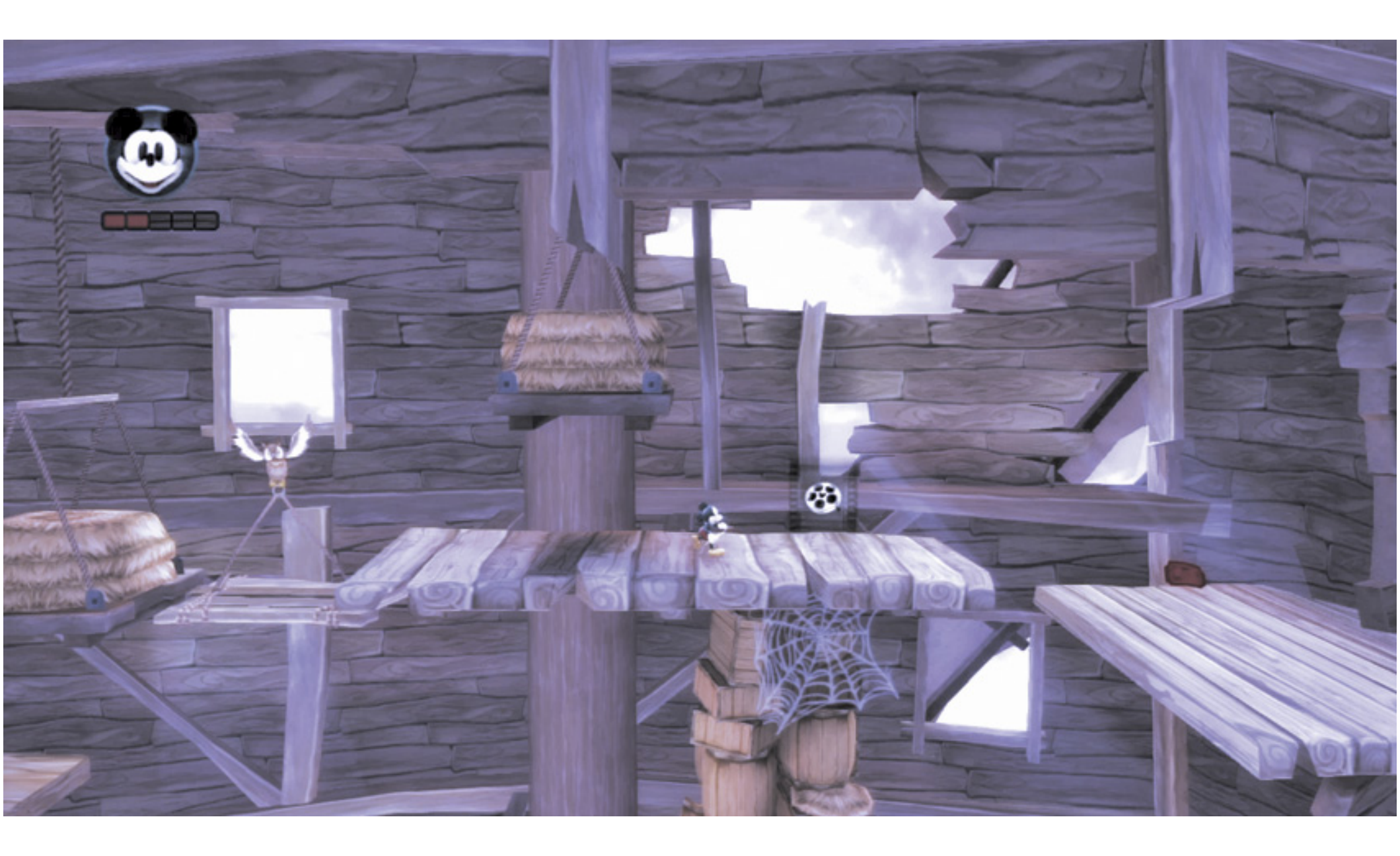
Use the seesaw plank to reach the projector platform. Remember to stand on the opposite side of the plank from where you are jumping to make the jump easier. Don't use the projector yet, but instead swing on the chandelier to the giant post in the middle.



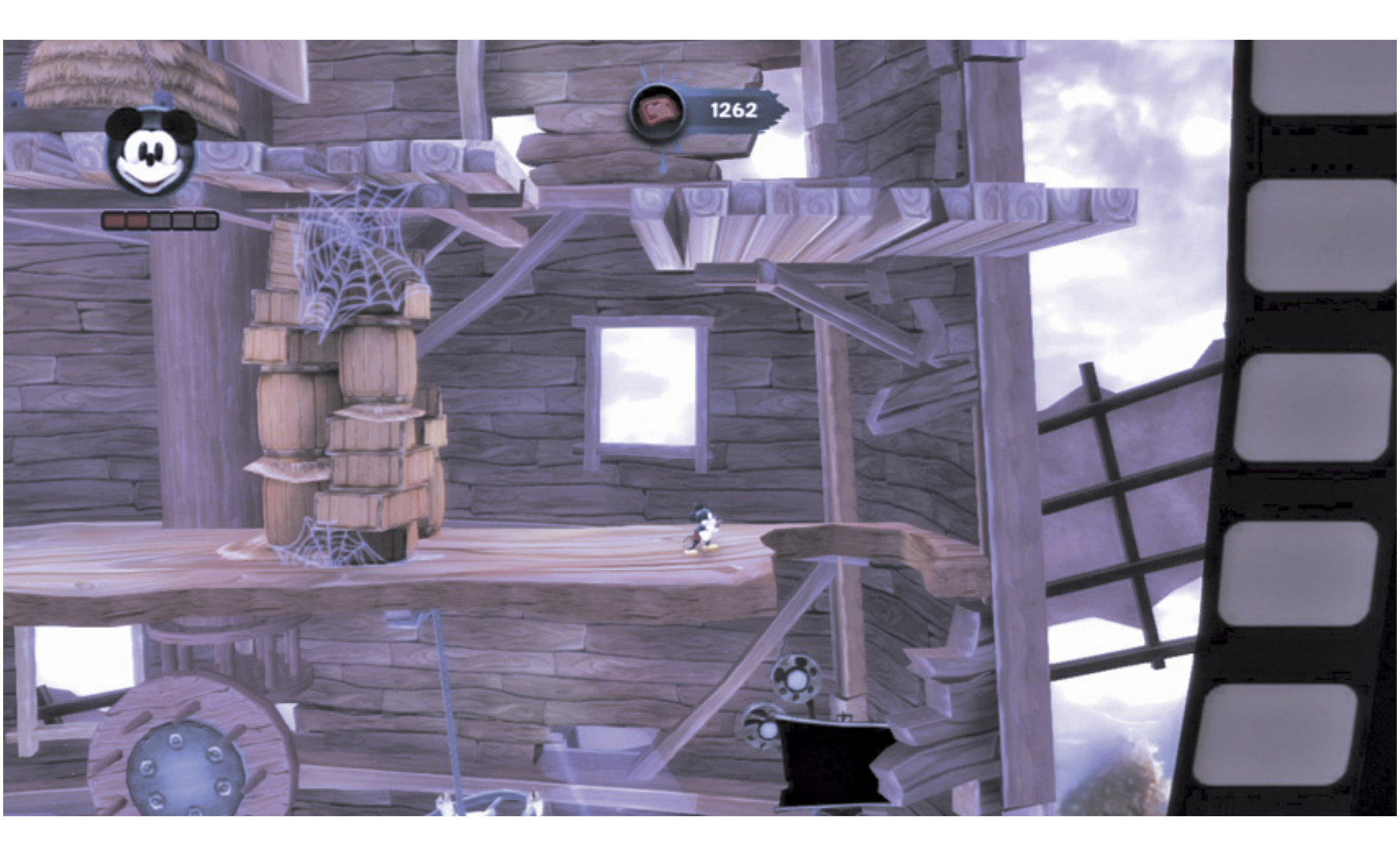
An owl carries an elevator down for you and then brings you back up to the top platform between two stacks of hay.



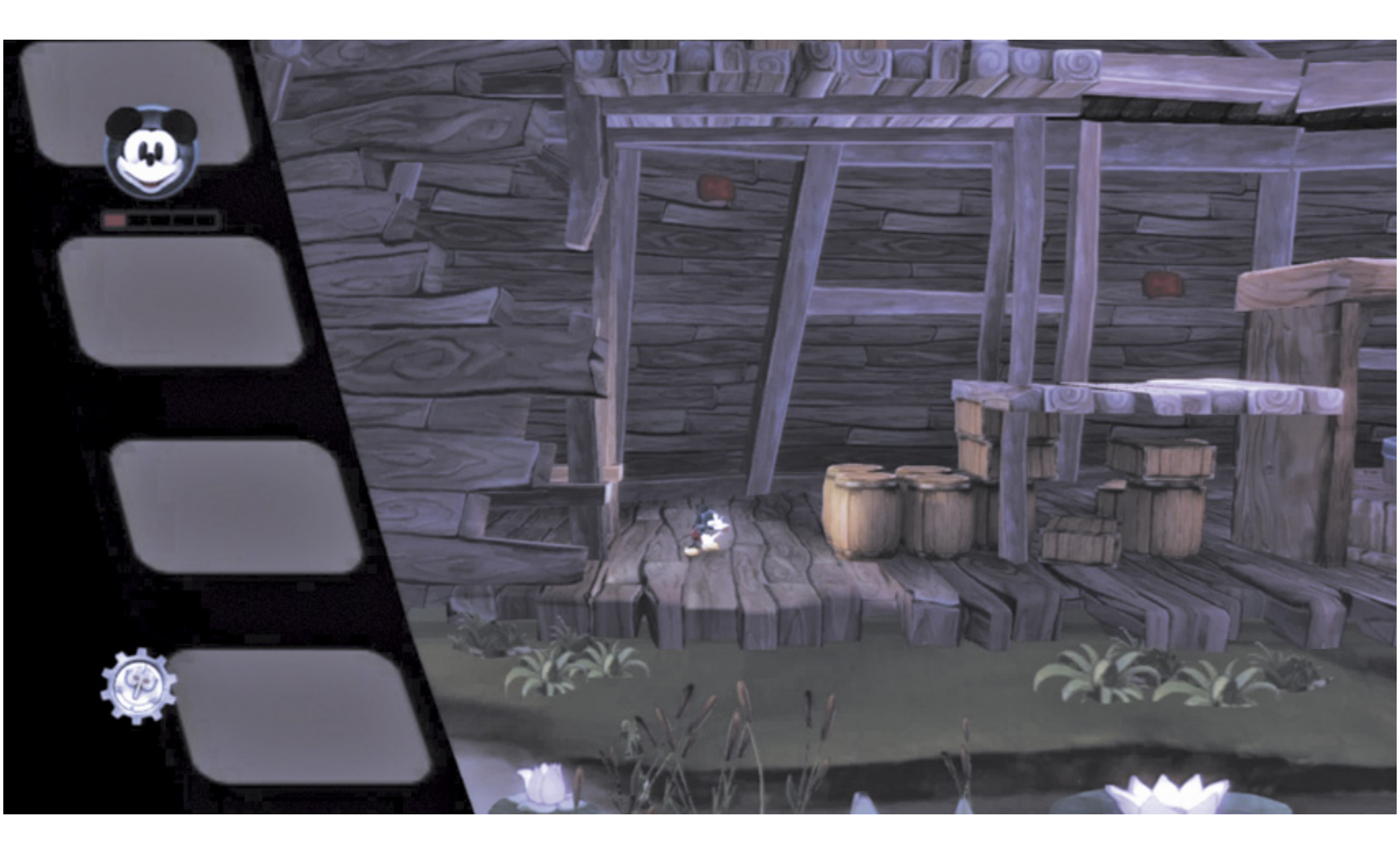
Jump on to the left hay stack and, if you are wearing the Steamboat Willie outfit, you can get the Gold Pin here.



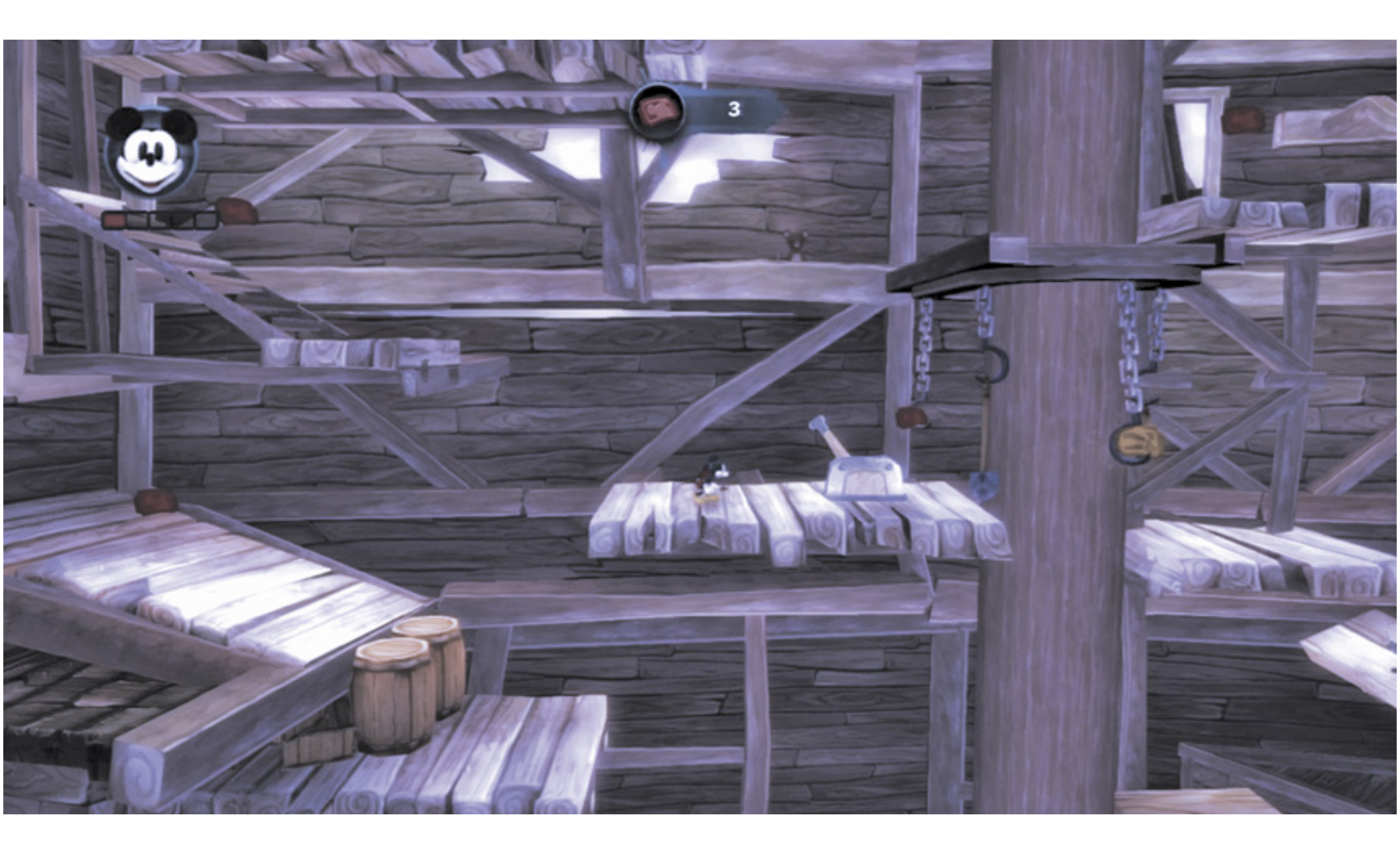
Stand on the left hay stack until it lowers all the way. This raises the right hay stack, allowing you to jump over and run under the right stack to get the Film Reel.

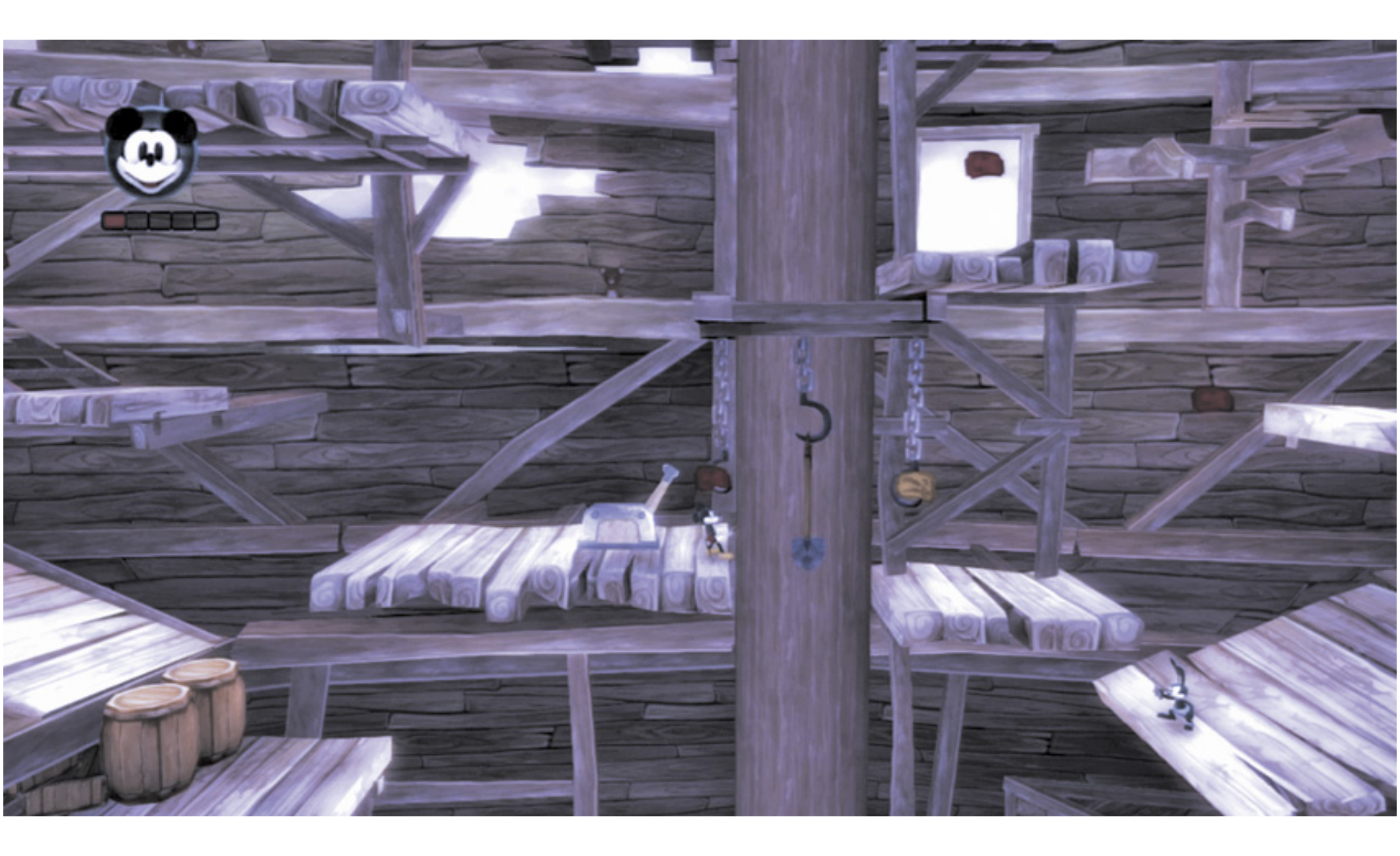


Drop between the wood platforms and through the hole in the floor to get back to the projector. Now that the path is complete, you can use the projector.

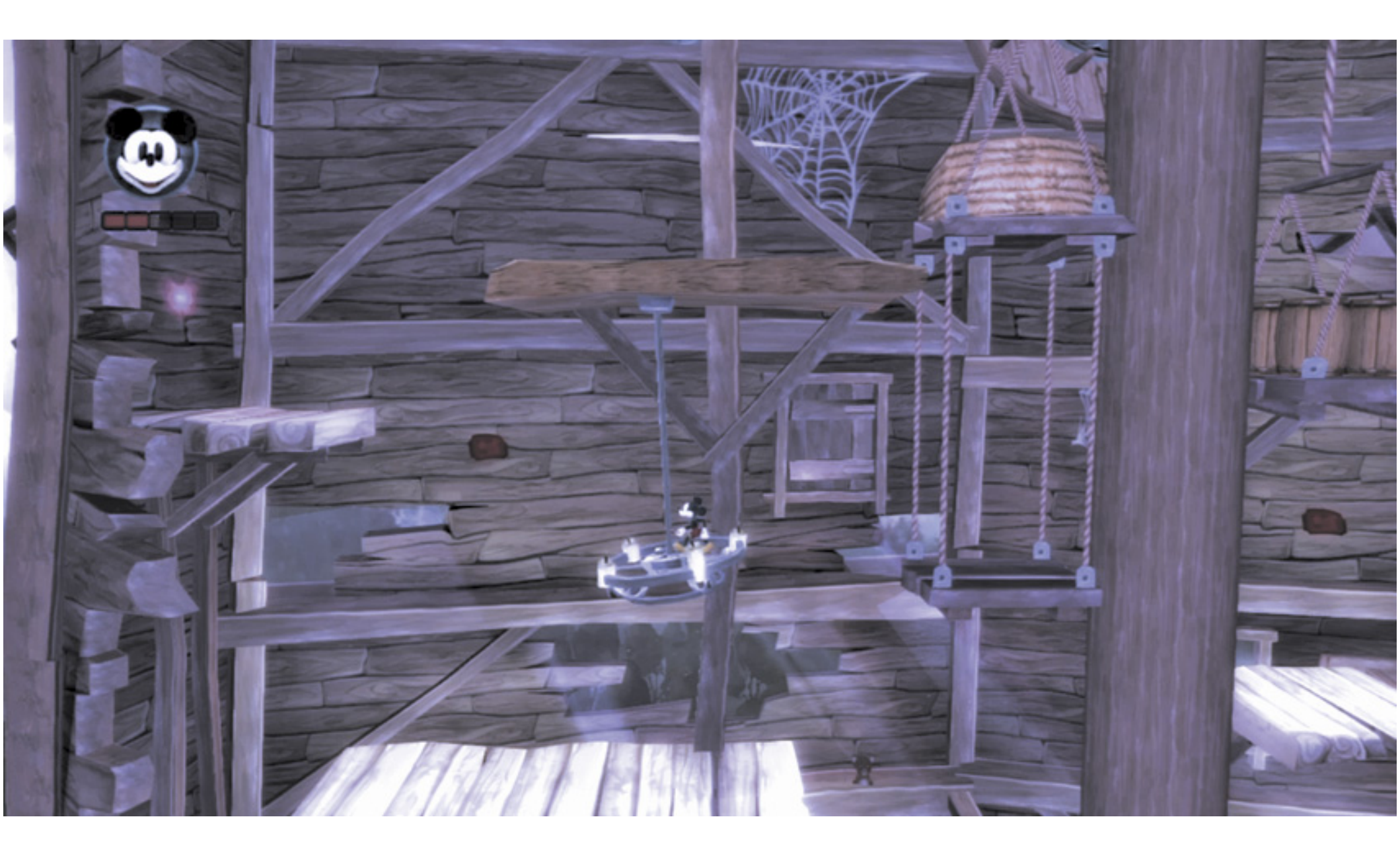


The left path starts out with several easy jumps upward.

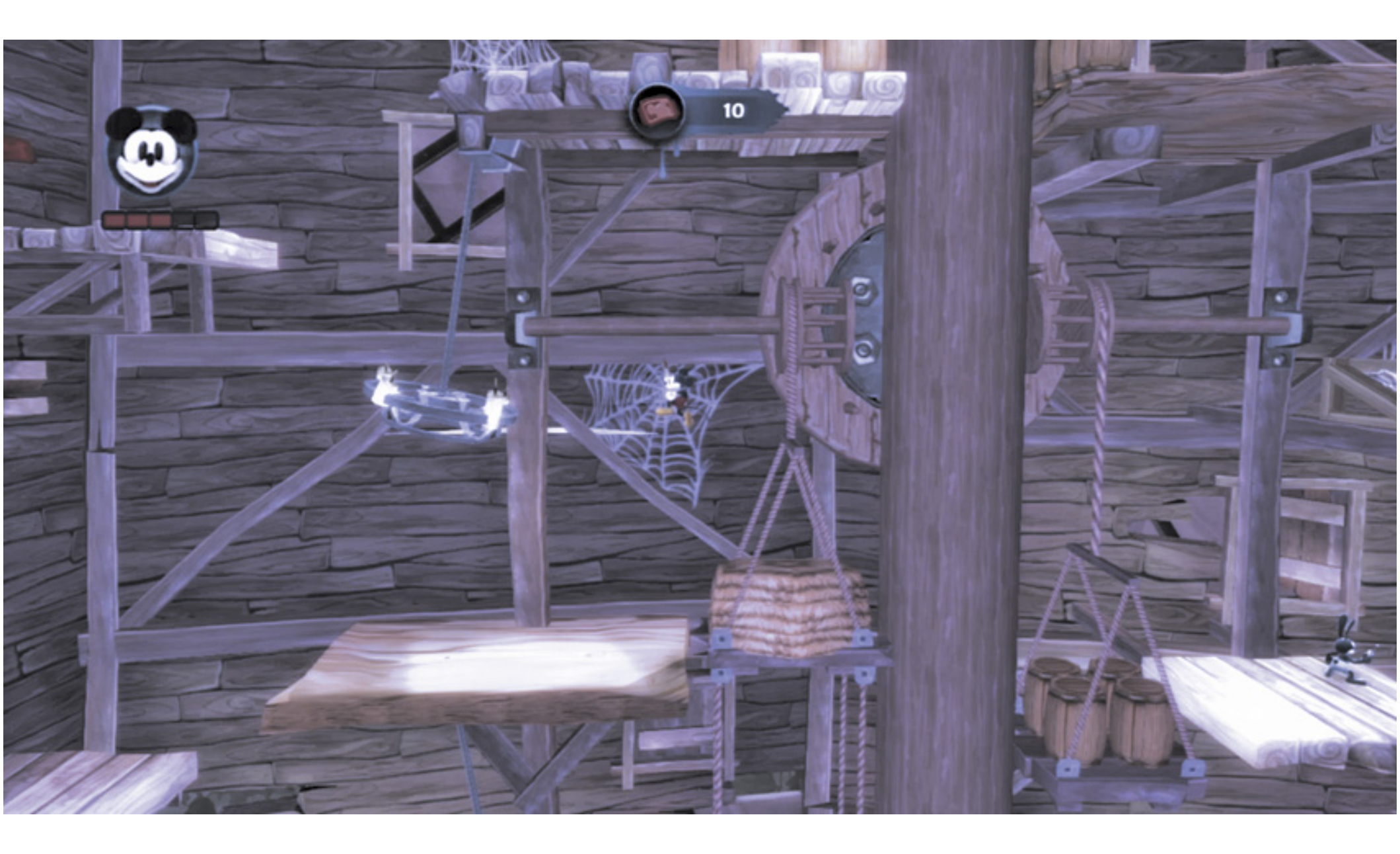




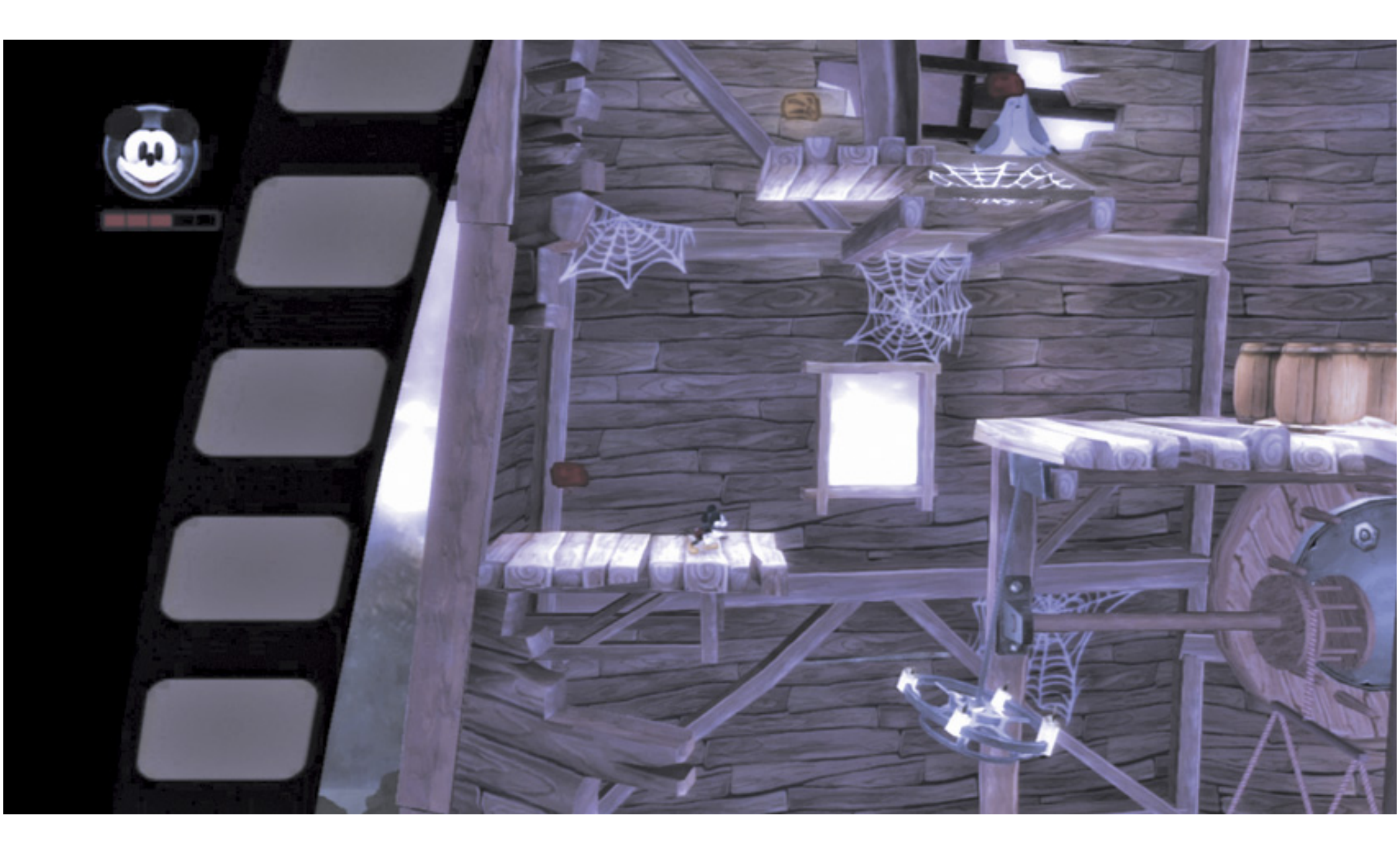
The first interesting thing you find is a giant switch. If you hit this switch, it rotates the hanging hooks nearby. If Oswald is on the right path, he can now collect the golden E-ticket.



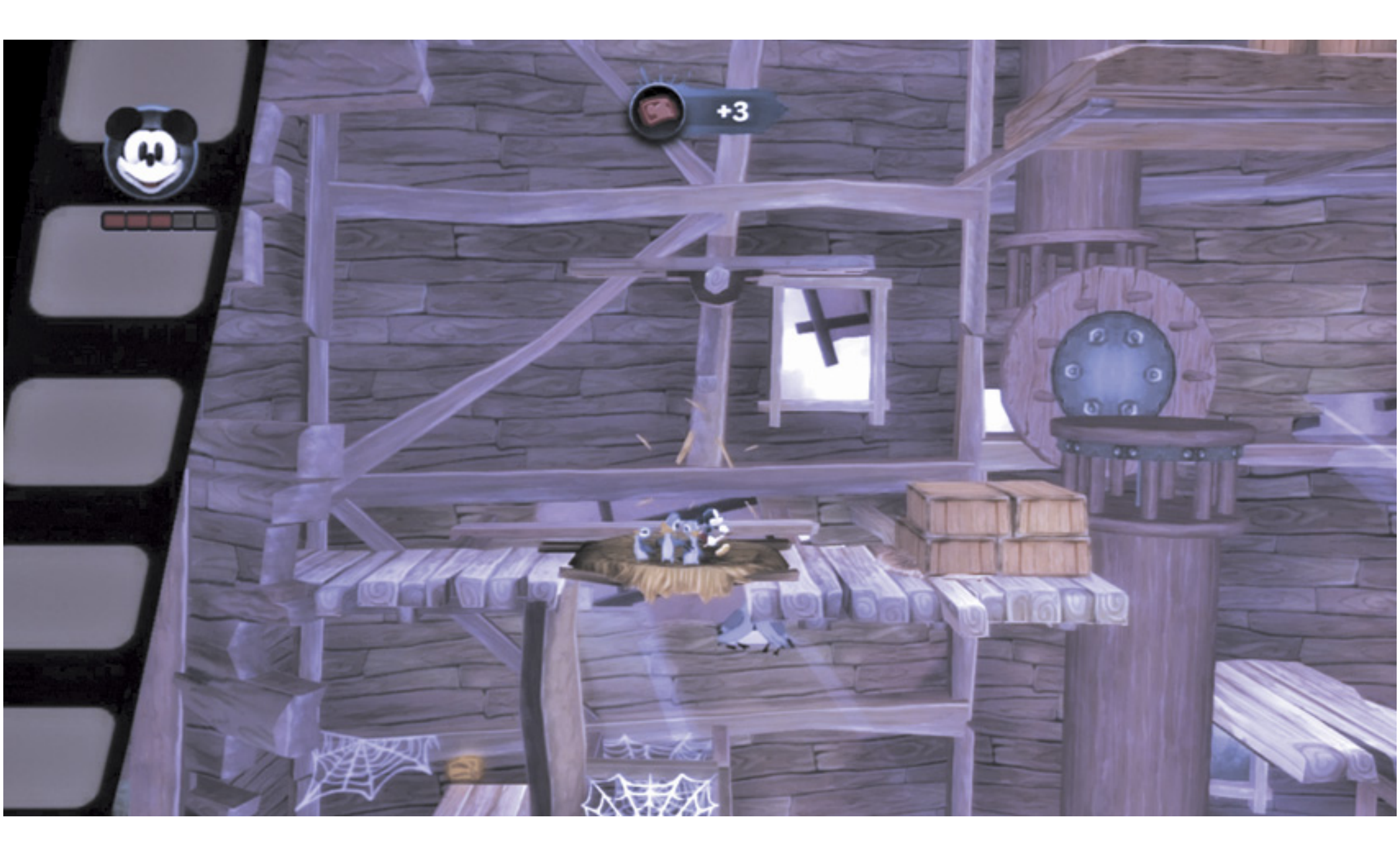
Climb the staircase to the left and up to the hanging wooden boards. Use the boards to reach the swinging chandelier.



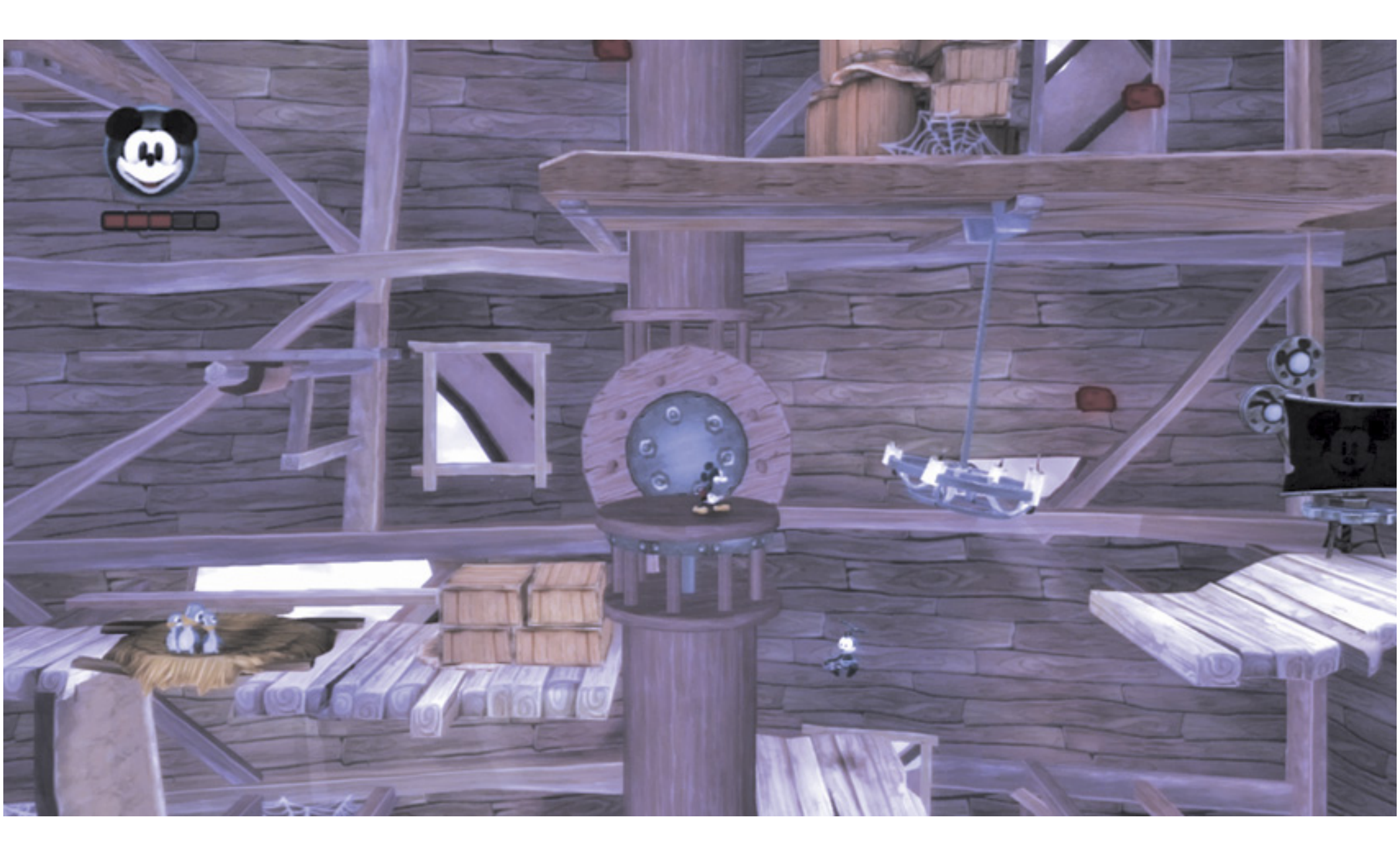
On the next platform, repeat the same process by jumping to the hay stack and another swinging chandelier.



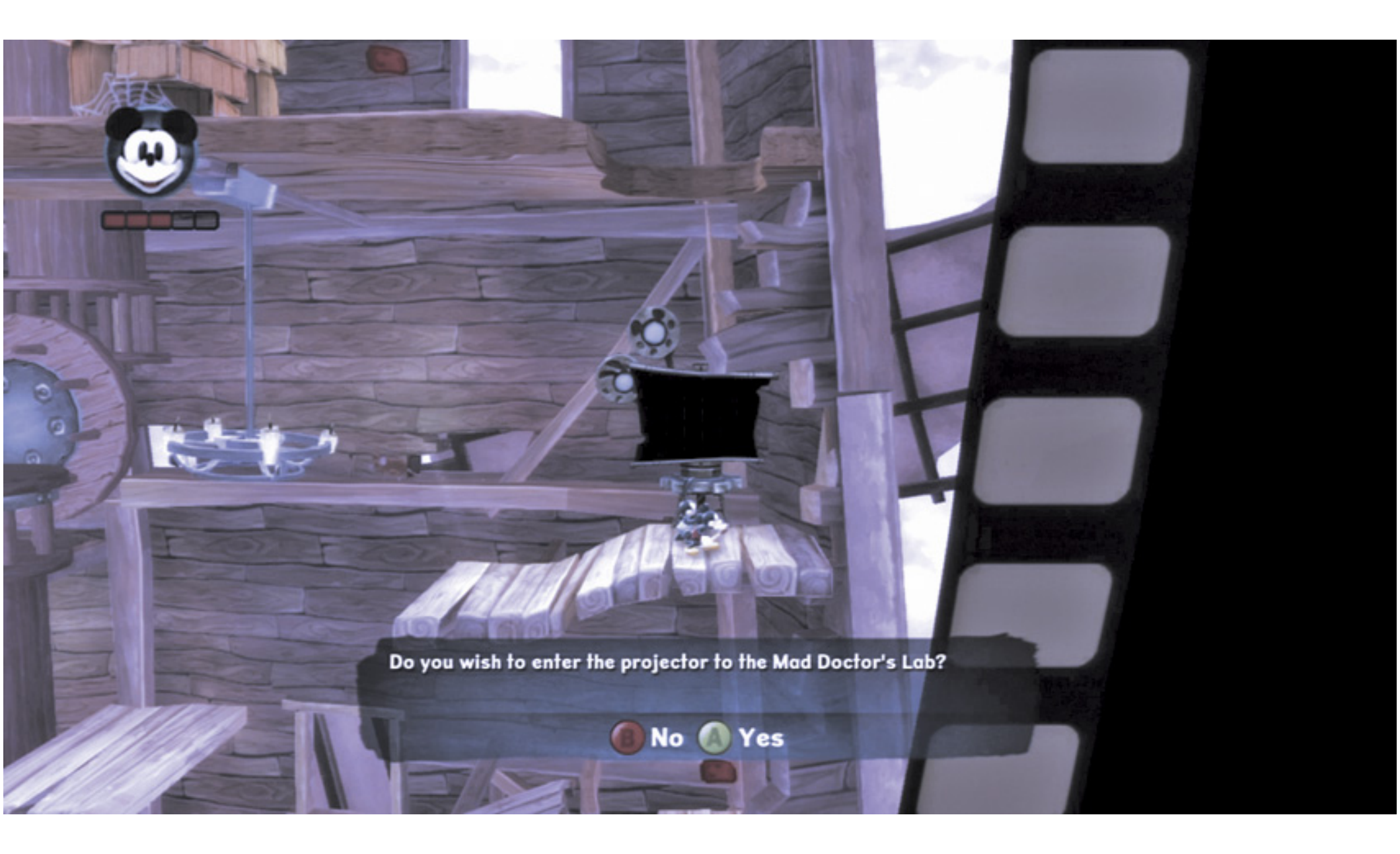
If Oswald is on the left path with Mickey, he can toss Mickey onto the platform to the left of the chandelier to allow you to catch the golden E-ticket.



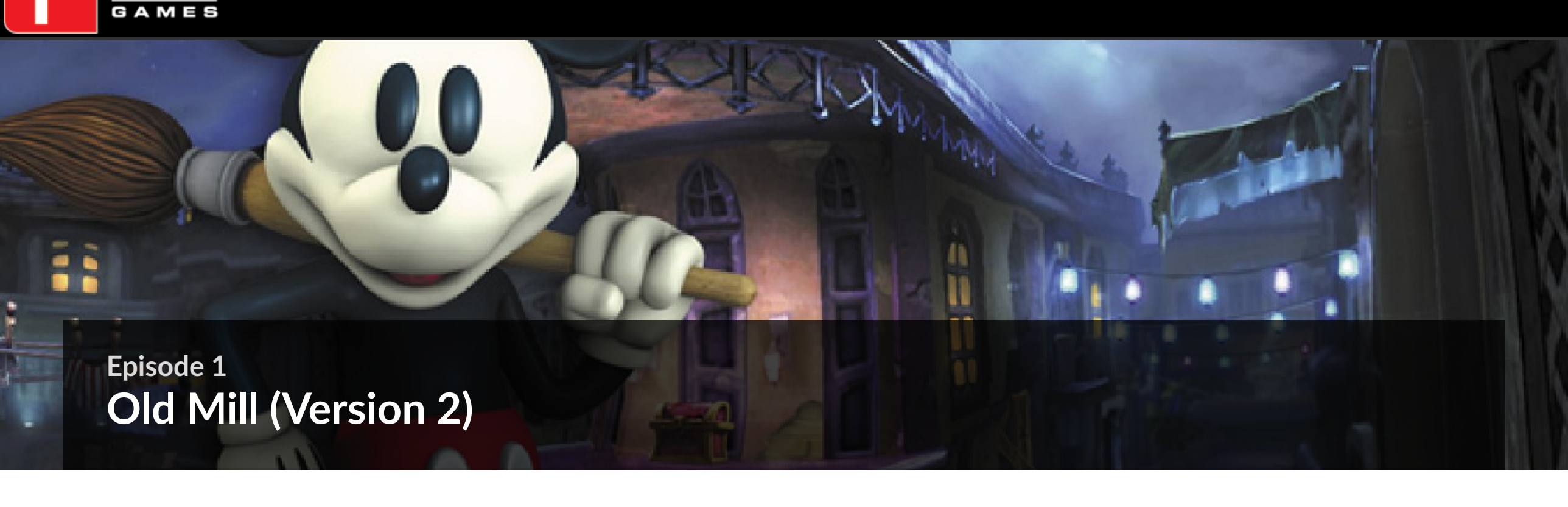
After you collect the ticket, climb up and use the spider web to spring up past the bird's nest.



If you haven't collected the Film Reel or Gold Pin from the right path, you have a chance to grab them now using the methods described earlier.



Once you are finished in the area, proceed to the right across the chandelier and to the projector.



Episode 1

Old Mill (Version 2)

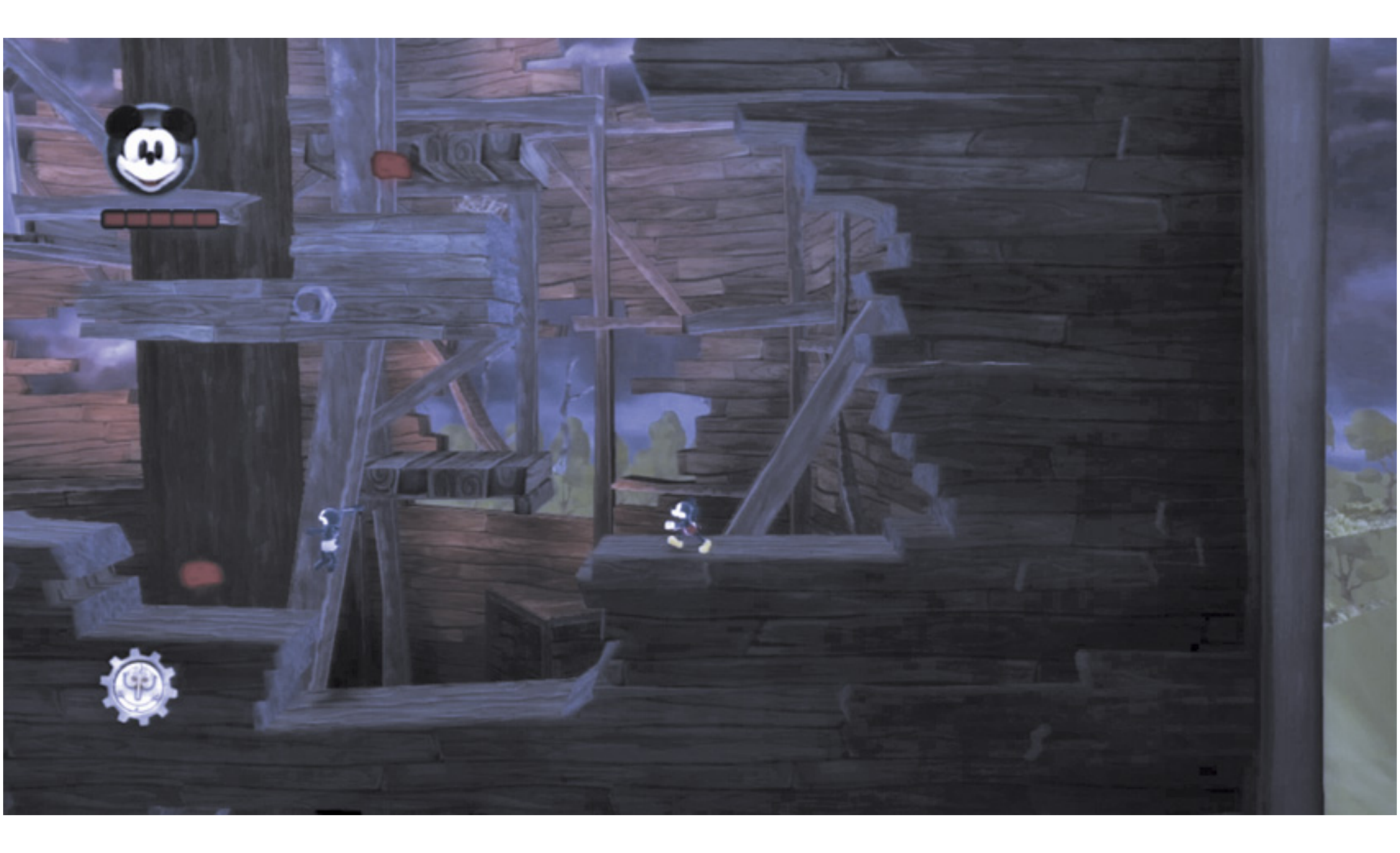
LEVEL BREAKDOWN

Collectibles

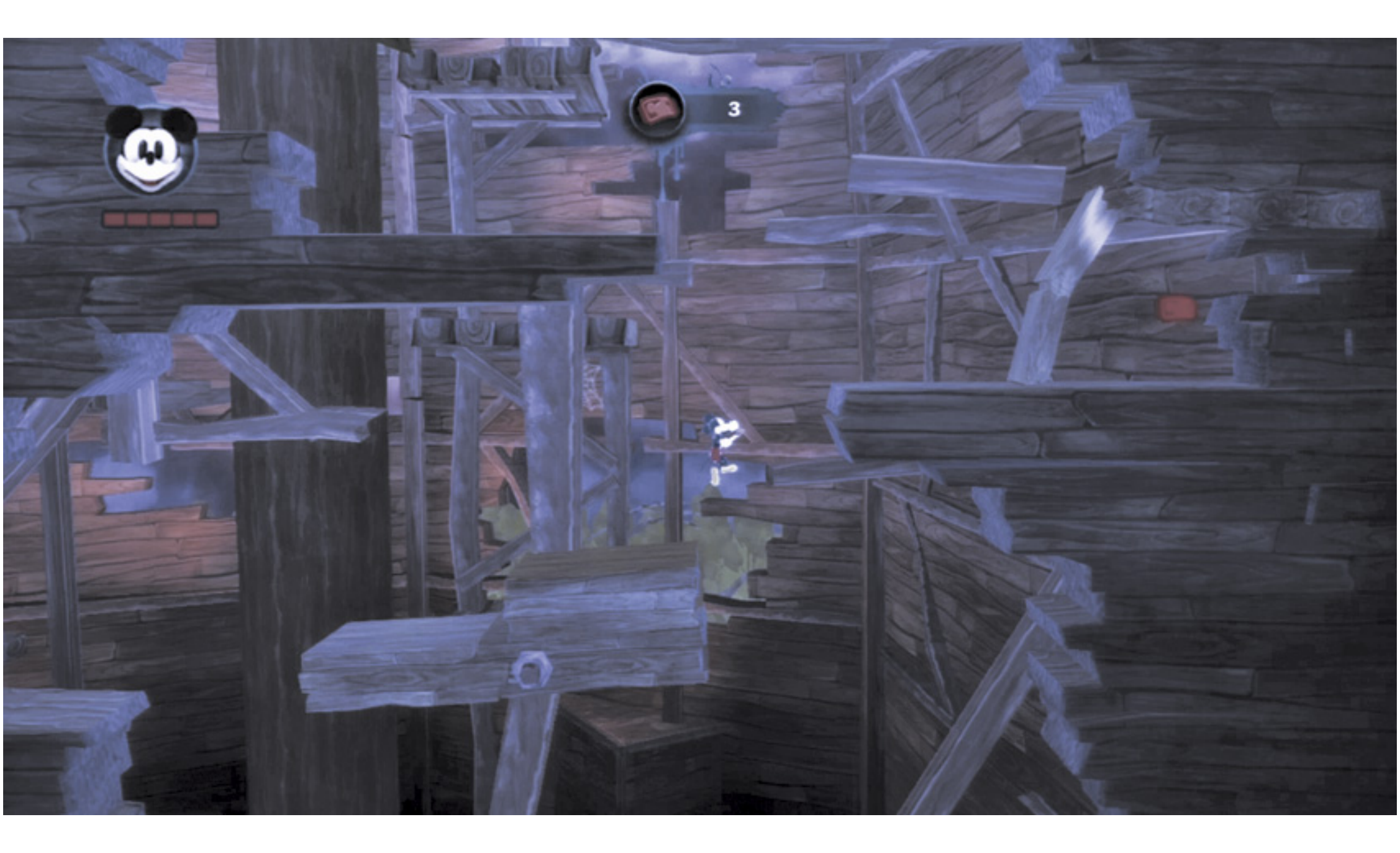
- Film Reel
- Golden E-ticket
- Gold Pin

Note

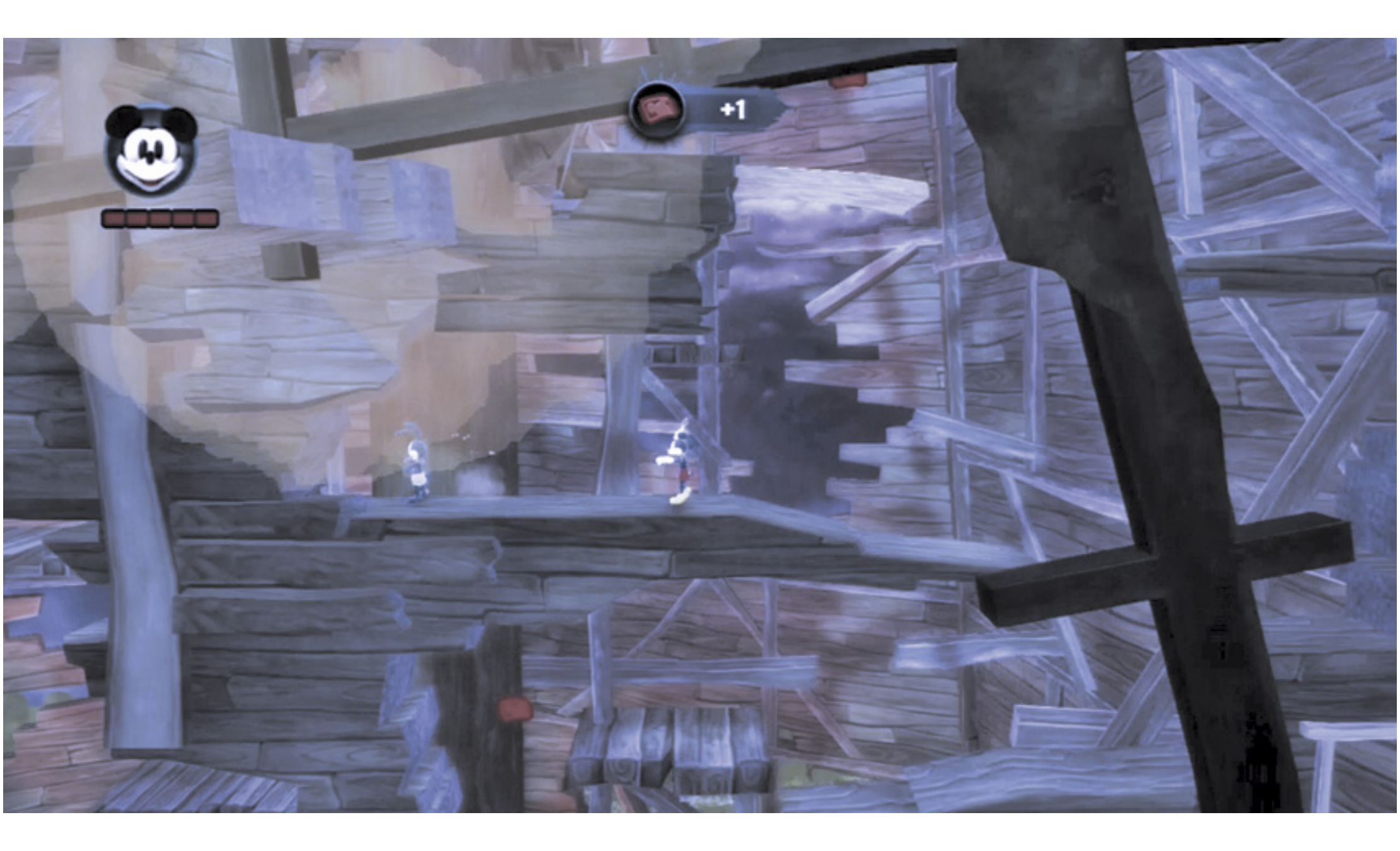
Old Mill (version 2) is the projector in the secret exit from Disney Gulch Lab to the Mad Doc's Laboratory. If you use this projector, you enter the Mad Doc's Lab through a secret entrance and skip the first part of the boss fight.



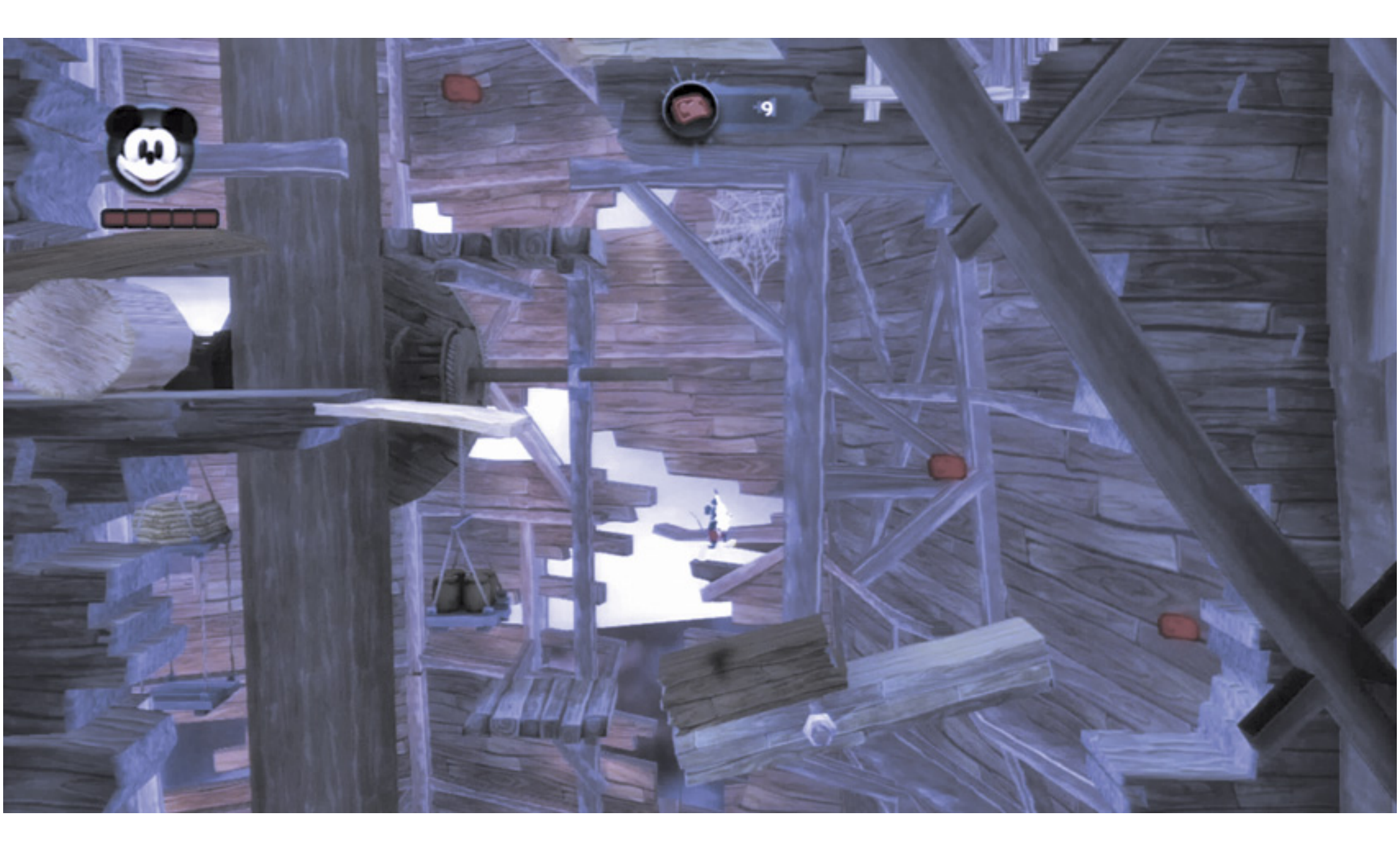
You begin on the Old Mill's right path, which has a dark mood to it.



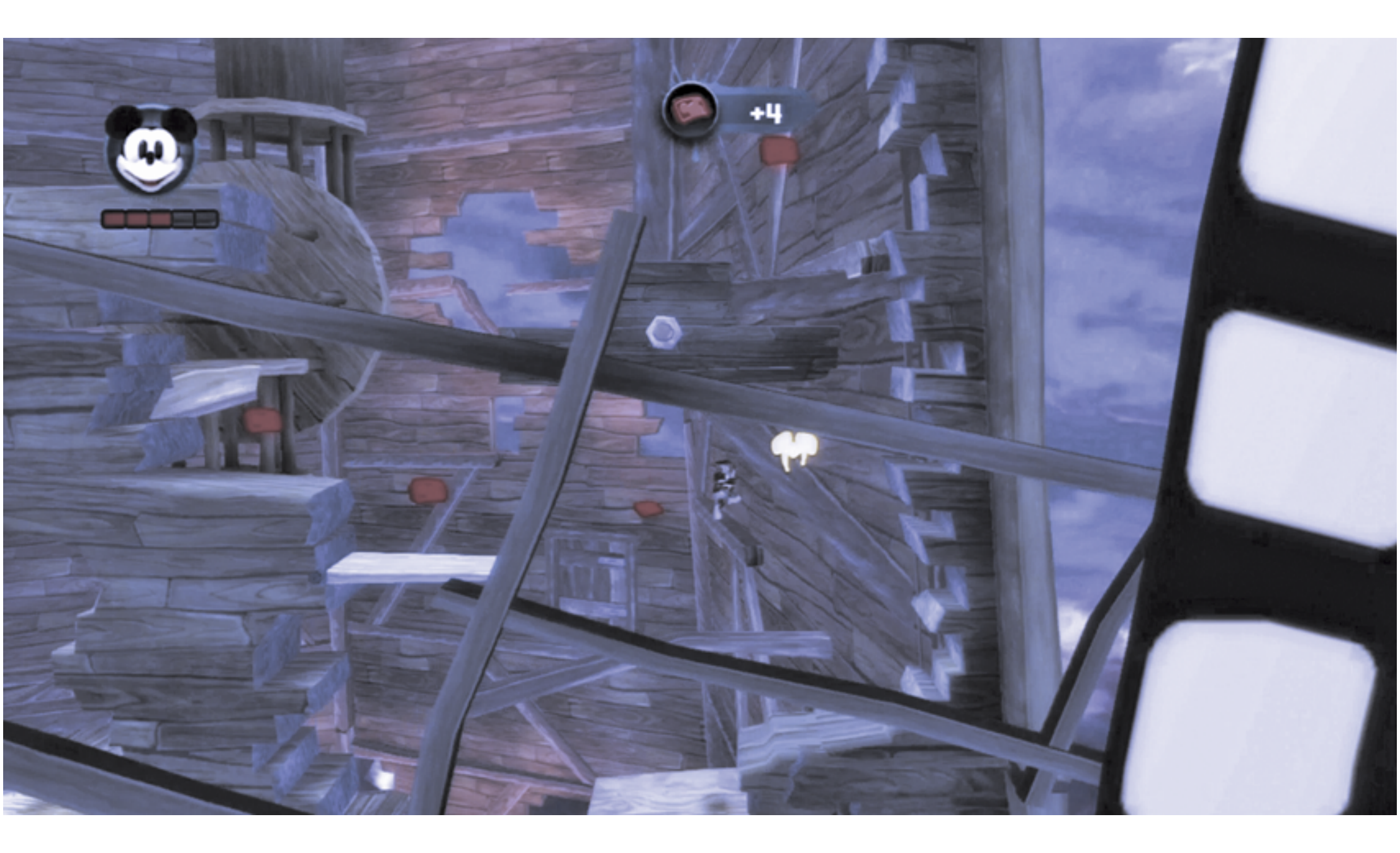
Use the large seesaw near the start to get to the elevated platform on the right.



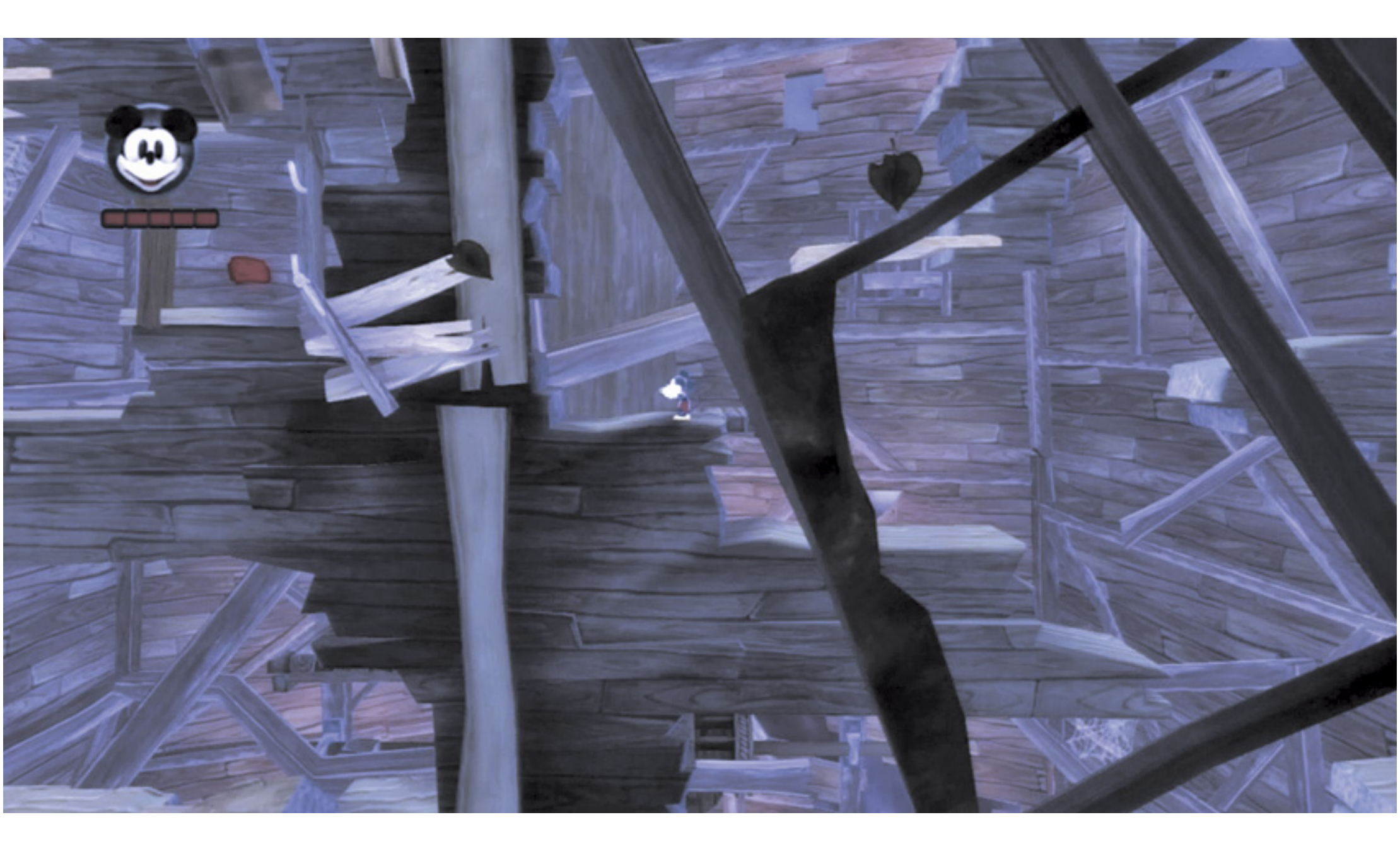
Keep moving back and forth up the platforms. After a few jumps, old walls on your left collapse, revealing an E-ticket.



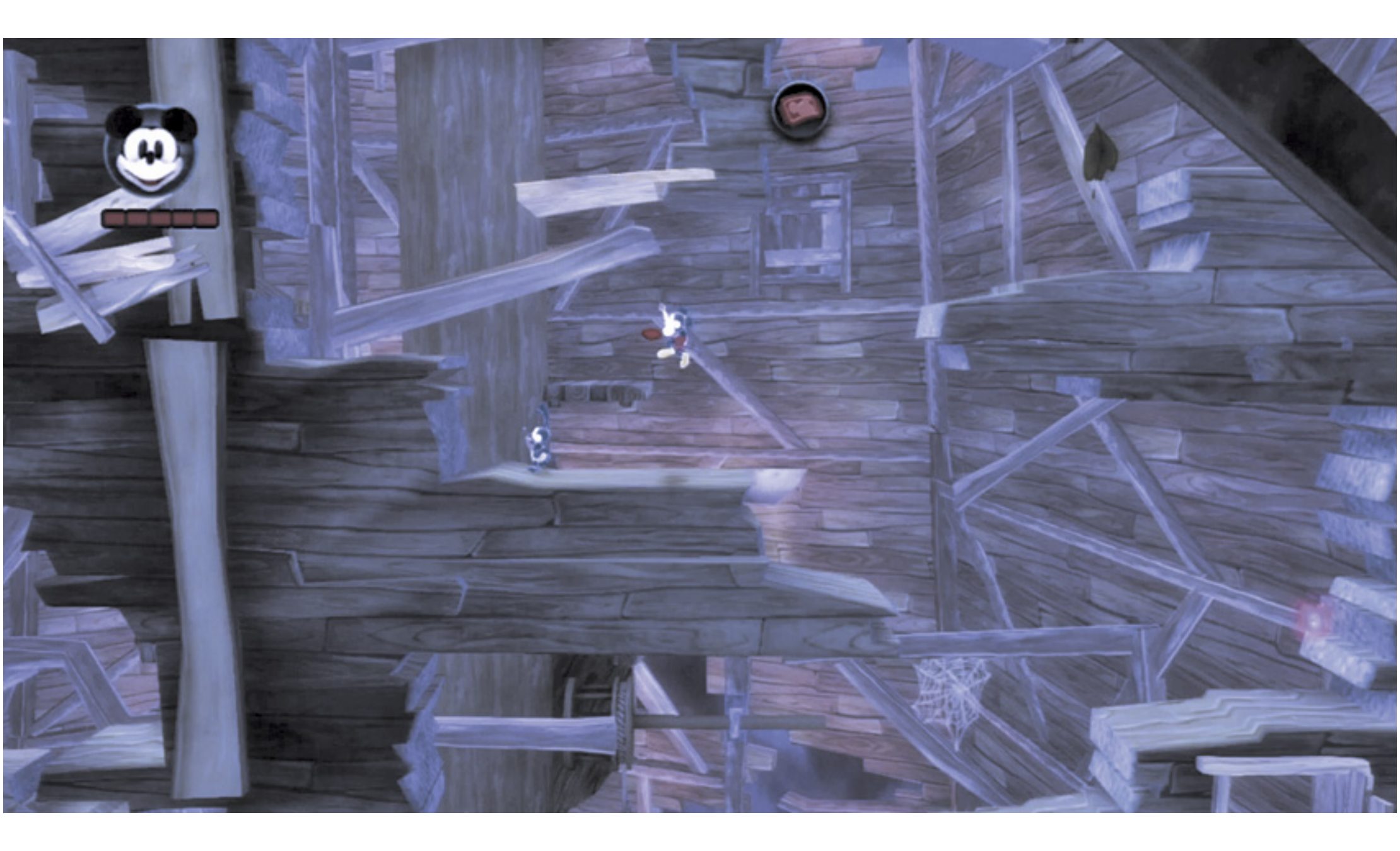
Farther up, you reach another large seesaw. There is an extra pile of wood on the side to jump from, so you shouldn't need to tilt to reach the springboard to the left.



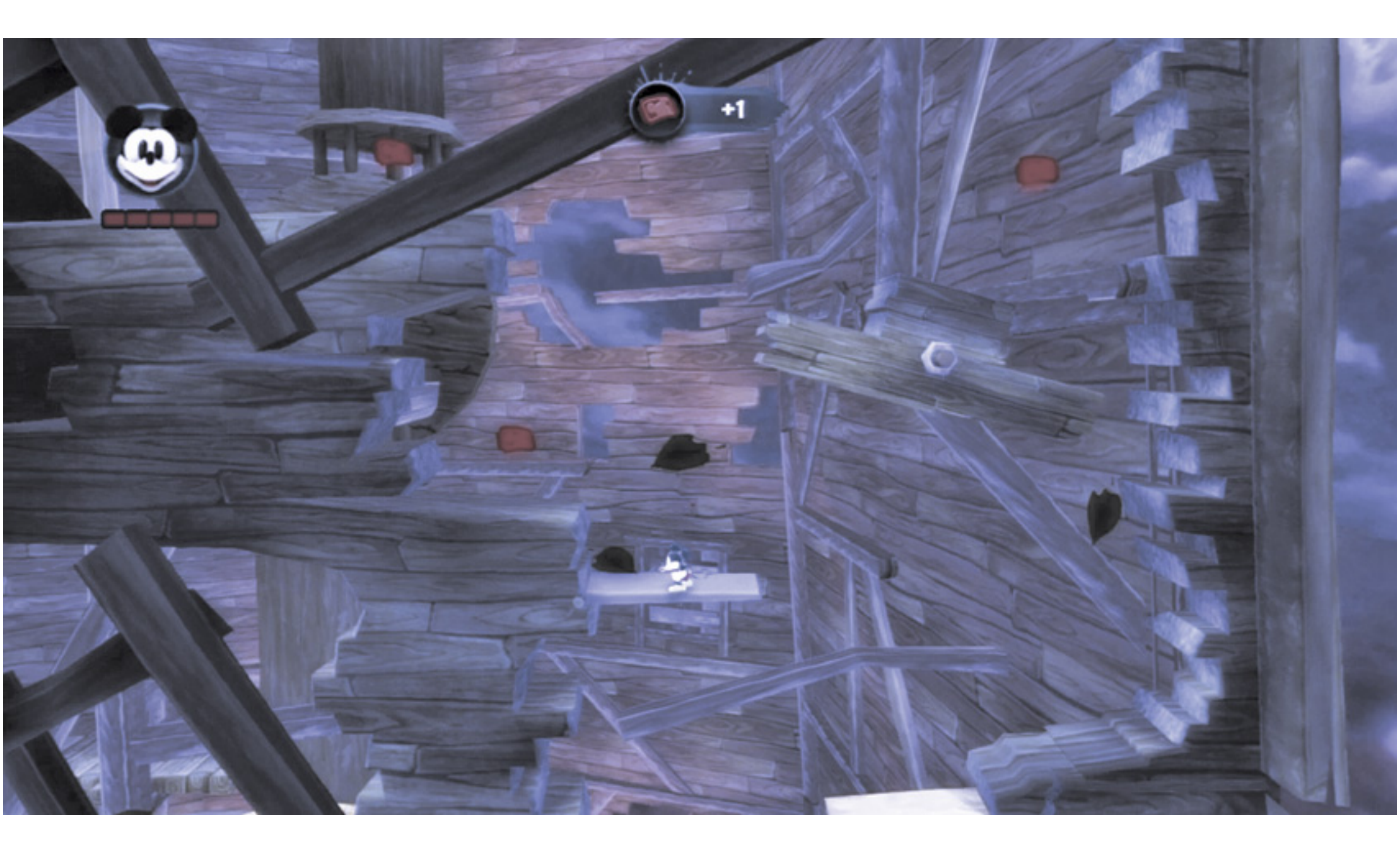
On the left wall is a board wedged above a log. Jump on the board so Oswald on the left path can collect the golden E-ticket. Use the springboard to jump up to the platform on the right.



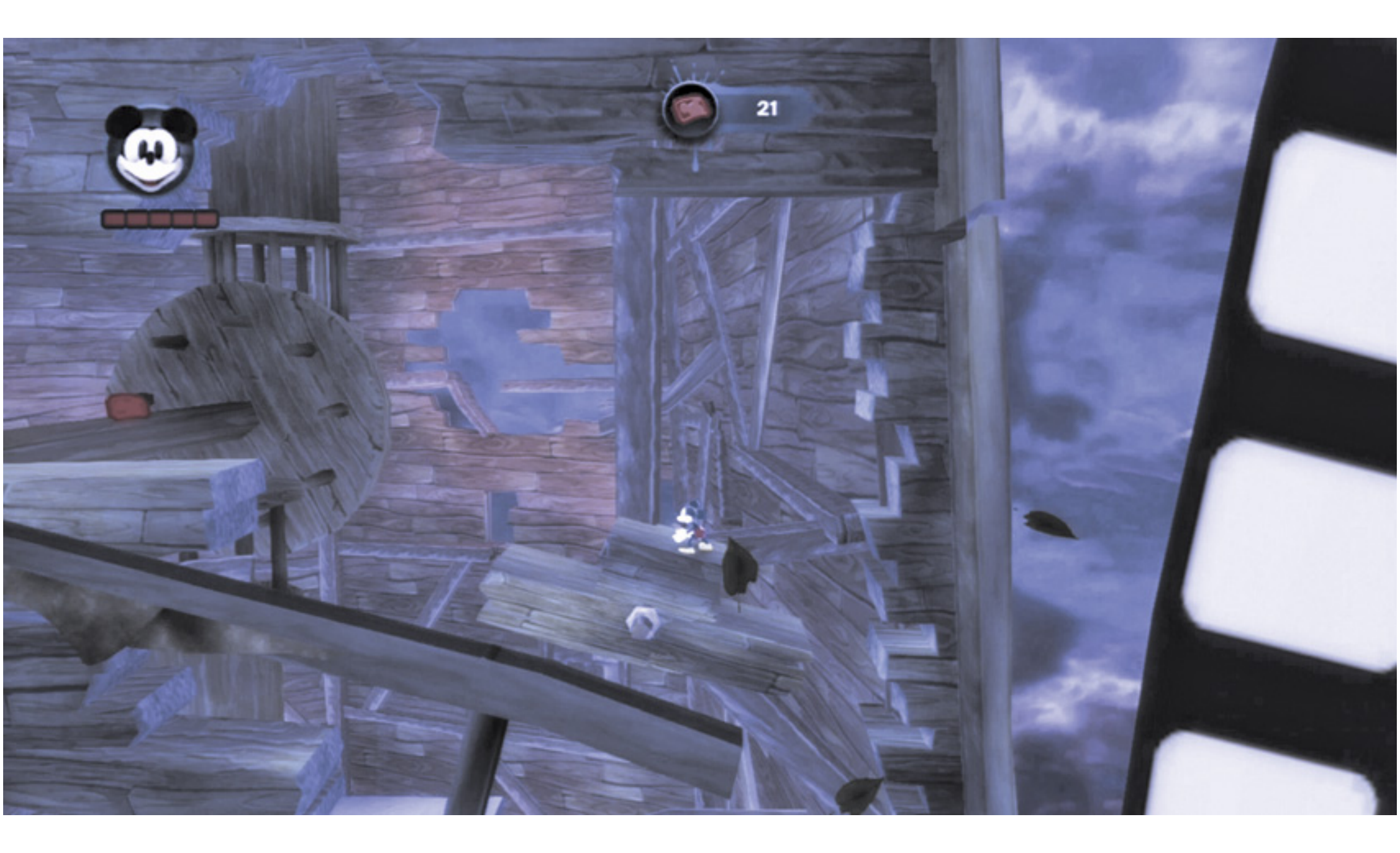
Make a few more small jumps up and bounce off another springboard.



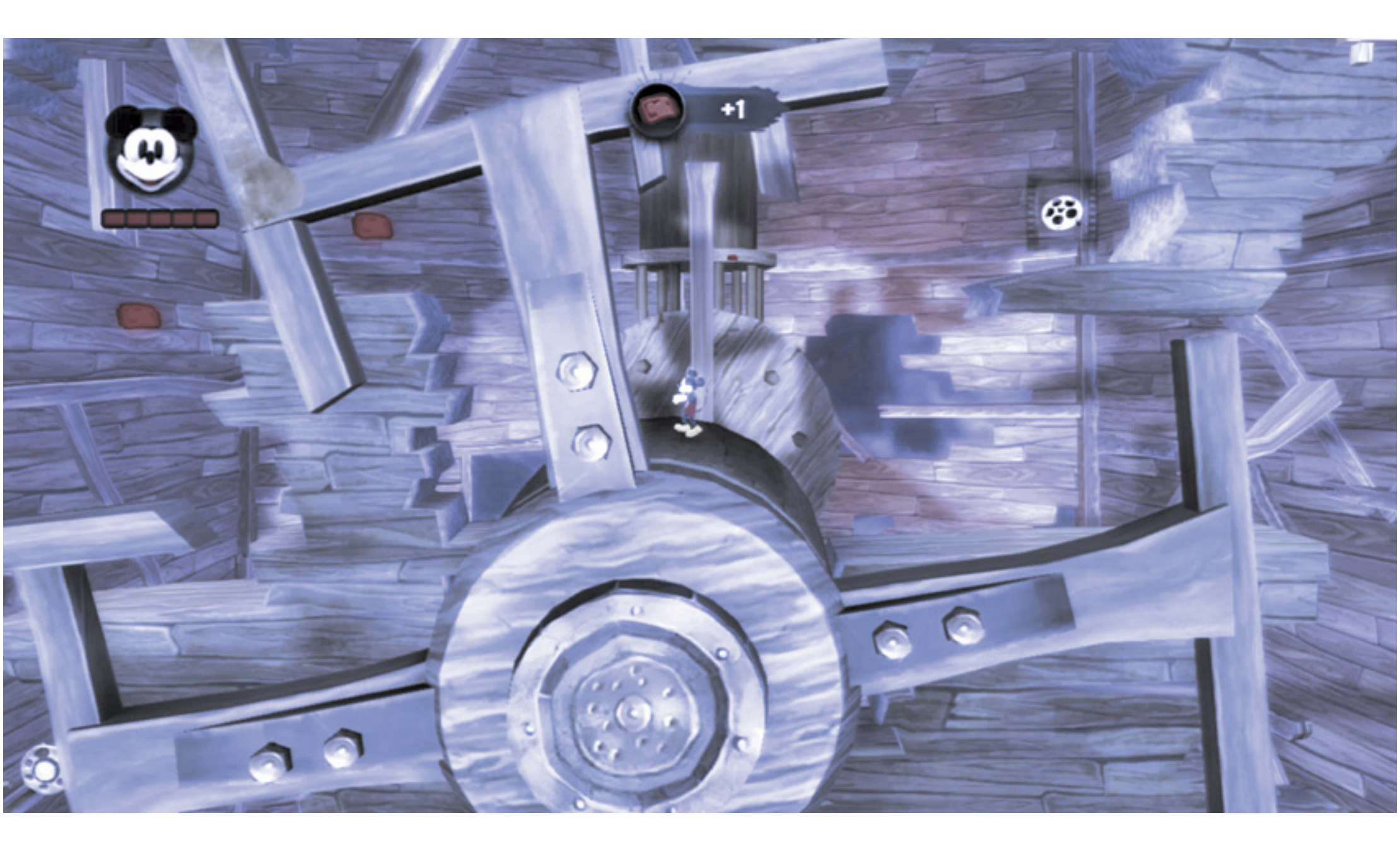
The path forks here, with a shortcut to the projector above the springboard on the left. But if you jump up to the right, you can pick up a couple of rare items, so head that way.



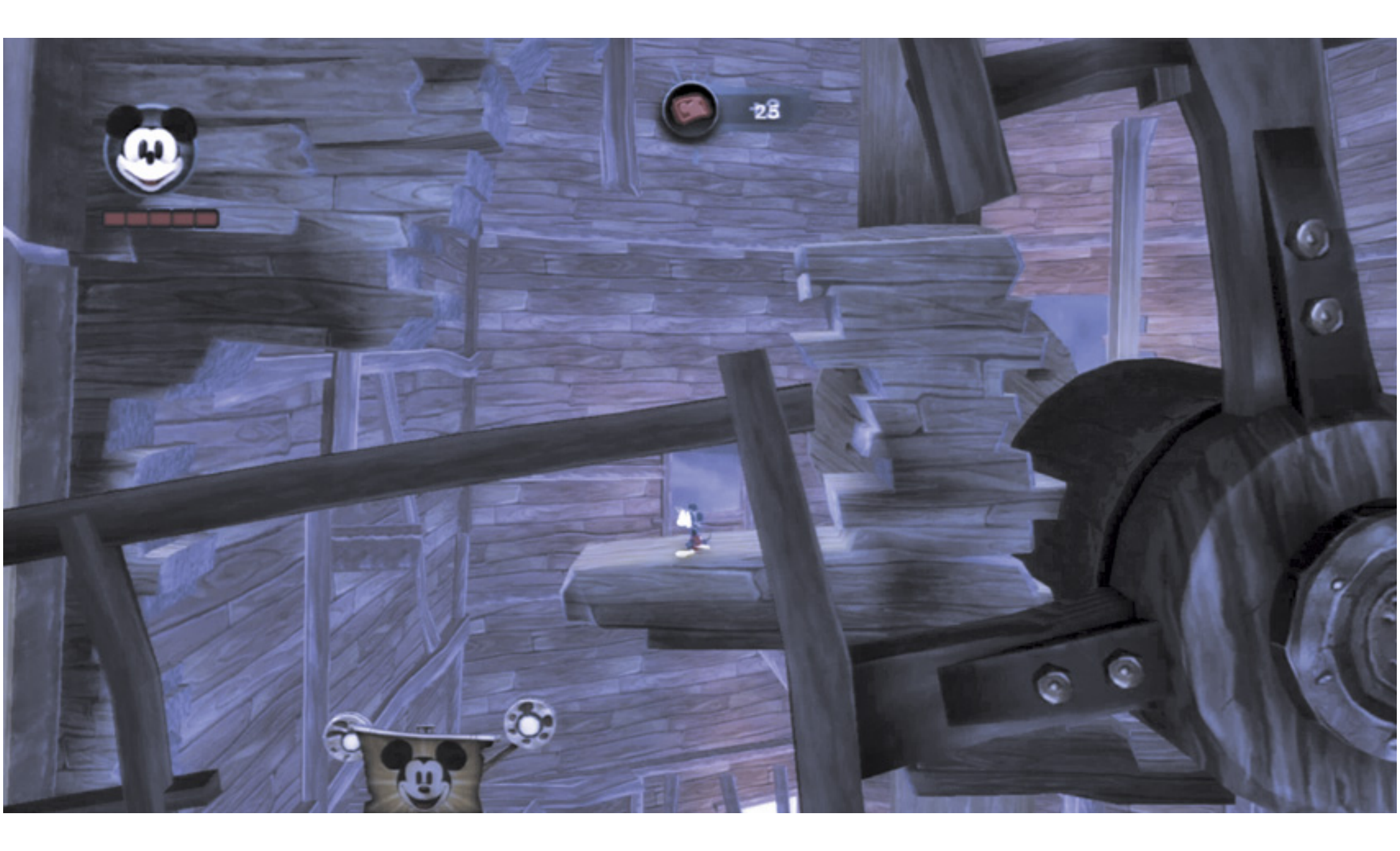
On the secret pathway, you find pair of wind flap platforms. These will catch the wind and blow up for a few seconds, so be quick when jumping on them. Use these wind flaps and the springboard to reach the large seesaw above.

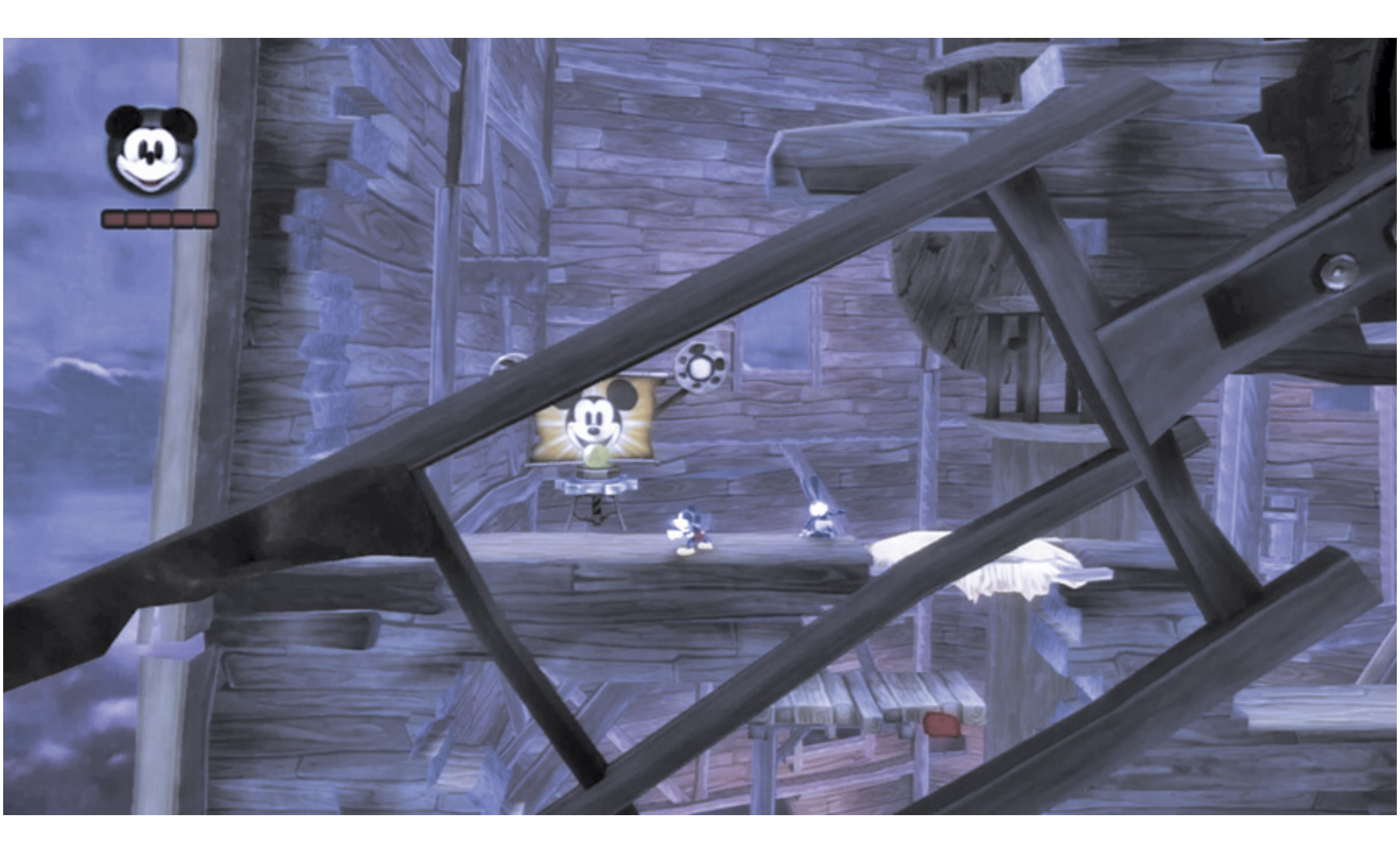


If you have the Steamboat Willie Costume on, you can collect a Gold Pin.

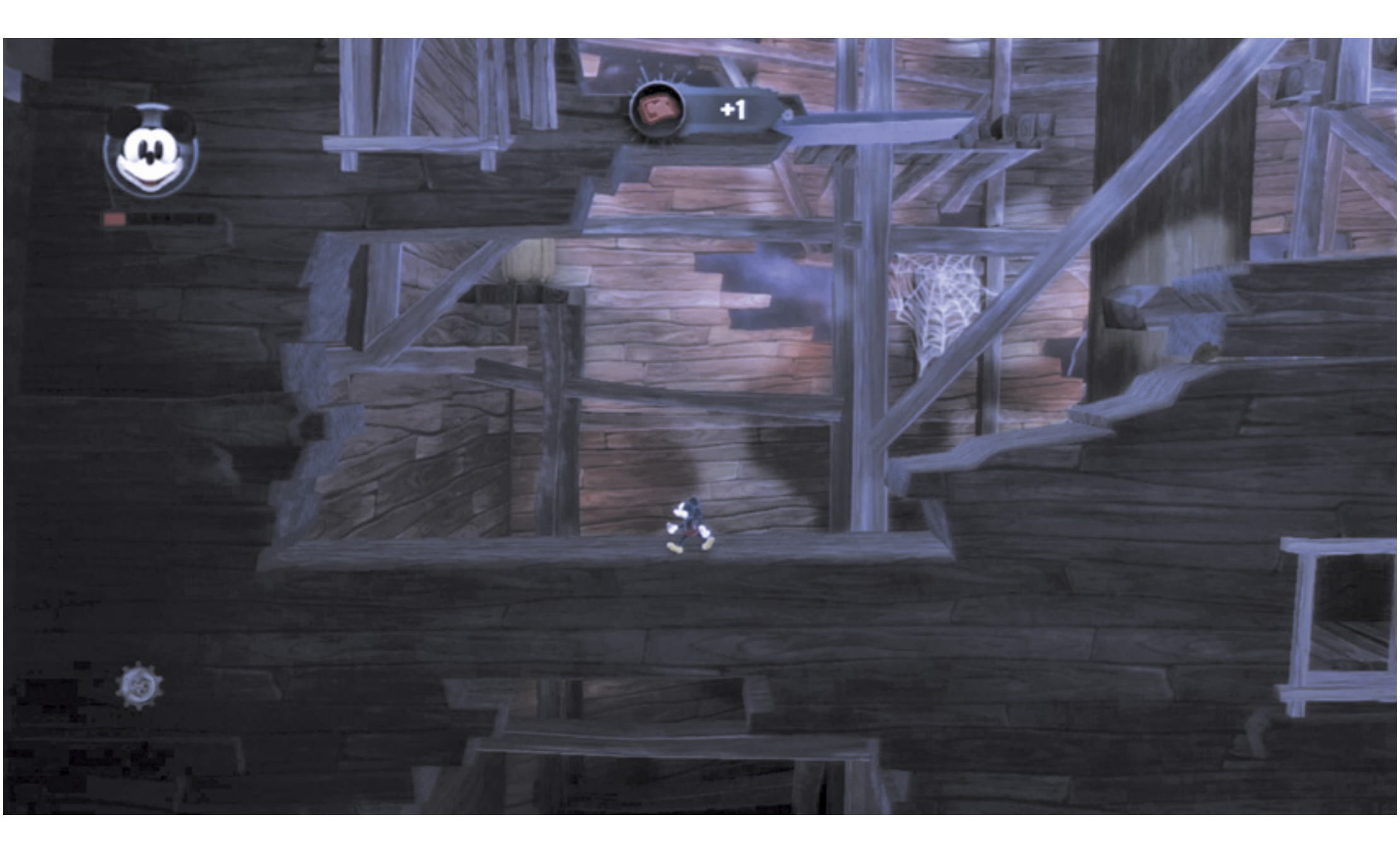


To the left is an enormous spinning wheel. You can hop on the wheel and jump up to the ledge and get the Film Reel.

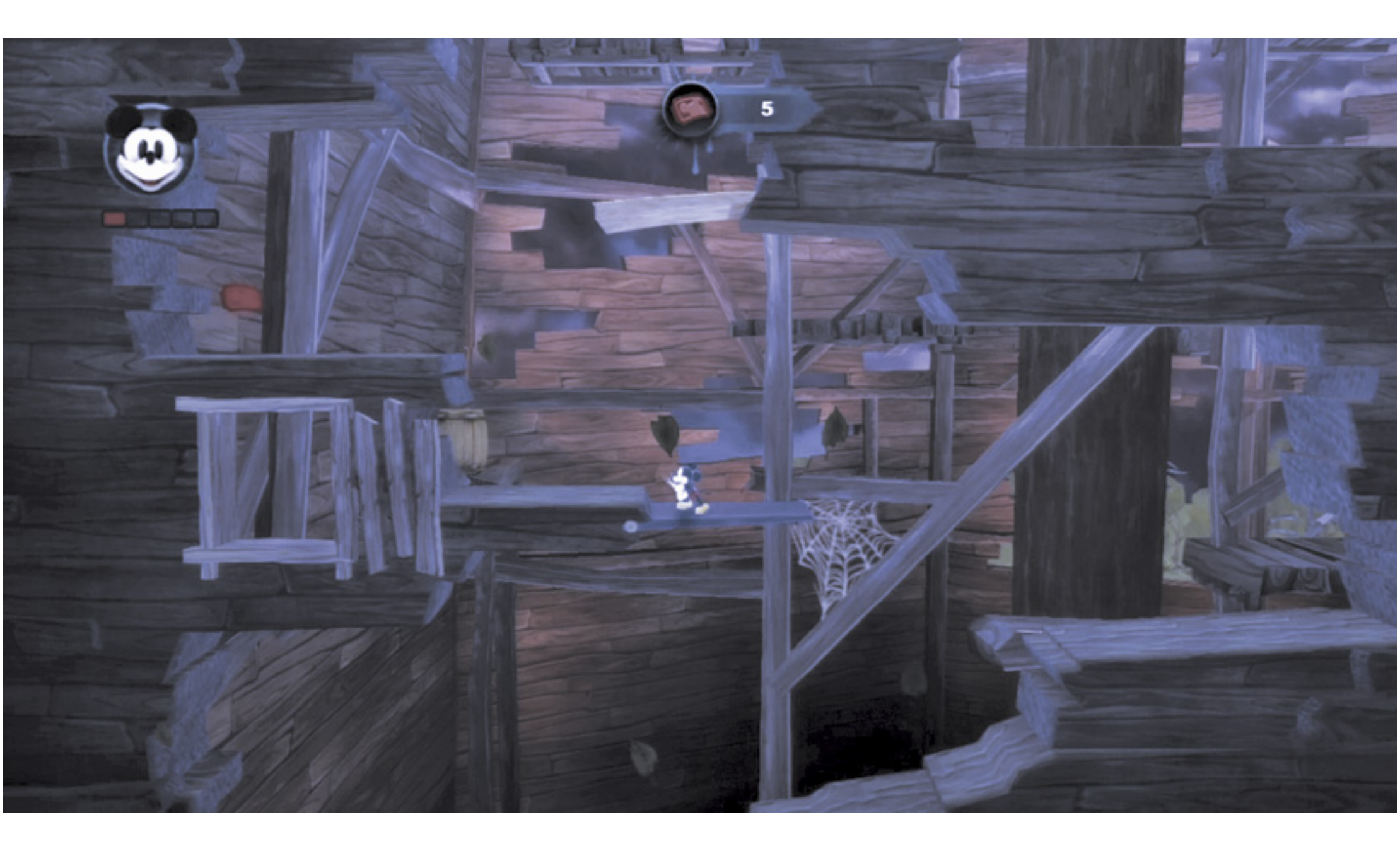




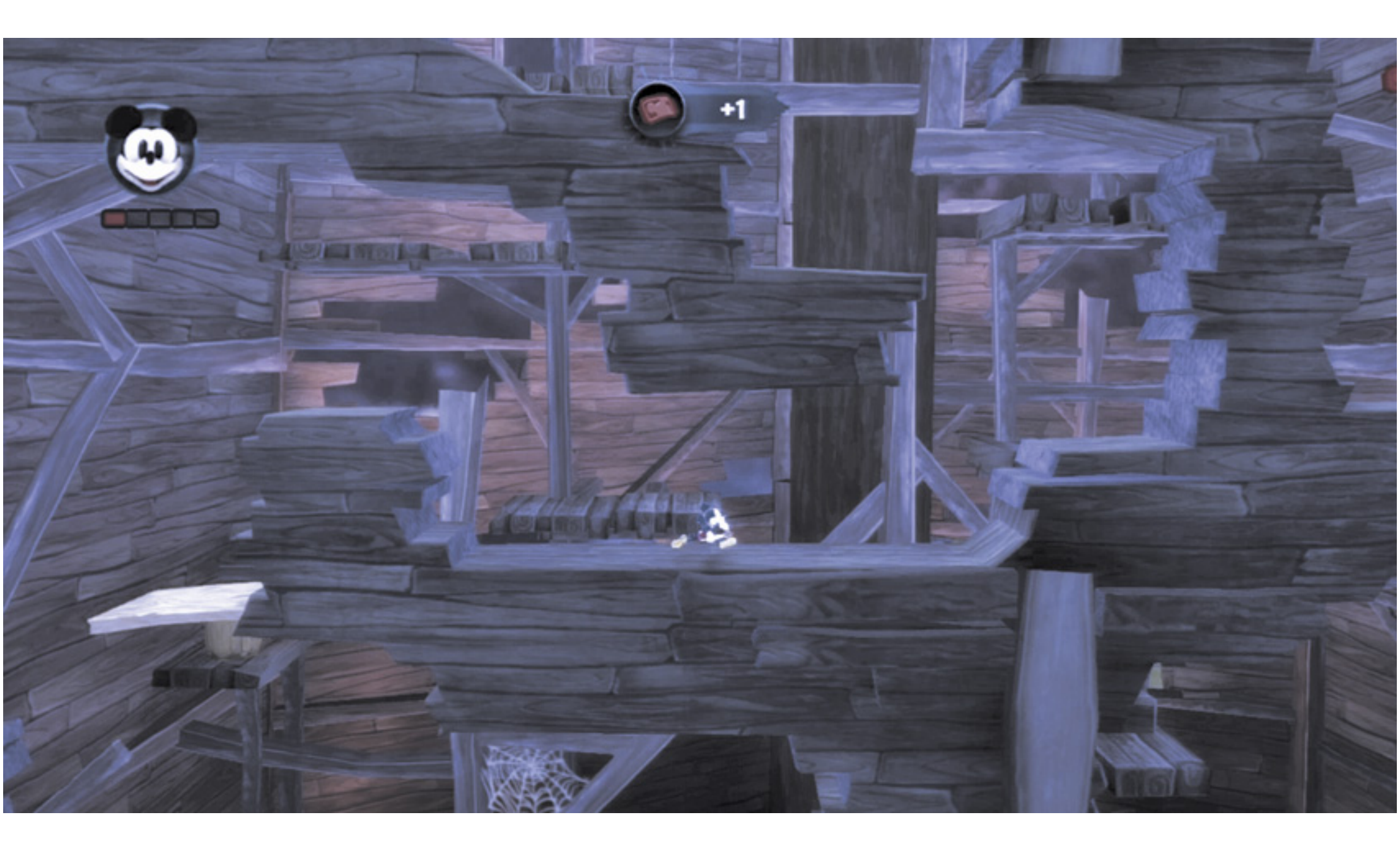
Go back down and left across the wheel, jumping off it over the wall. Drop off this ledge to reach the projector and finish this level.



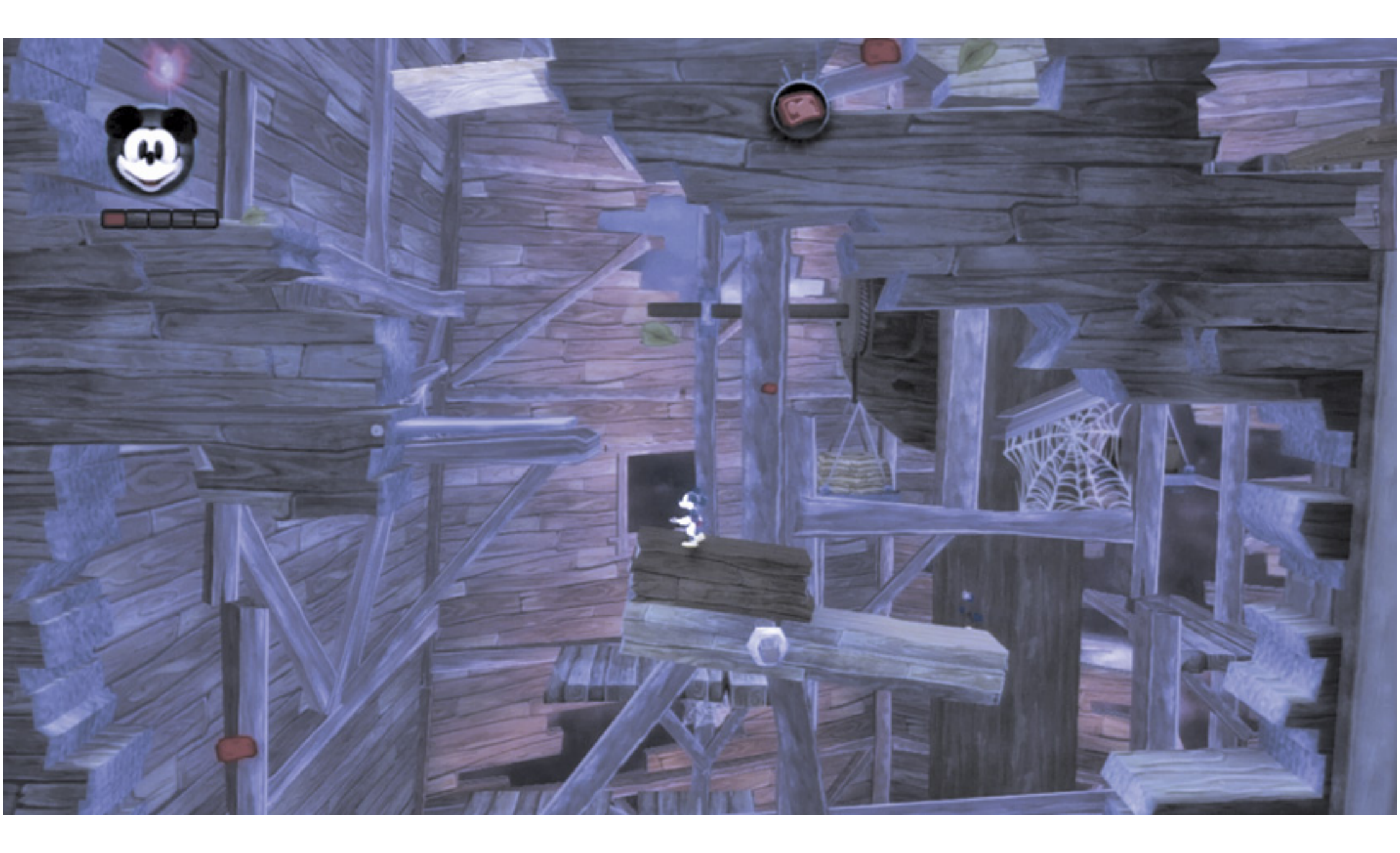
The left path has all the same obstacles you faced on the right path. Use the springboards and wind flaps as you ascend the mill.



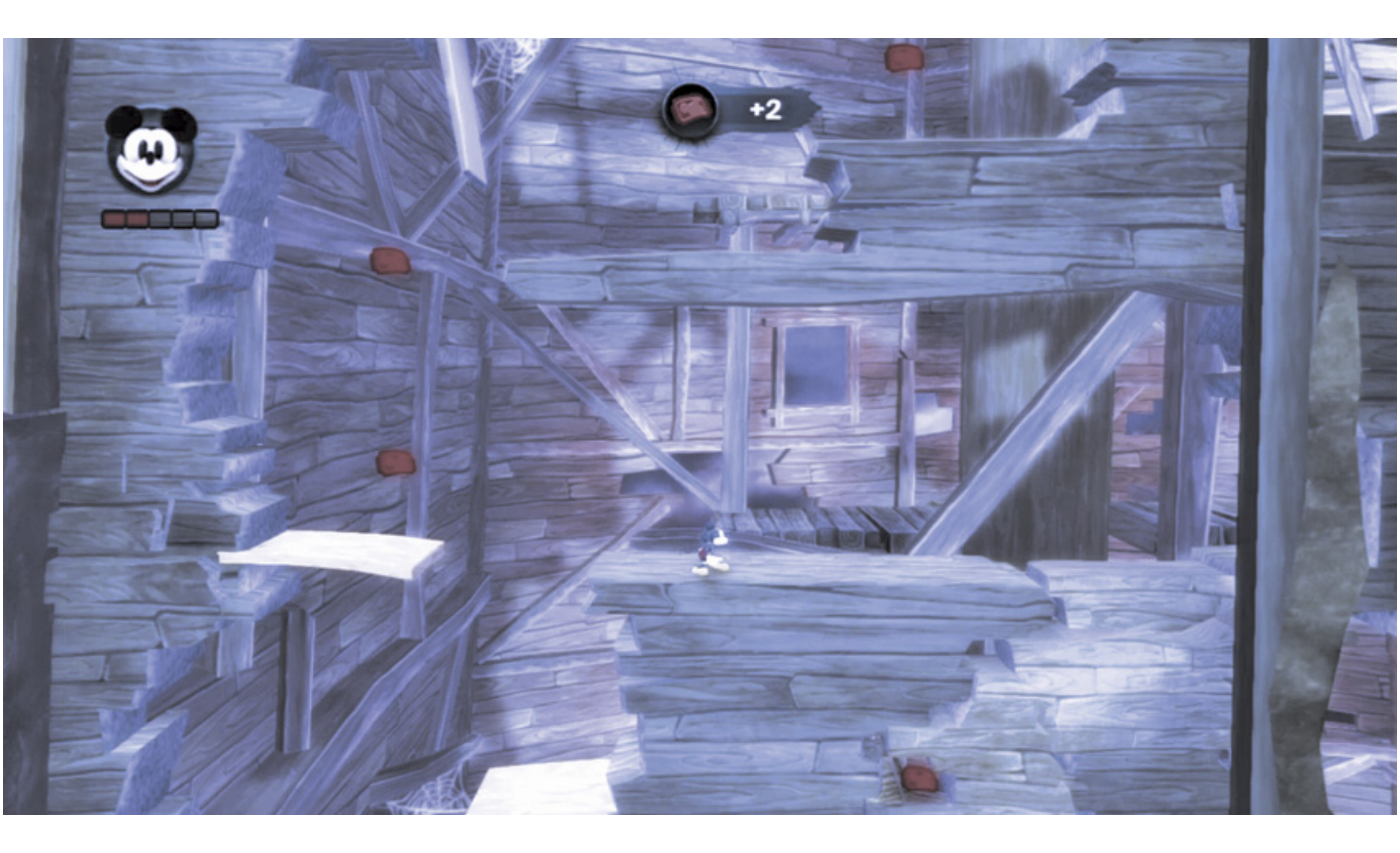
Use the wind flap above the start to reach the left ledge.



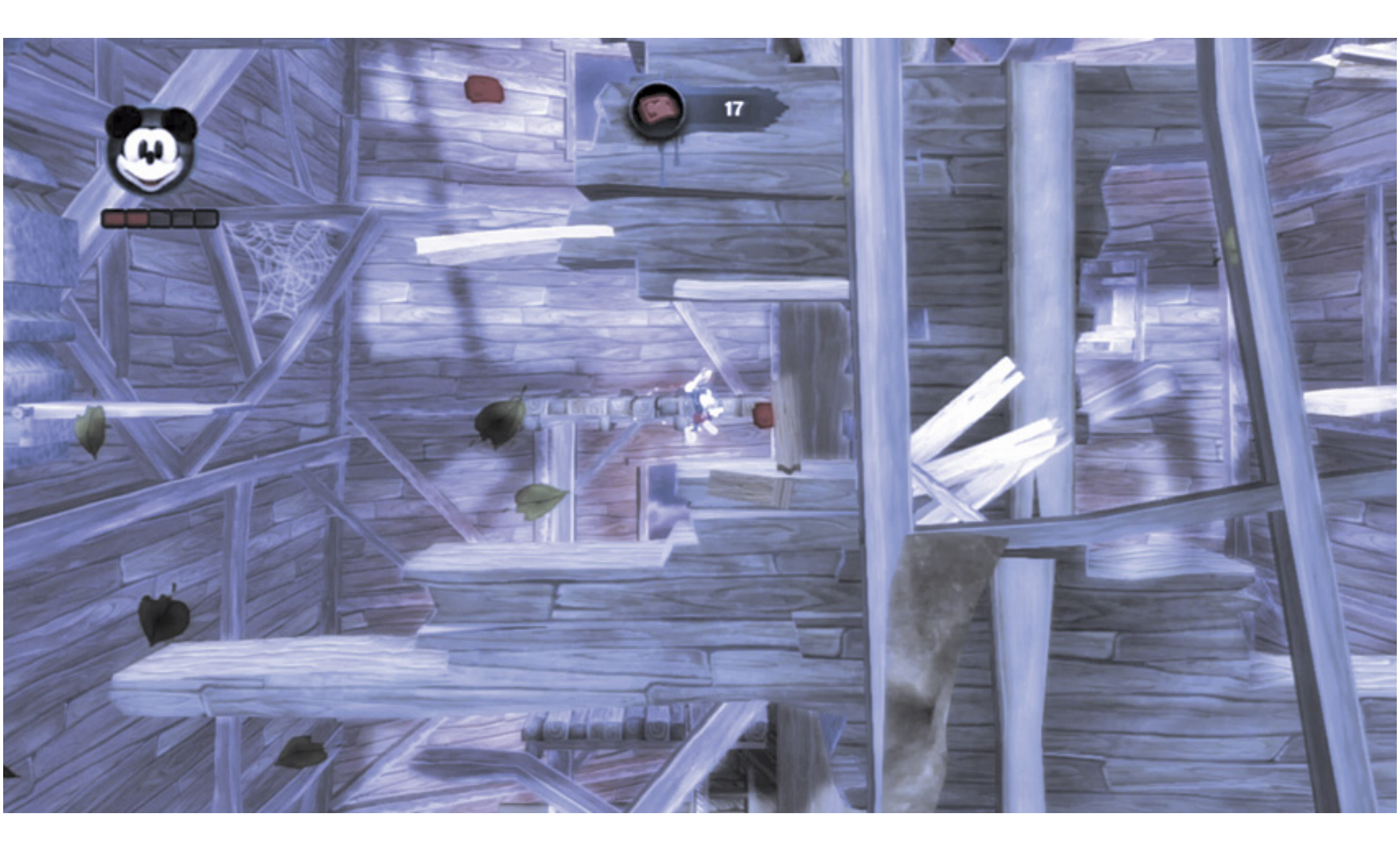
From here, use the springboard and continue along the path, making several basic jumps.



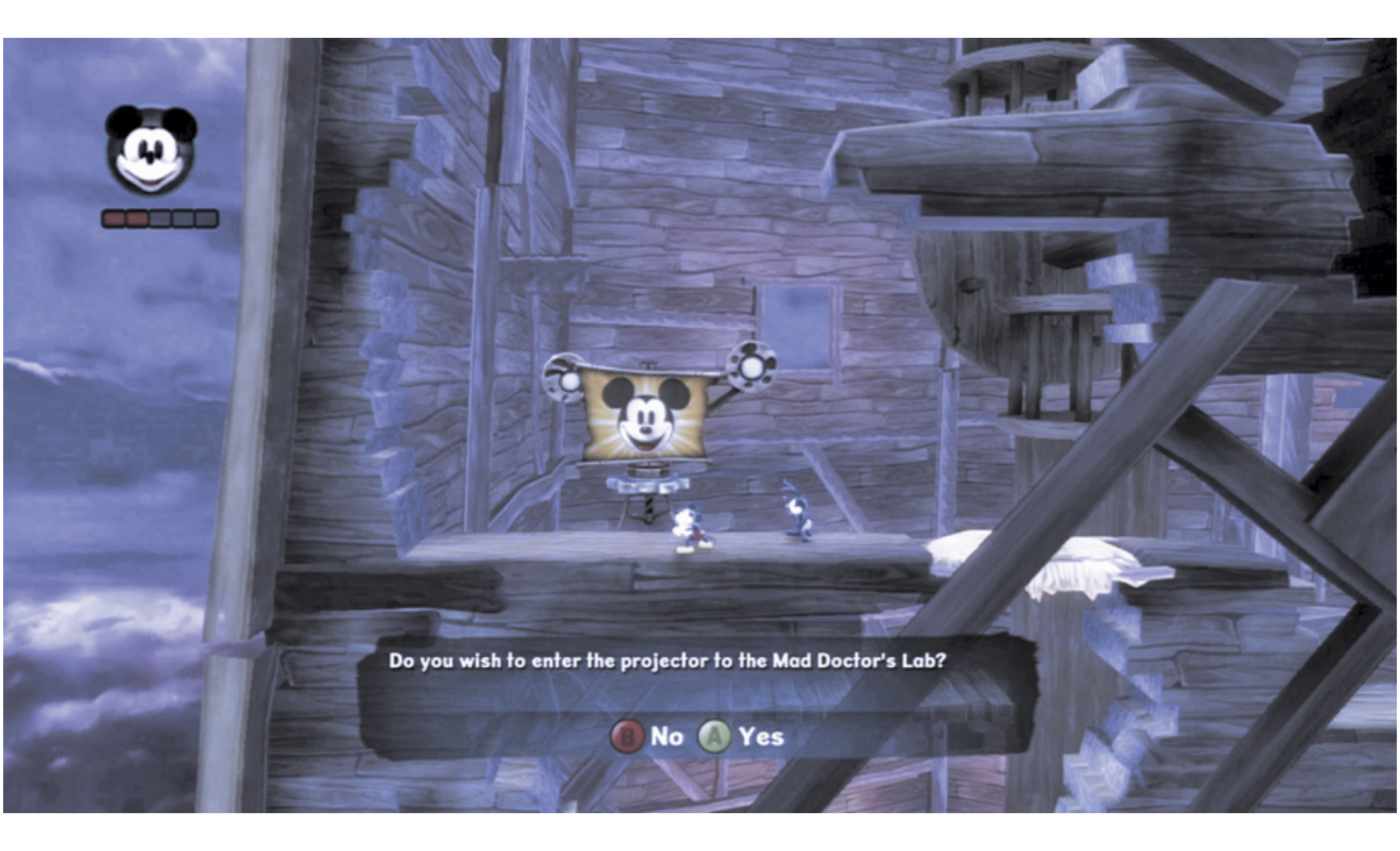
When you reach the giant seesaw, jump up to another wind flap, then two more springboards.



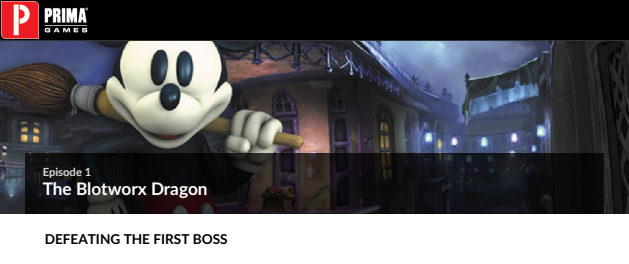
To the right is a pile of destructible boards that leads to the golden E-ticket, but you won't be able to reach it from this side. Bounce on the second springboard to the next platform.



On your right is a board that can be broken to reach an E-ticket.



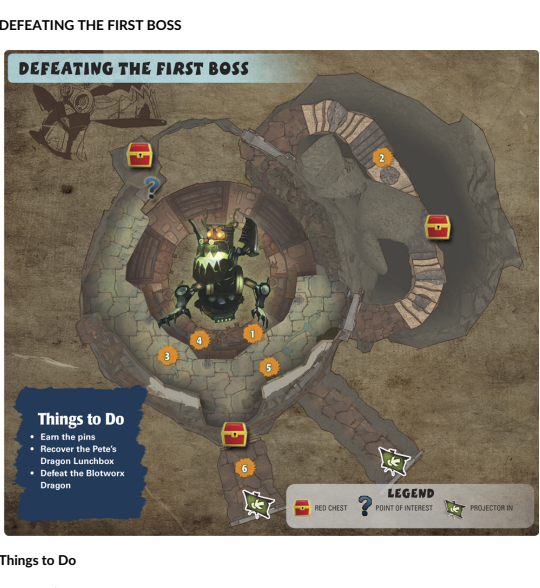
Finally hop on the wind flap and use the last springboard to jump on the bird's nest. Exit through the projector.



Episode 1

The Blotworx Dragon

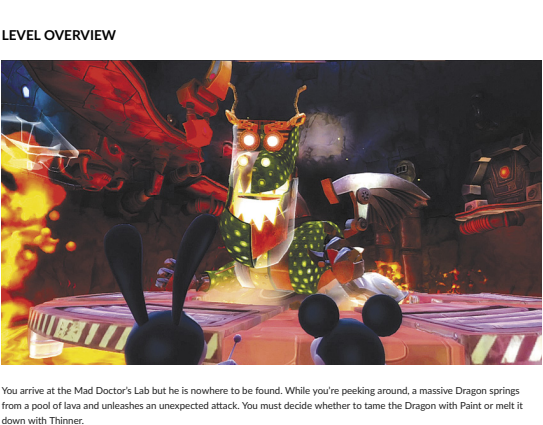
DEFEATING THE FIRST BOSS



Things to Do

- Earn the pins
- Recover the Pete's Dragon Lunchbox
- Defeat the Blotworx Dragon

LEVEL OVERVIEW



You arrive at the Mad Doctor's Lab but he is nowhere to be found. While you're peeking around, a massive Dragon springs from a pool of lava and unleashes an unexpected attack. You must decide whether to tame the Dragon with Paint or melt it down with Thinner.

LEVEL BREAKDOWN

Challenges

- Dragon Defeat

Collectibles

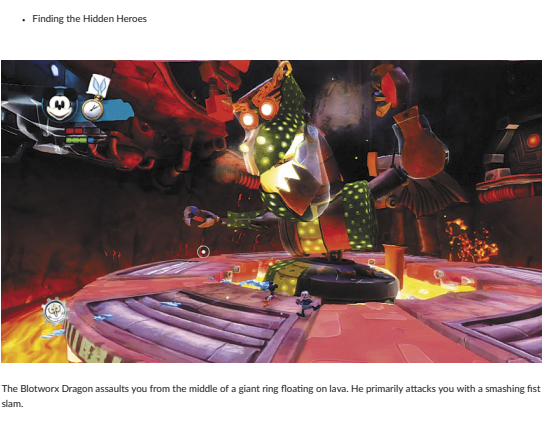
- Bronze Pin
- Friendly Dragon Pin
- Gold Pin
- Pete's Dragon Lunchbox
- Ring of Fire Pin
- Silver Pin

Enemies

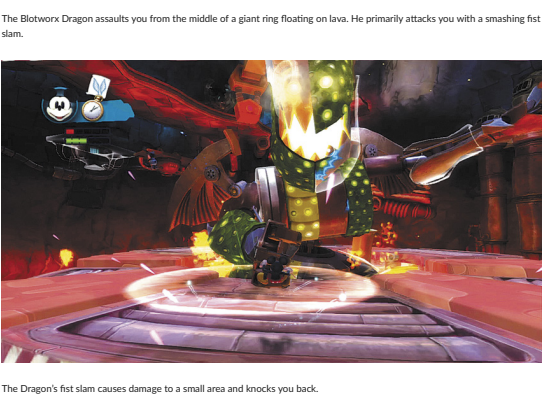
- Blotworx Dragon
- Spatters

Quests

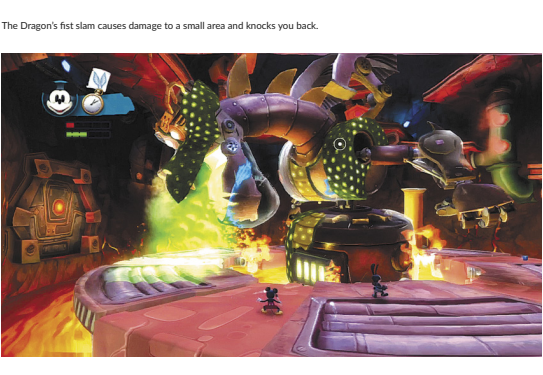
- Watch the Skies
- Finding the Hidden Heroes

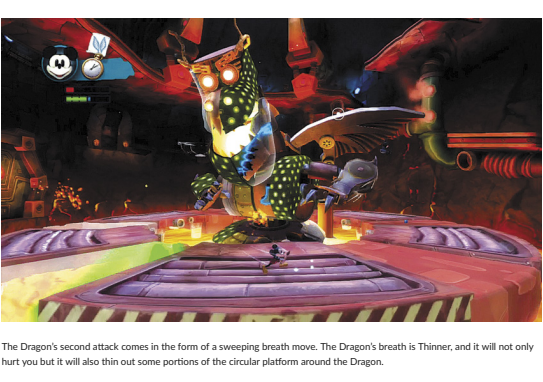


The Blotworx Dragon assaults you from the middle of a giant ring floating on lava. He primarily attacks you with a smashing fist slam.



The Dragon's fist slam causes damage to a small area and knocks you back.





The Dragon's second attack comes in the form of a sweeping breath move. The Dragon's breath is Thinner, and it will not only hurt you but it will also thin out some portions of the circular platform around the Dragon.

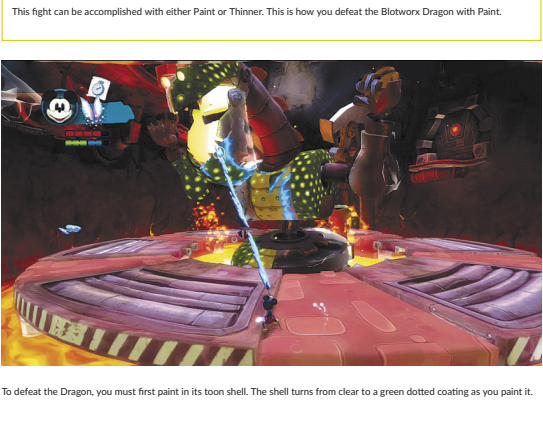
JUNCTION POINT

Blotworx Dragon

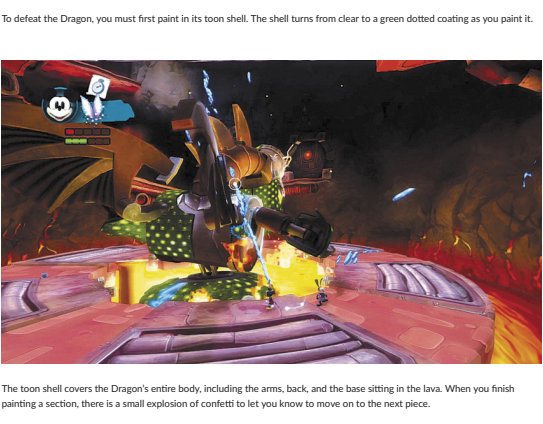
At the beginning of the boss fight, choose Paint or Thinner. If you go with Paint, you will have to paint the Dragon twice and you receive the Friendly Dragon Pin. If you go with Thinner, you thin the Dragon in the first step and then thin out the pillars to collapse the roof on the dragon in the second step. With the Thinner path, you earn the Ring of Fire Pin. Depending on whether you paint or thin the boss, the Blotworx Dragon will either be redeemed or destroyed. If redeemed, the Dragon will appear in the ending happy and whole. If thinned, then you will just see the pieces of his armor.

Note

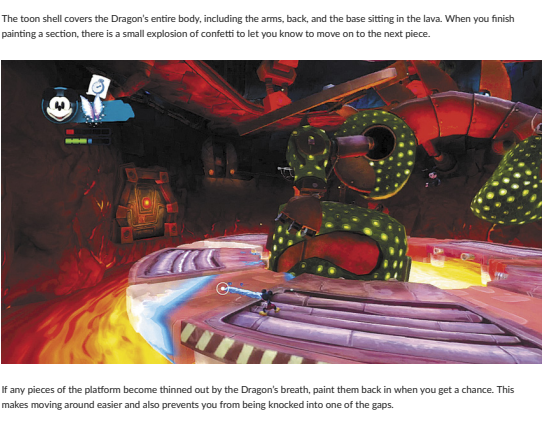
This fight can be accomplished with either Paint or Thinner. This is how you defeat the Blotworx Dragon with Paint.



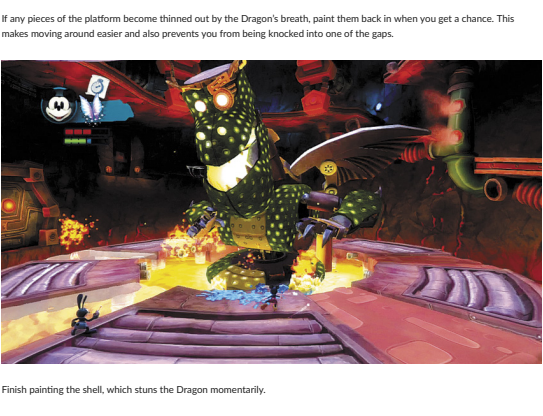
To defeat the Dragon, you must first paint in its toon shell. The shell turns from clear to a green dotted coating as you paint it.



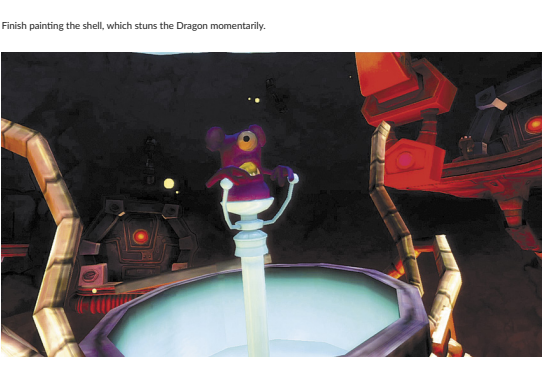
The toon shell covers the Dragon's entire body, including the arms, back, and the base sitting in the lava. When you finish painting a section, there is a small explosion of confetti to let you know to move on to the next piece.

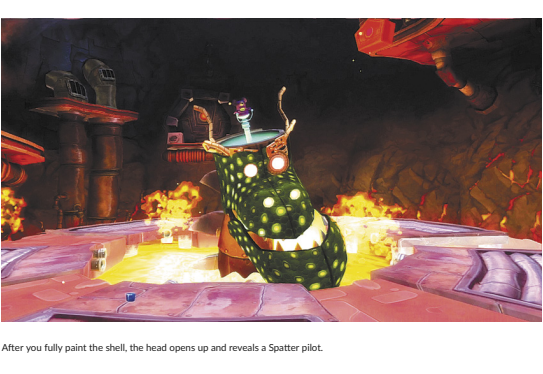


If any pieces of the platform become thinned out by the Dragon's breath, paint them back in when you get a chance. This makes moving around easier and also prevents you from being knocked into one of the gaps.

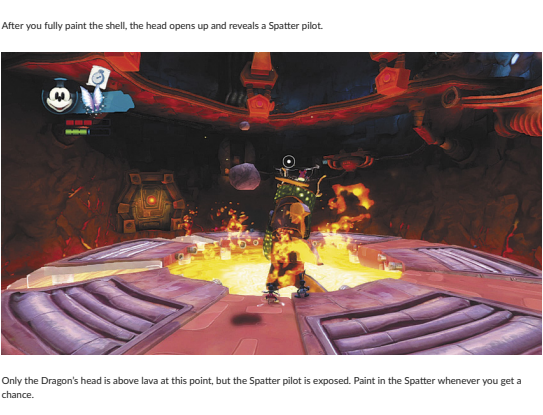


Finish painting the shell, which stuns the Dragon momentarily.

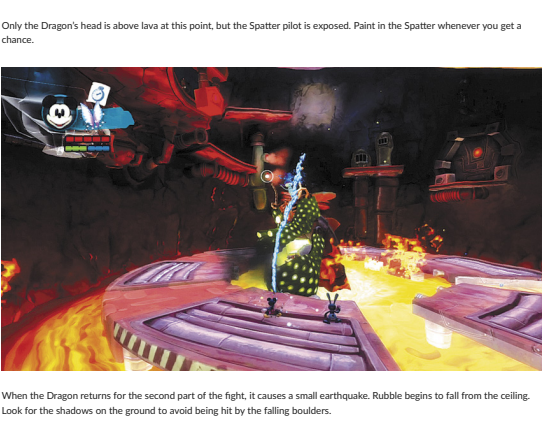




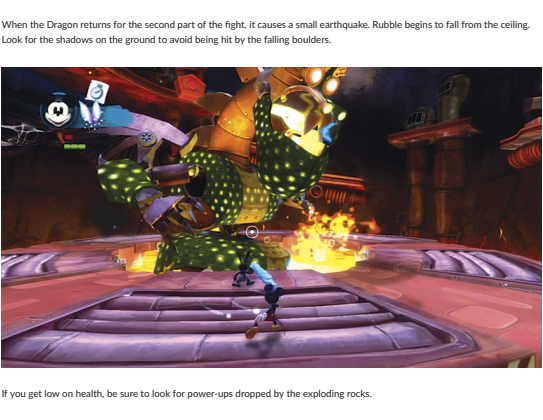
After you fully paint the shell, the head opens up and reveals a Spatter pilot.



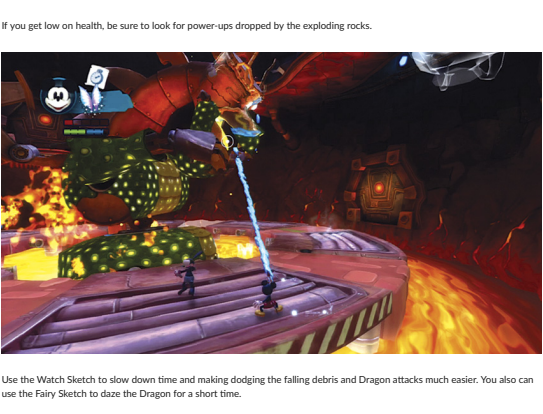
Only the Dragon's head is above lava at this point, but the Spatter pilot is exposed. Paint in the Spatter whenever you get a chance.



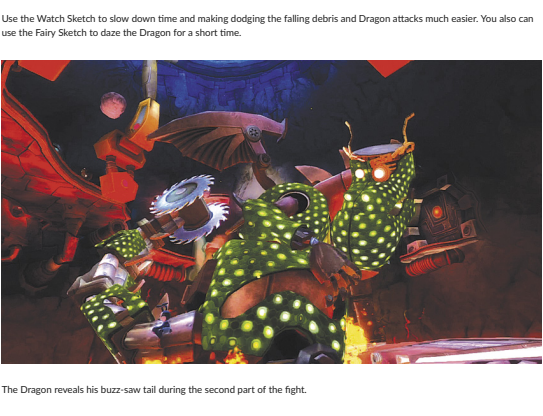
When the Dragon returns for the second part of the fight, it causes a small earthquake. Rubble begins to fall from the ceiling. Look for the shadows on the ground to avoid being hit by the falling boulders.



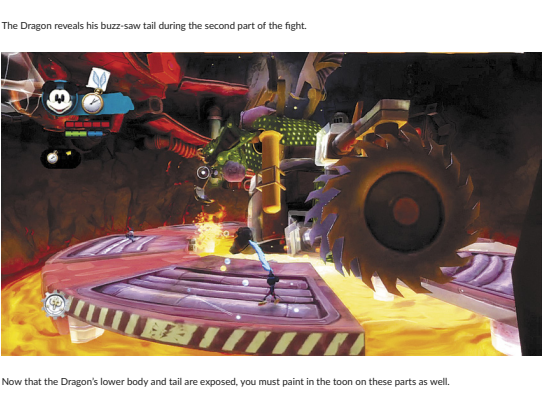
If you get low on health, be sure to look for power-ups dropped by the exploding rocks.



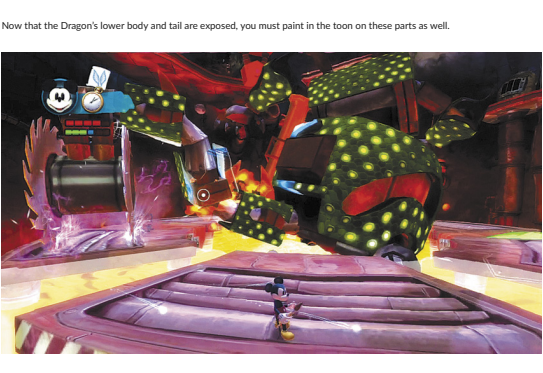
Use the Watch Sketch to slow down time and making dodging the falling debris and Dragon attacks much easier. You also can use the Fairy Sketch to daze the Dragon for a short time.

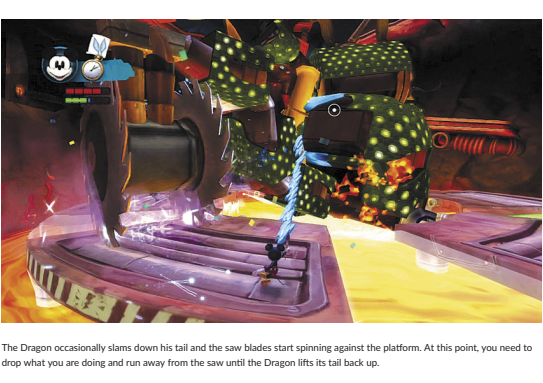


The Dragon reveals his buzz-saw tail during the second part of the fight.

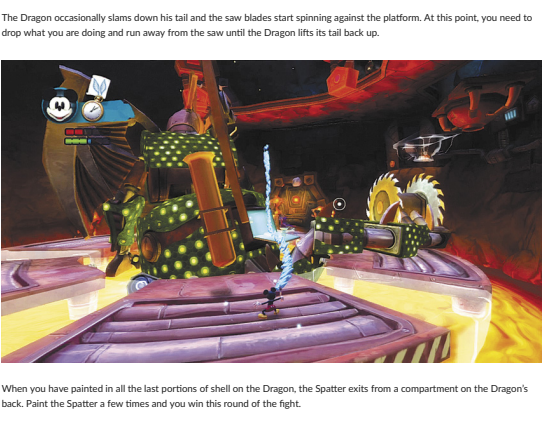


Now that the Dragon's lower body and tail are exposed, you must paint in the toon on these parts as well.

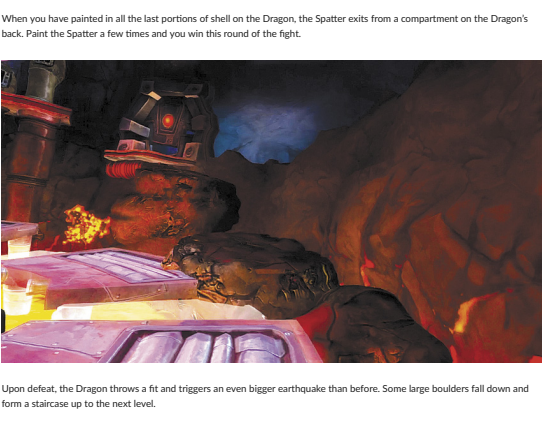




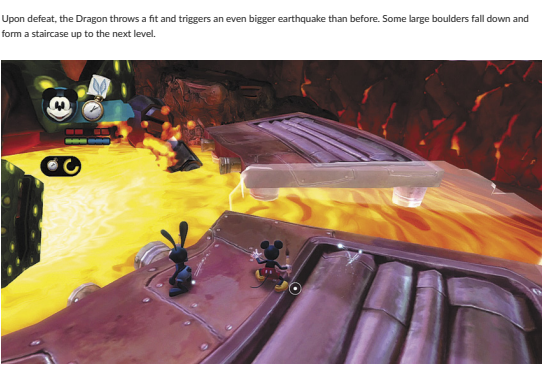
The Dragon occasionally slams down his tail and the saw blades start spinning against the platform. At this point, you need to drop what you are doing and run away from the saw until the Dragon lifts its tail back up.

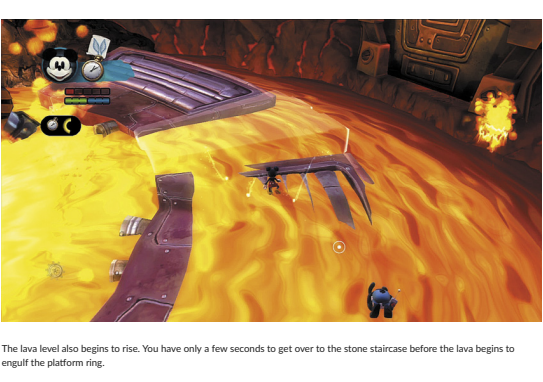


When you have painted in all the lost portions of shell on the Dragon, the Spatter exits from a compartment on the Dragon's back. Paint the Spatter a few times and you win this round of the fight.

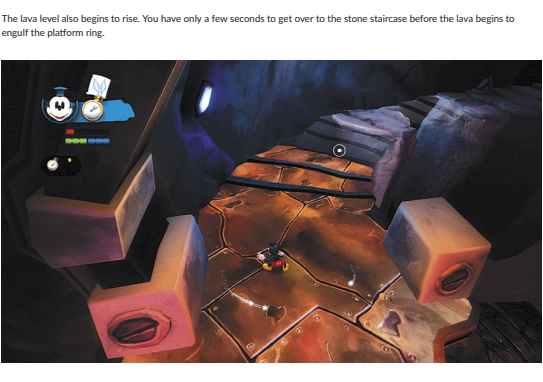


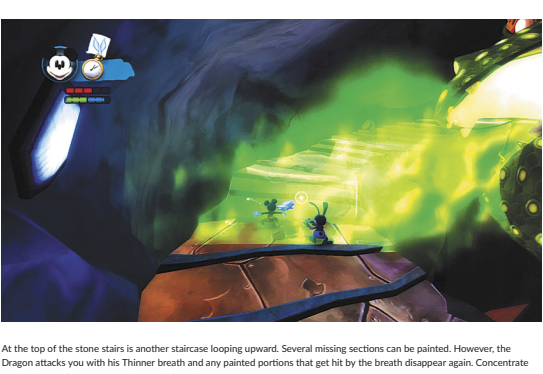
Upon defeat, the Dragon throws a fit and triggers an even bigger earthquake than before. Some large boulders fall down and form a staircase up to the next level.



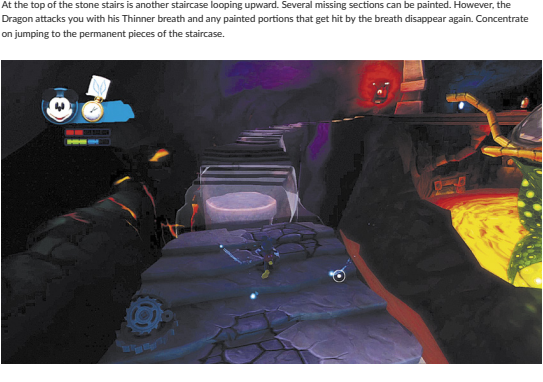


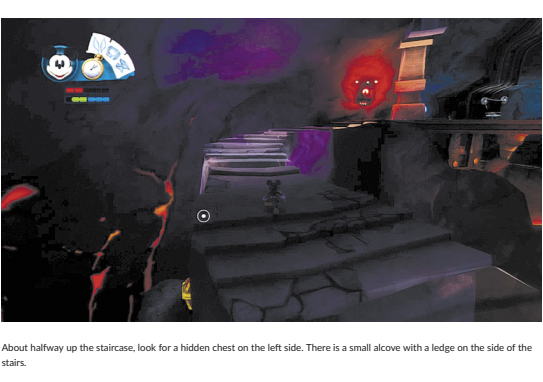
The lava level also begins to rise. You have only a few seconds to get over to the stone staircase before the lava begins to engulf the platform ring.



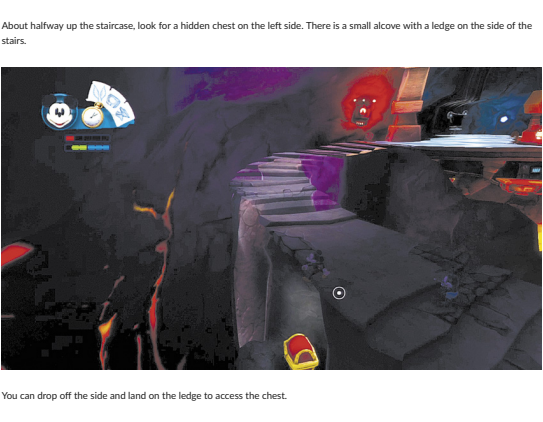


At the top of the stone stairs is another staircase looping upward. Several missing sections can be painted. However, the Dragon attacks you with his Thinner breath and any painted portions that get hit by the breath disappear again. Concentrate on jumping to the permanent pieces of the staircase.

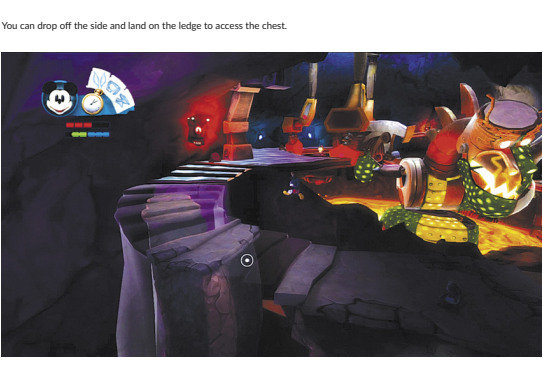


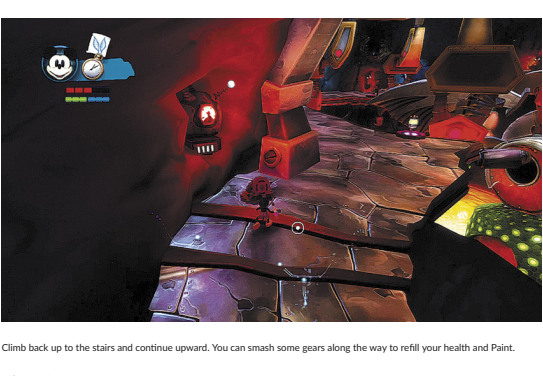


About halfway up the staircase, look for a hidden chest on the left side. There is a small alcove with a ledge on the side of the stairs.



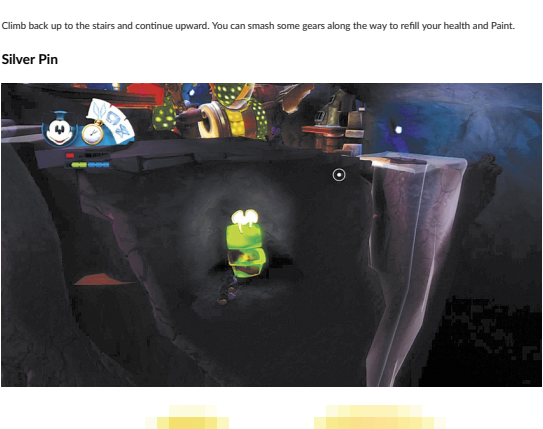
You can drop off the side and land on the ledge to access the chest.

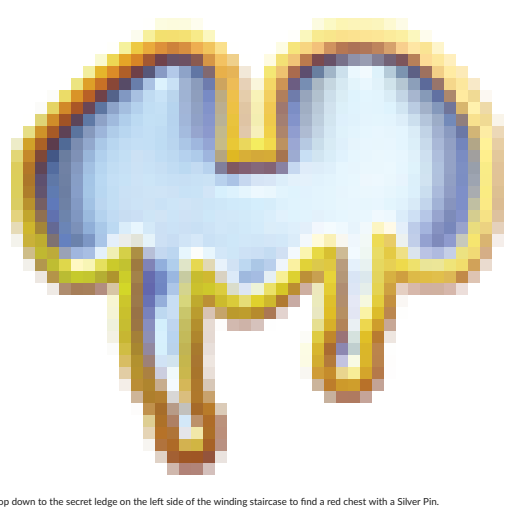




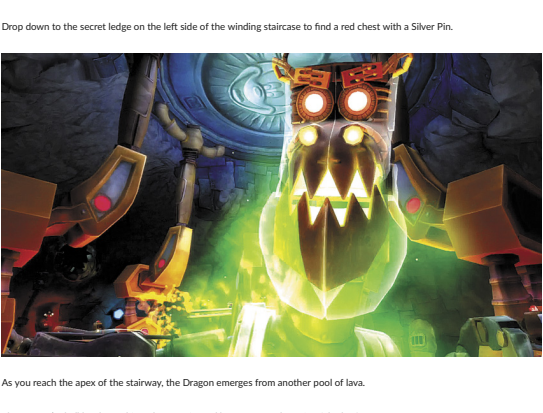
Climb back up to the stairs and continue upward. You can smash some gears along the way to refill your health and Paint.

Silver Pin



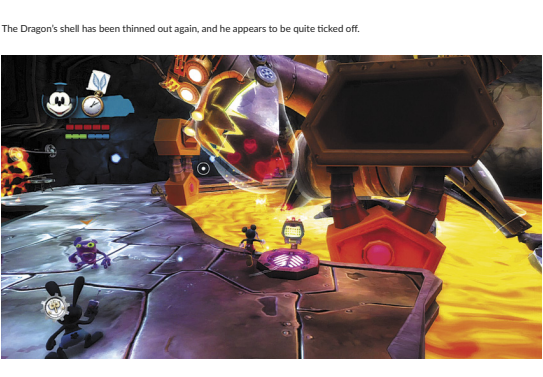


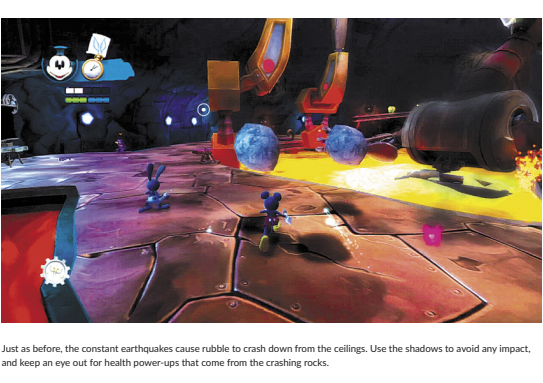
Drop down to the secret ledge on the left side of the winding staircase to find a red chest with a Silver Pin.



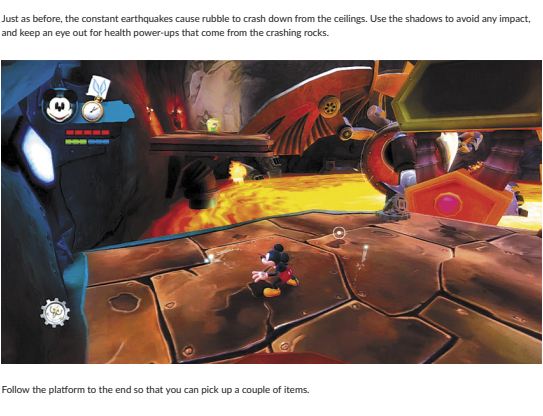
As you reach the apex of the stairway, the Dragon emerges from another pool of lava.

The Dragon's shell has been thinned out again, and he appears to be quite ticked off.

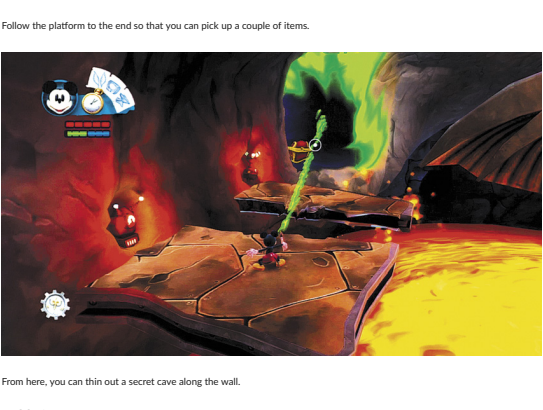




Just as before, the constant earthquakes cause rubble to crash down from the ceilings. Use the shadows to avoid any impact, and keep an eye out for health power-ups that come from the crashing rocks.

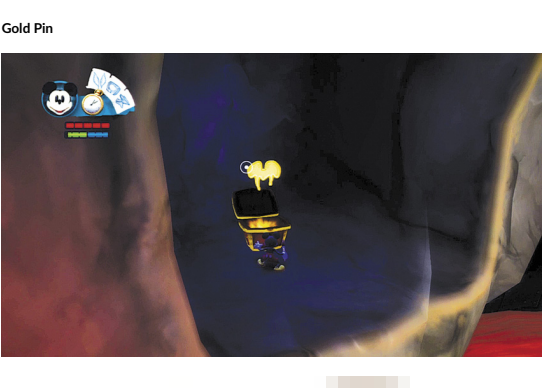


Follow the platform to the end so that you can pick up a couple of items.



From here, you can thin out a secret cave along the wall.

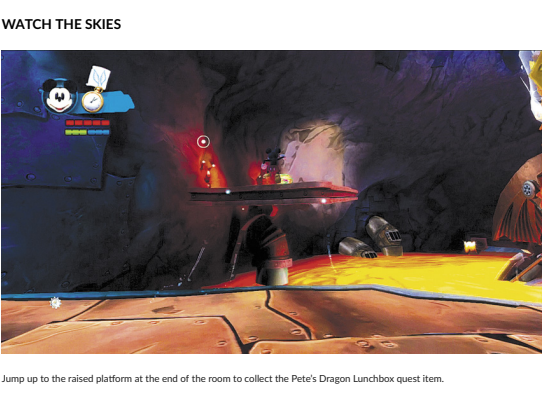
Gold Pin



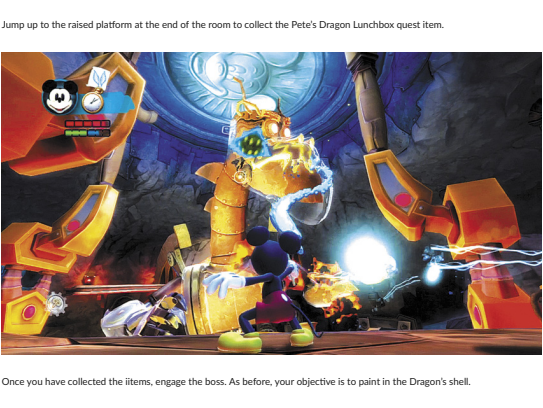
Jump from the raised platform to the thinned-out cave and find a Gold Pin inside the red chest.

OPTIONAL QUEST

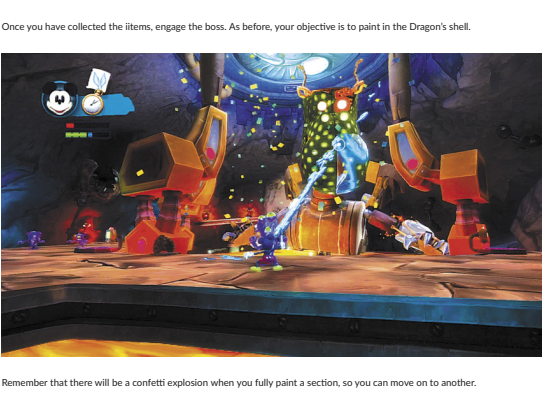
WATCH THE SKIES



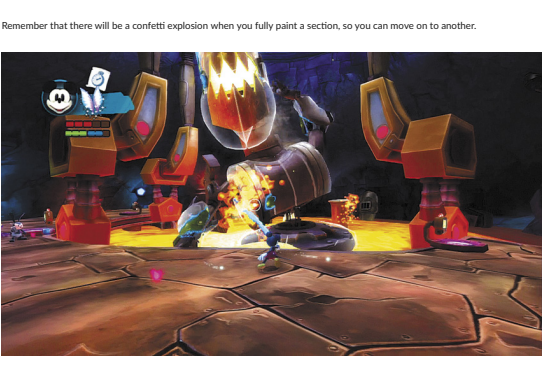
Jump up to the raised platform at the end of the room to collect the Pete's Dragon Lunchbox quest item.

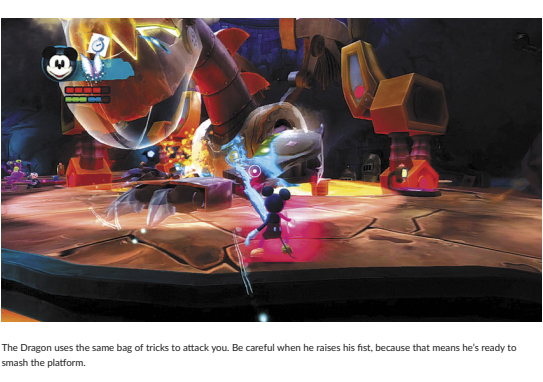


Once you have collected the items, engage the boss. As before, your objective is to paint in the Dragon's shell.

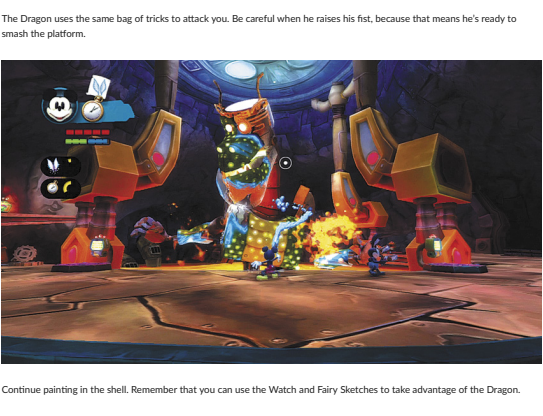


Remember that there will be a confetti explosion when you fully paint a section, so you can move on to another.

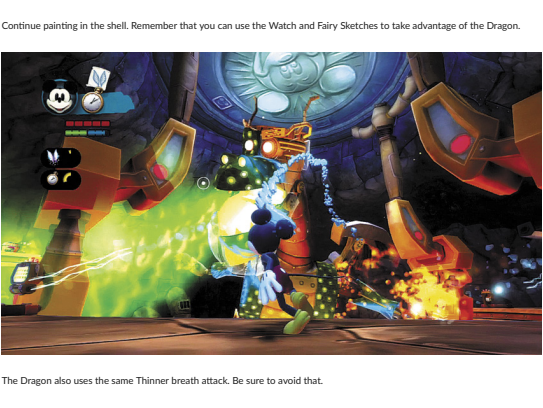




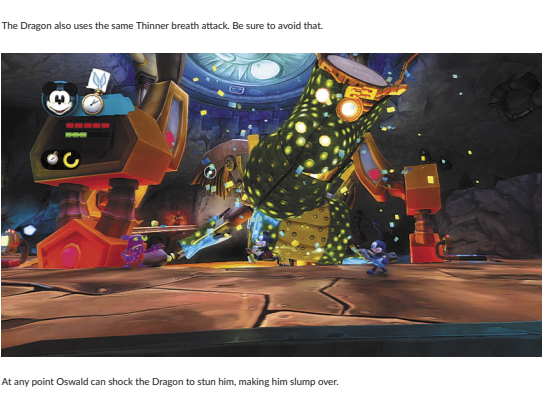
The Dragon uses the same bag of tricks to attack you. Be careful when he raises his fist, because that means he's ready to smash the platform.



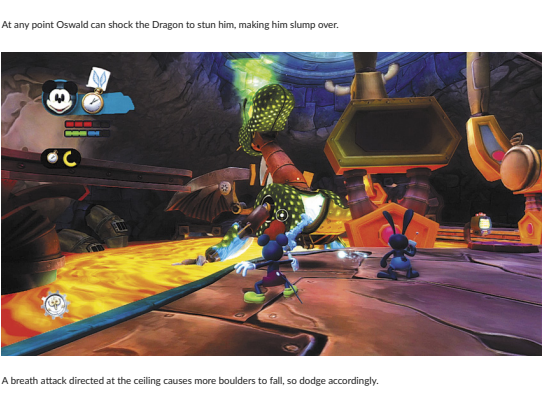
Continue painting in the shell. Remember that you can use the Watch and Fairy Sketches to take advantage of the Dragon.



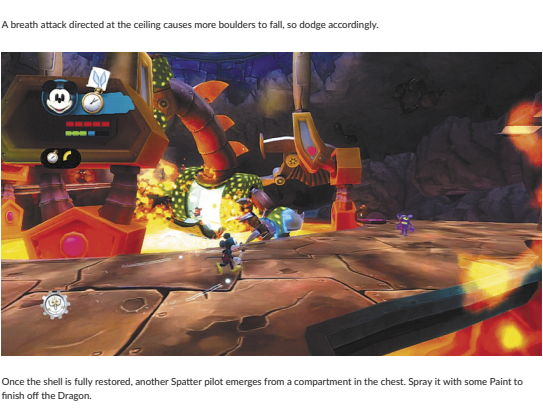
The Dragon also uses the same Thinner breath attack. Be sure to avoid that.



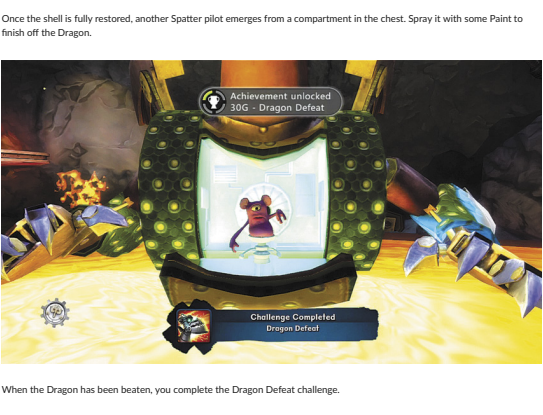
At any point Oswald can shock the Dragon to stun him, making him slump over.



A breath attack directed at the ceiling causes more boulders to fall, so dodge accordingly.

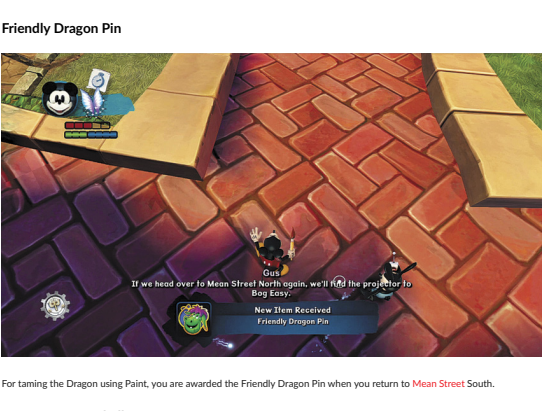


Once the shell is fully restored, another Spatter pilot emerges from a compartment in the chest. Spray it with some Paint to finish off the Dragon.



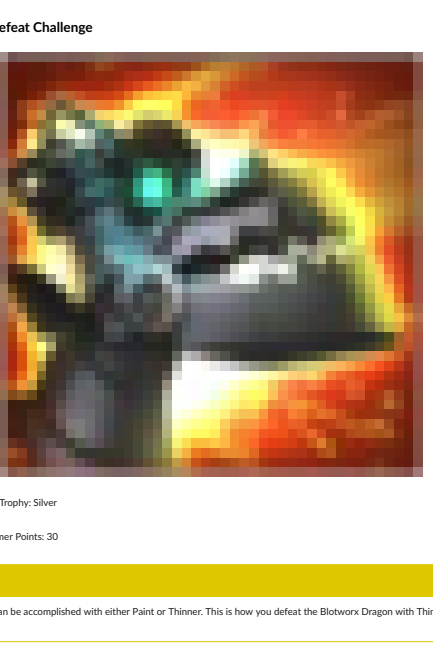
When the Dragon has been beaten, you complete the Dragon Defeat challenge.

Friendly Dragon Pin



For taming the Dragon using Paint, you are awarded the Friendly Dragon Pin when you return to Mean Street South.

Dragon Defeat Challenge

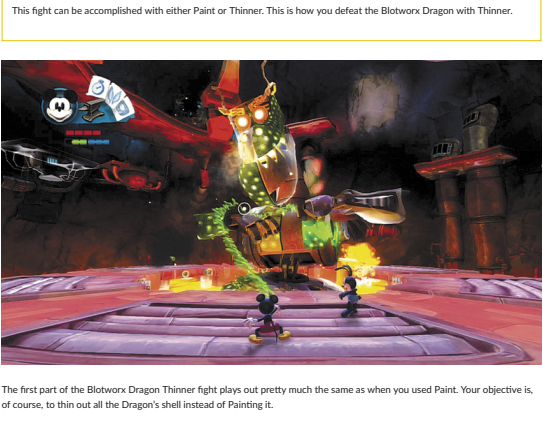


PlayStation 3 Trophy: Silver

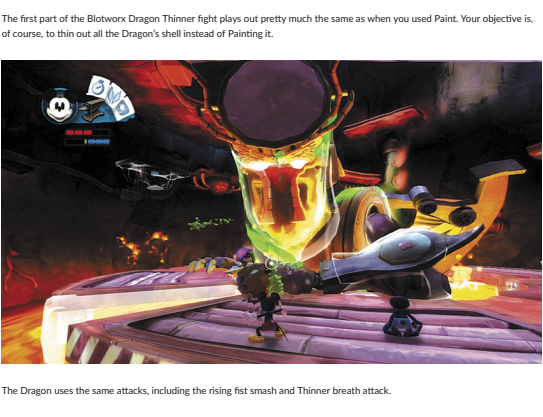
Xbox 360 Gamer Points: 30

Note

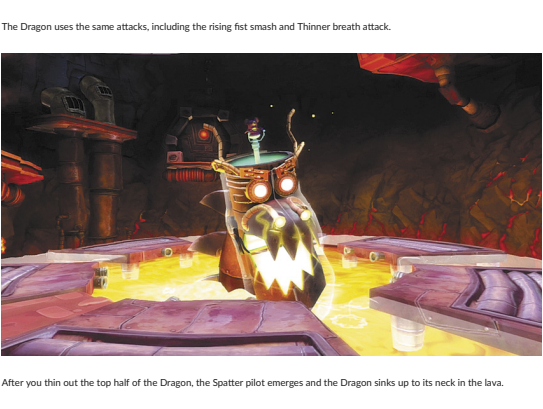
This fight can be accomplished with either Paint or Thinner. This is how you defeat the Blotworx Dragon with Thinner.



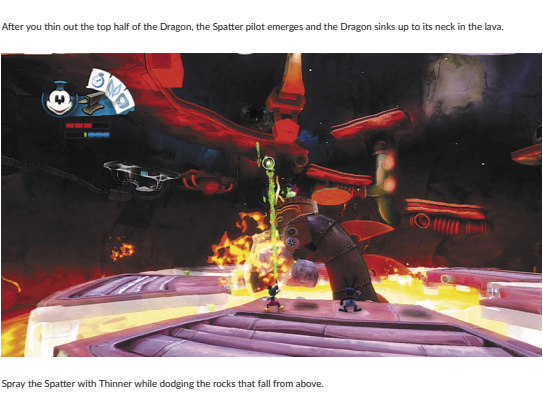
The first part of the Blotworx Dragon Thinner fight plays out pretty much the same as when you used Paint. Your objective is, of course, to thin out all the Dragon's shell instead of painting it.



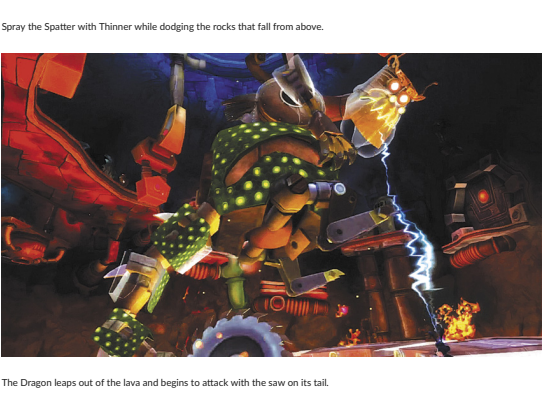
The Dragon uses the same attacks, including the rising fist smash and Thinner breath attack.



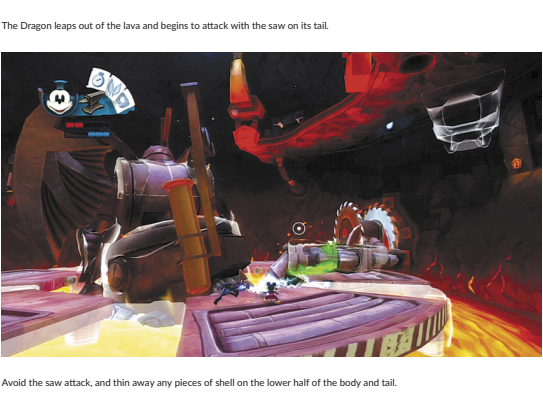
After you thin out the top half of the Dragon, the Spatter pilot emerges and the Dragon sinks up to its neck in the lava.



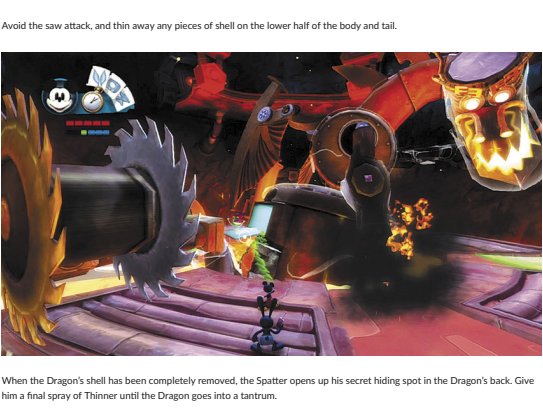
Spray the Spatter with Thinner while dodging the rocks that fall from above.



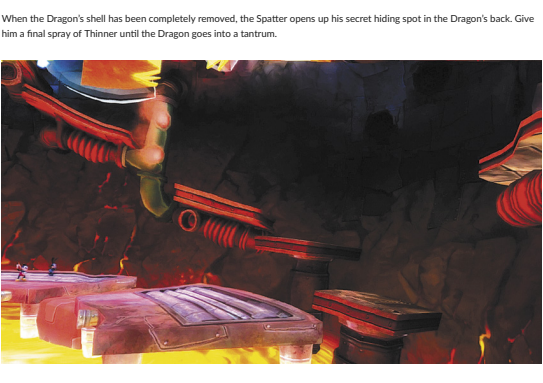
The Dragon leaps out of the lava and begins to attack with the saw on its tail.

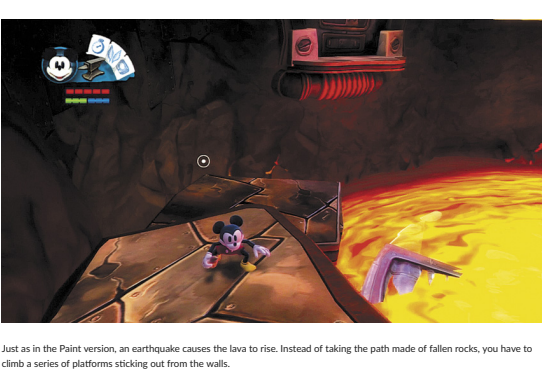


Avoid the saw attack, and thin away any pieces of shell on the lower half of the body and tail.

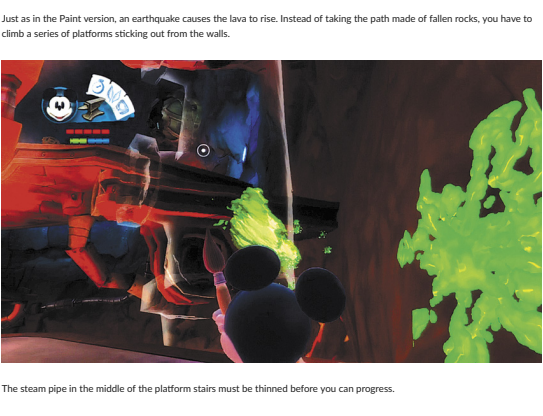


When the Dragon's shell has been completely removed, the Spatter opens up his secret hiding spot in the Dragon's back. Give him a final spray of Thinner until the Dragon goes into a tantrum.

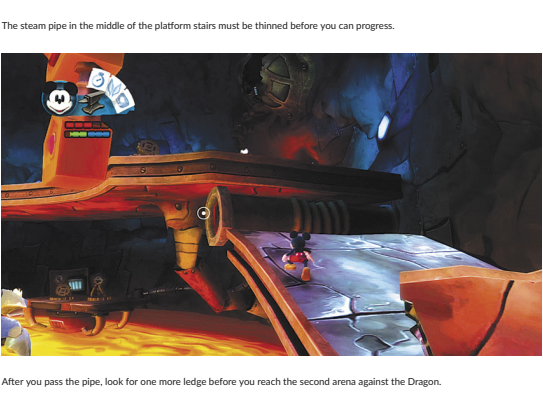




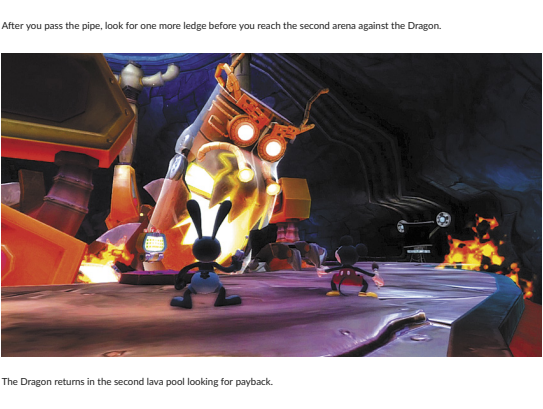
Just as in the Paint version, an earthquake causes the lava to rise. Instead of taking the path made of fallen rocks, you have to climb a series of platforms sticking out from the walls.



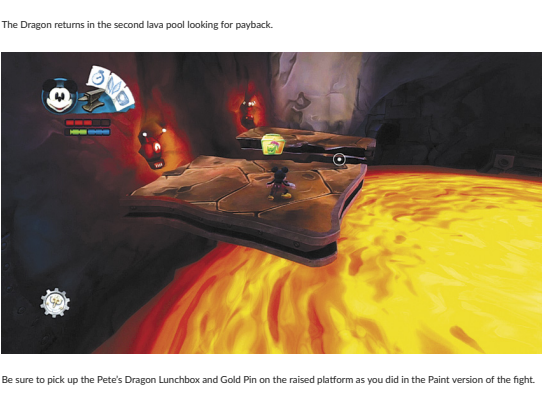
The steam pipe in the middle of the platform stairs must be thinned before you can progress.



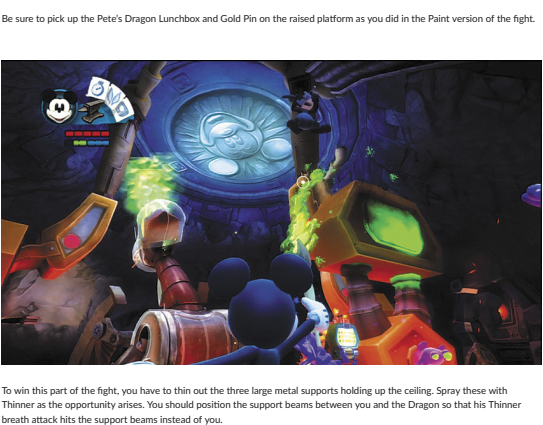
After you pass the pipe, look for one more ledge before you reach the second arena against the Dragon.



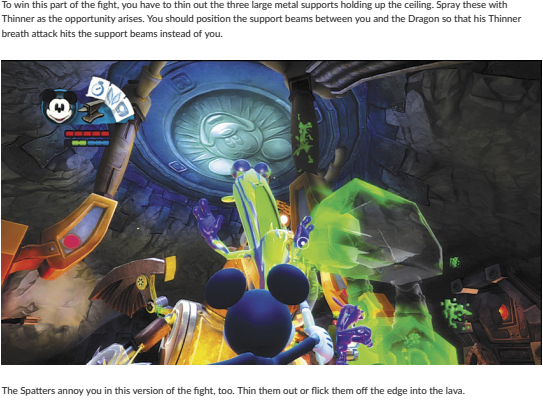
The Dragon returns in the second lava pool looking for payback.



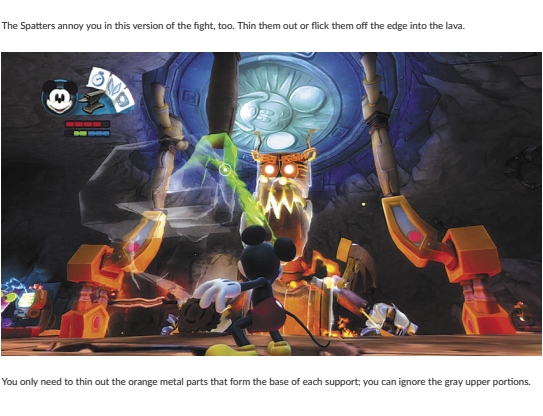
Be sure to pick up the Pete's Dragon Lunchbox and Gold Pin on the raised platform as you did in the Paint version of the fight.



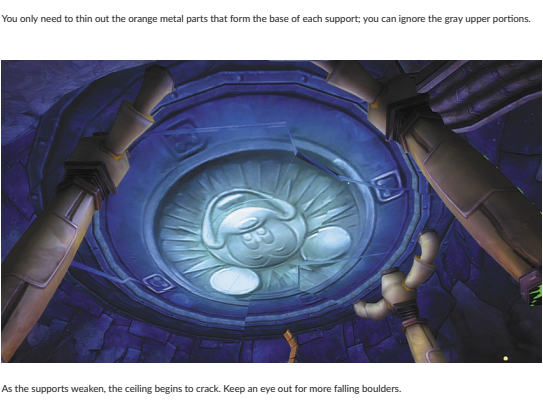
To win this part of the fight, you have to thin out the three large metal supports holding up the ceiling. Spray these with Thinner as the opportunity arises. You should position the support beams between you and the Dragon so that his Thinner breath attack hits the support beams instead of you.



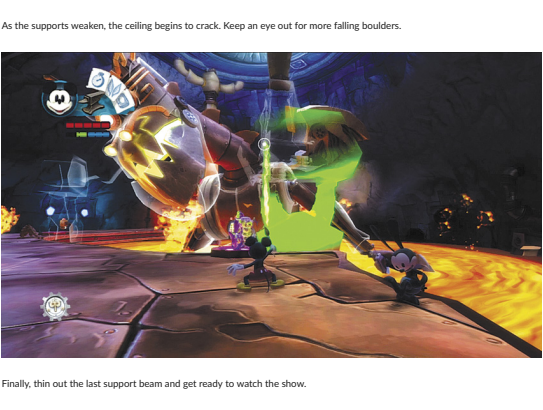
The Spatters annoy you in this version of the fight, too. Thin them out or flick them off the edge into the lava.



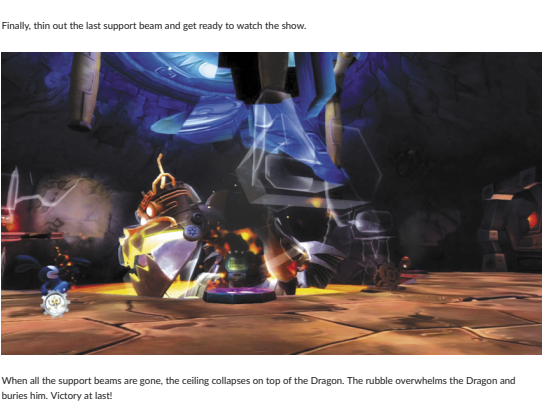
You only need to thin out the orange metal parts that form the base of each support; you can ignore the gray upper portions.



As the supports weaken, the ceiling begins to crack. Keep an eye out for more falling boulders.

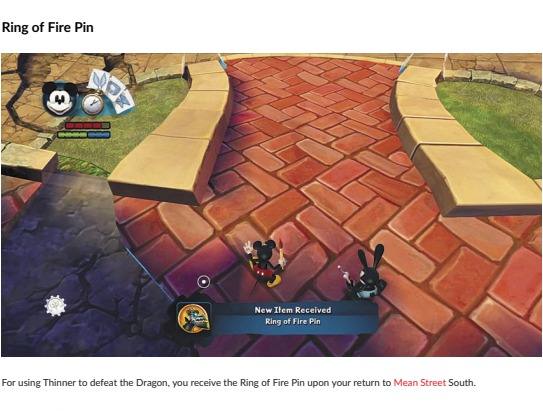


Finally, thin out the last support beam and get ready to watch the show.



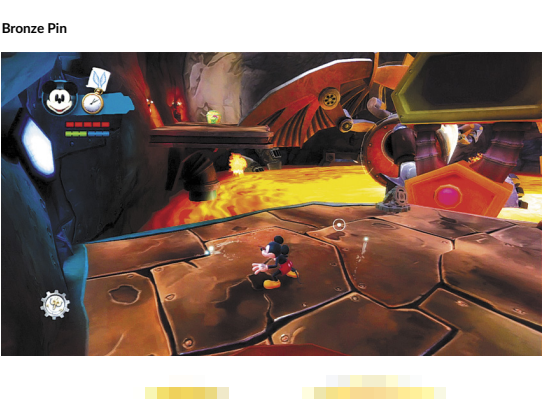
When all the support beams are gone, the ceiling collapses on top of the Dragon. The rubble overwhelms the Dragon and buries him. Victory at last!

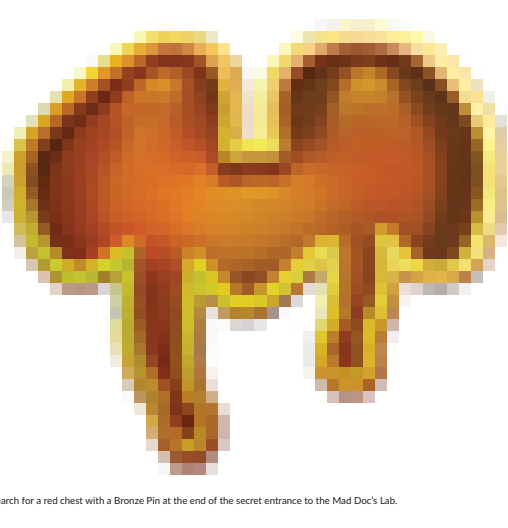
Ring of Fire Pin



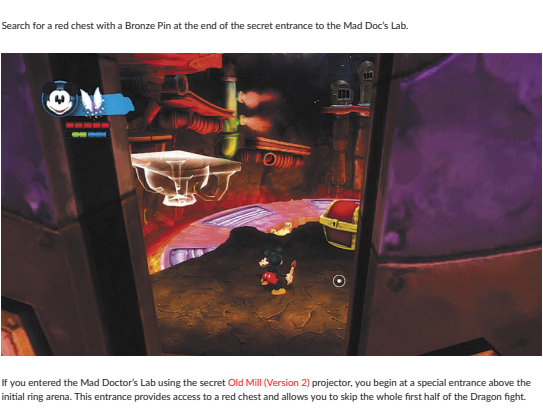
For using Thinner to defeat the Dragon, you receive the Ring of Fire Pin upon your return to Mean Street South.

Bronze Pin

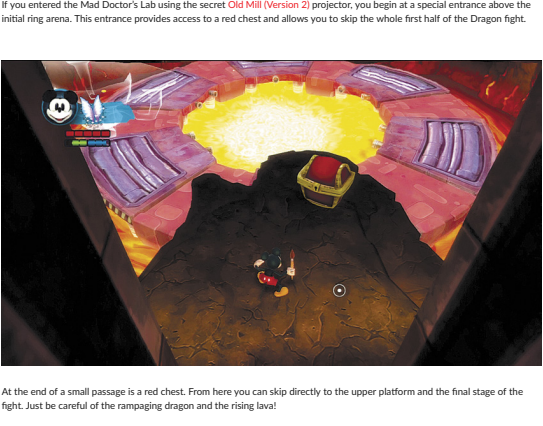




Search for a red chest with a Bronze Pin at the end of the secret entrance to the Mad Doc's Lab.



If you entered the Mad Doctor's Lab using the secret Old Mill (Version 2) projector, you begin at a special entrance above the initial ring arena. This entrance provides access to a red chest and allows you to skip the whole first half of the Dragon fight.



At the end of a small passage is a red chest. From here you can skip directly to the upper platform and the final stage of the fight. Just be careful of the rampaging dragon and the rising lava!

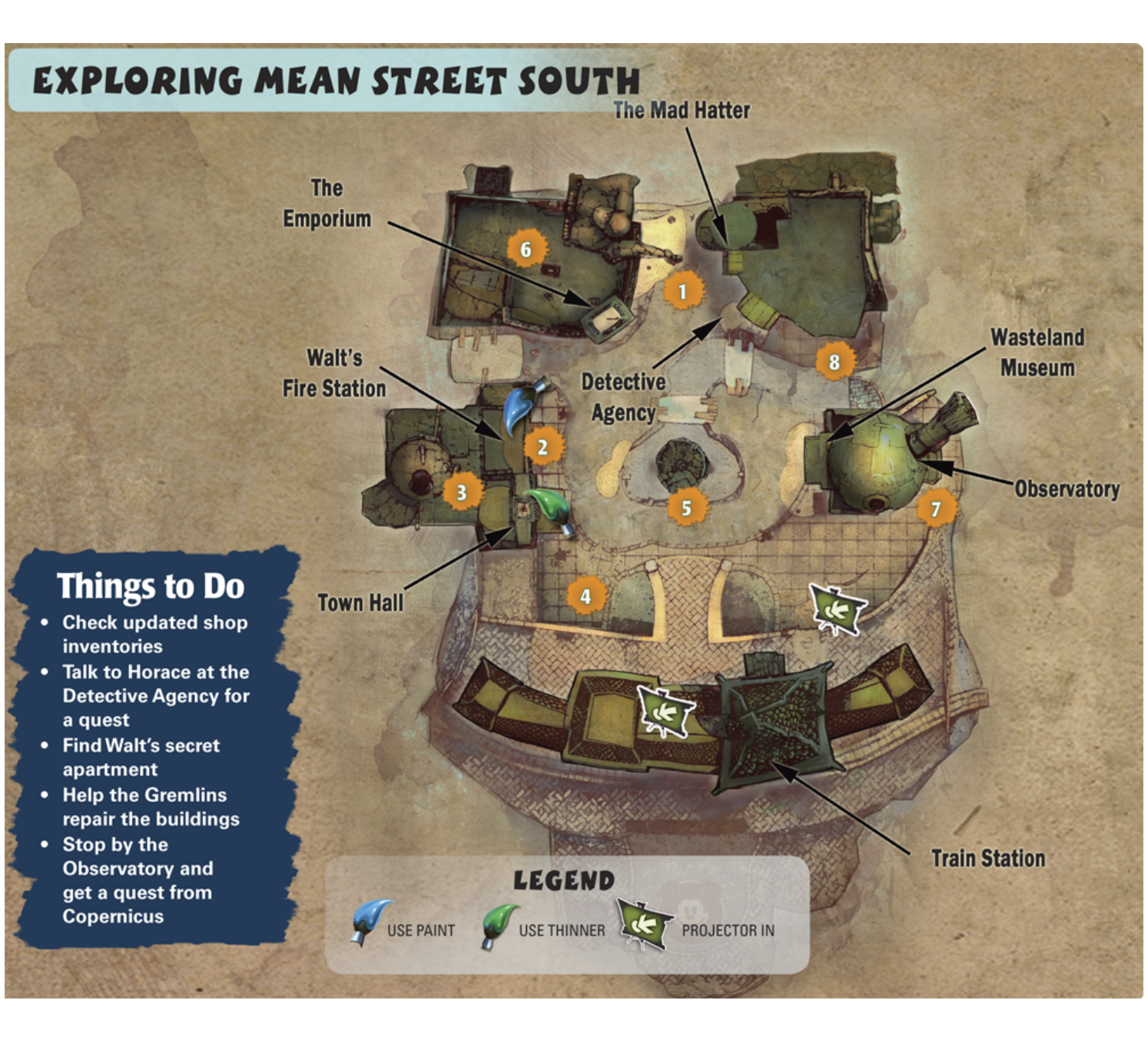
Episode 2

Episode 2 – A Small Mystery

"When I watched Disney cartoons, I remember everything being larger than life. Of course, I was five then, but there was this sense of awe. It was important for me to recreate that feeling with the vision. I wanted the player to see something beautiful every time the camera moved. I wanted the player to experience that same sense of wonder when they looked around." – Bernadette L.

Mean Street South (Visit 2)

EXPLORING MEAN STREET SOUTH


EXPLORING MEAN STREET SOUTH
The Mad Hatter
The Emporium
Walt's Fire Station
Detective Agency
Wasteland Museum
Observatory
Town Hall
Train Station
1
2
3
4
5
6
7
8
Things to Do
Check updated shop inventories
Talk to Horace at the Detective Agency for a quest
Find Walt's secret apartment
Help the Gremlins repair the buildings
Stop by the Observatory and get a quest from Copernicus
LEGEND
USE PAINT
USE THINNER
PROJECTOR IN

Things to Do

- Check updated shop inventories
- Talk to Horace at the Detective Agency for a quest
- Find Walt's secret apartment
- Help the Gremlins repair the buildings
- Stop by the Observatory and get a quest from Copernicus

LEVEL OVERVIEW

Fresh from your victory over the Blotworx Dragon, you find out that someone sabotaged the projectors. Prescott is the chief suspect. You must head to Mean Street North to use the Bog Easy projector, where your hunt for Prescott will truly begin. Before then, though, you might have some shopping and visiting to do on Mean Street South.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

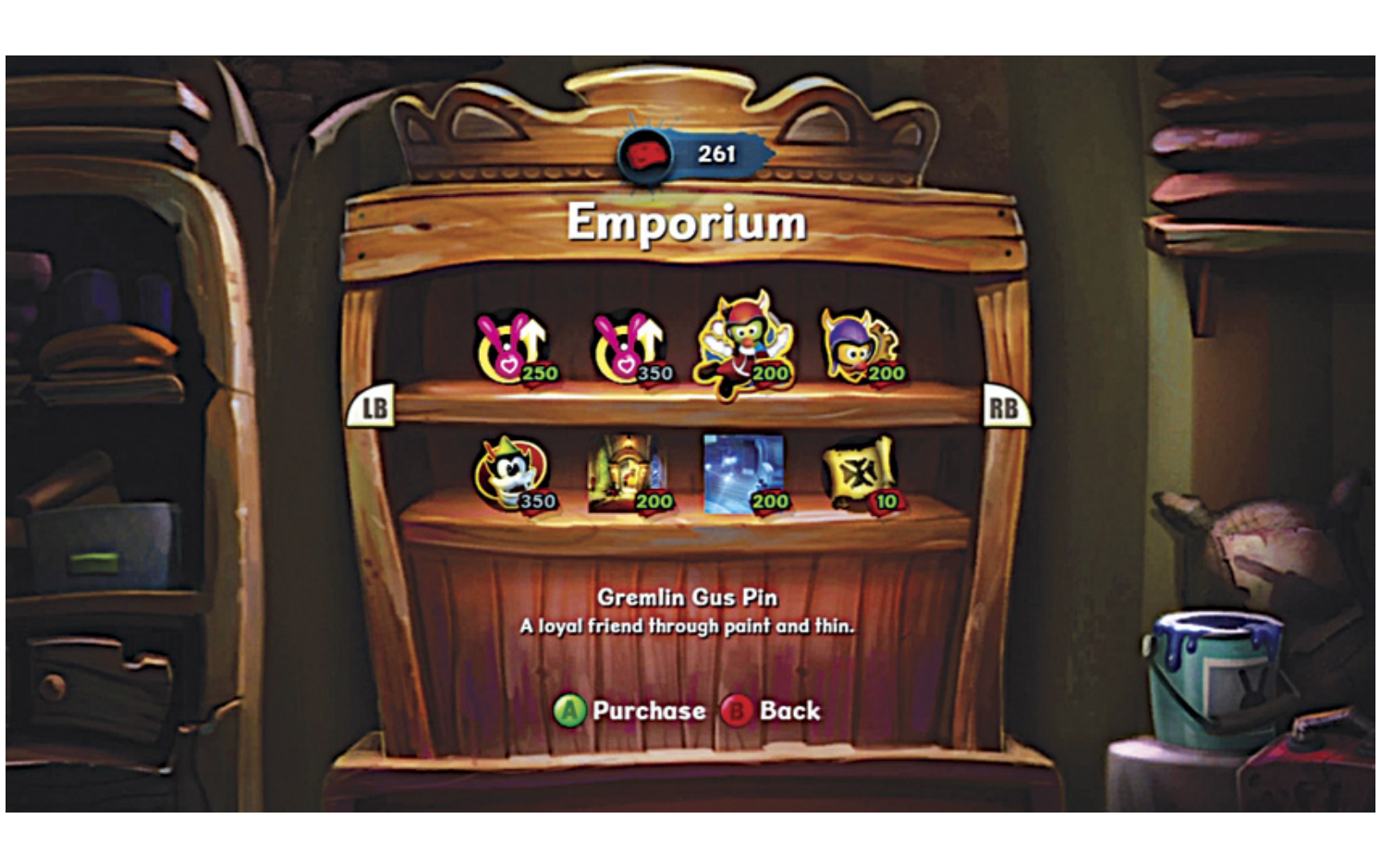
- Golden E-ticket
- Meet Your Maker Pin

Enemies

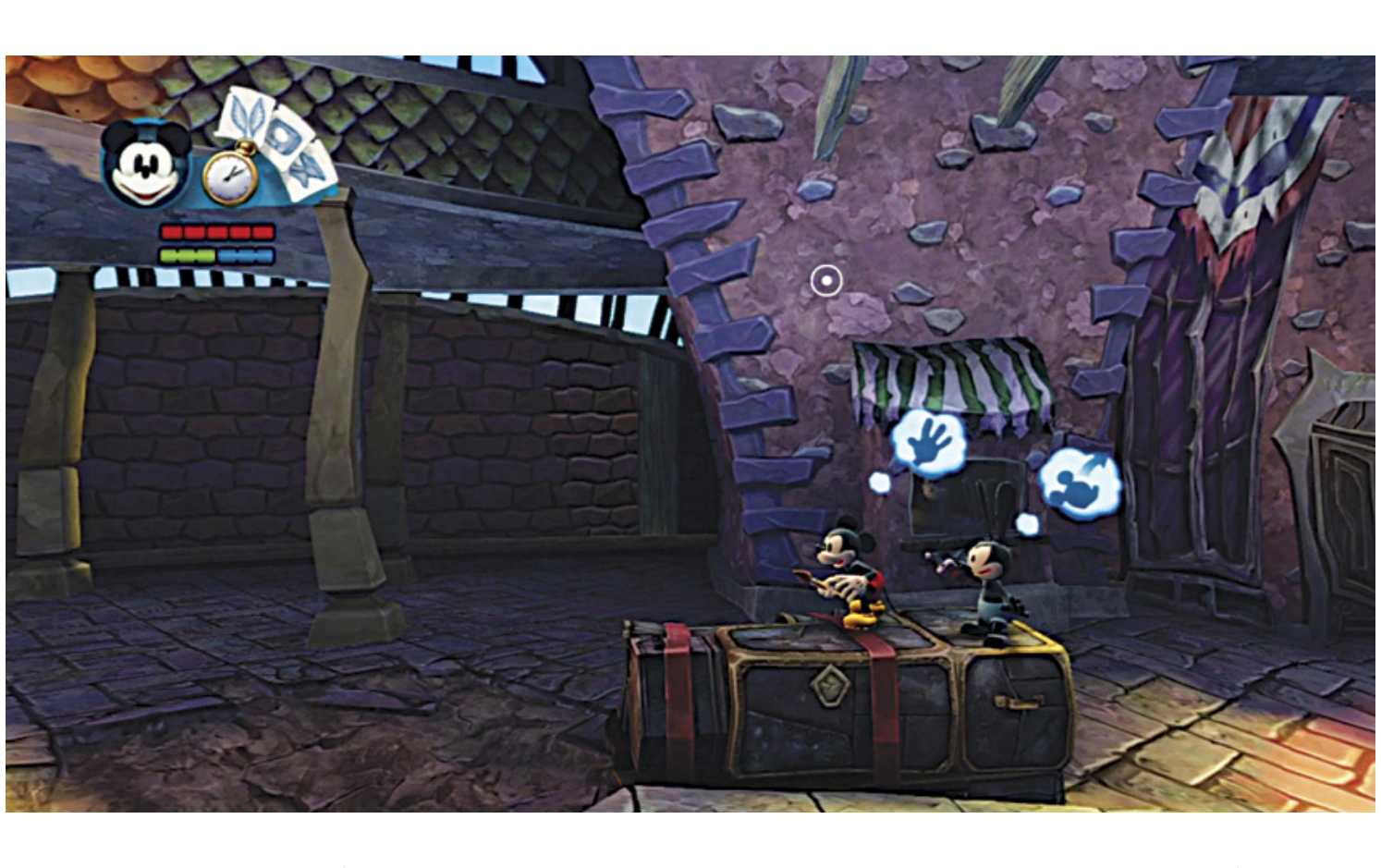
- None

Quests

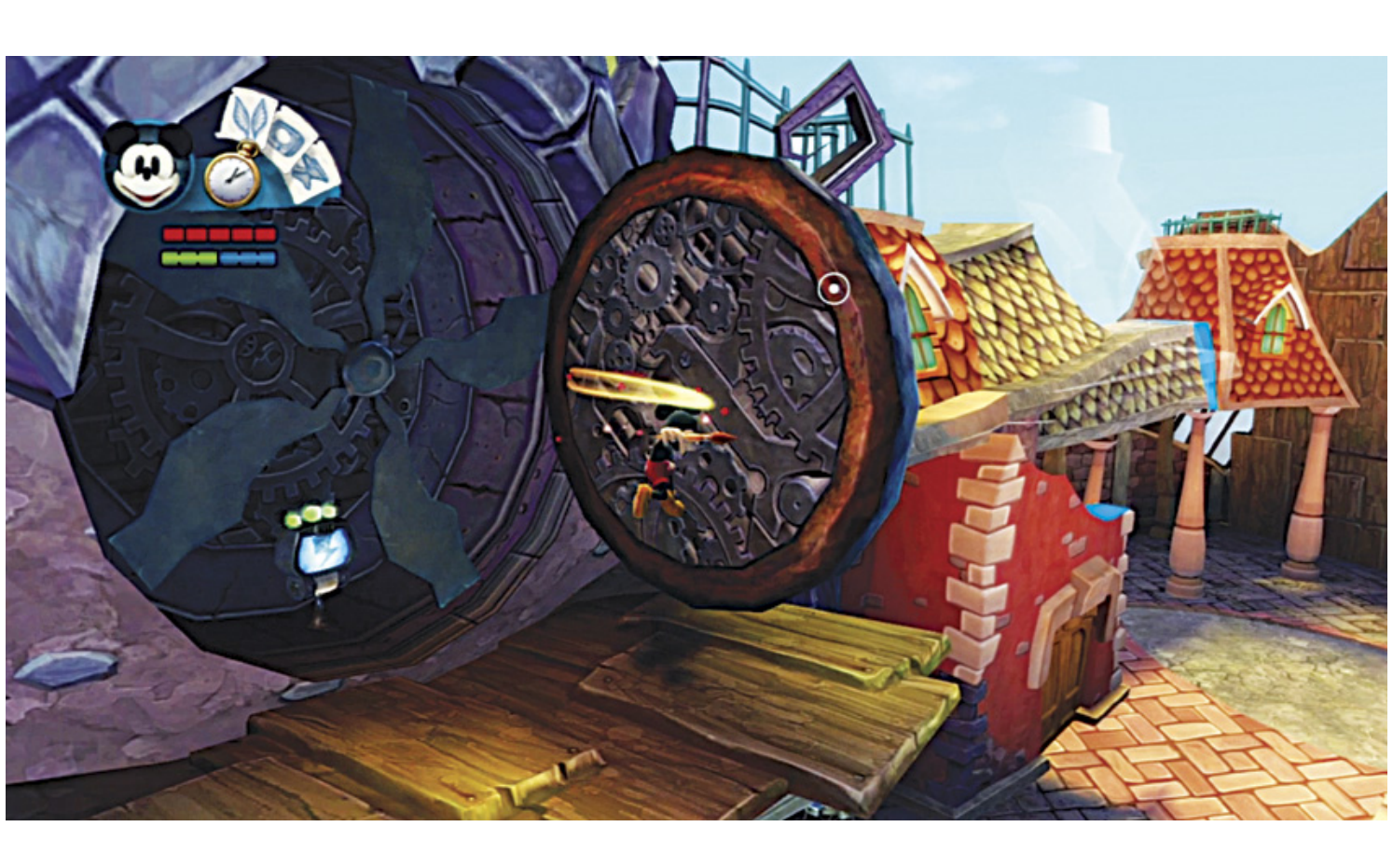
- The Bunny Wranglers
- Horace's Assistant Assistance
- Watch the Skies

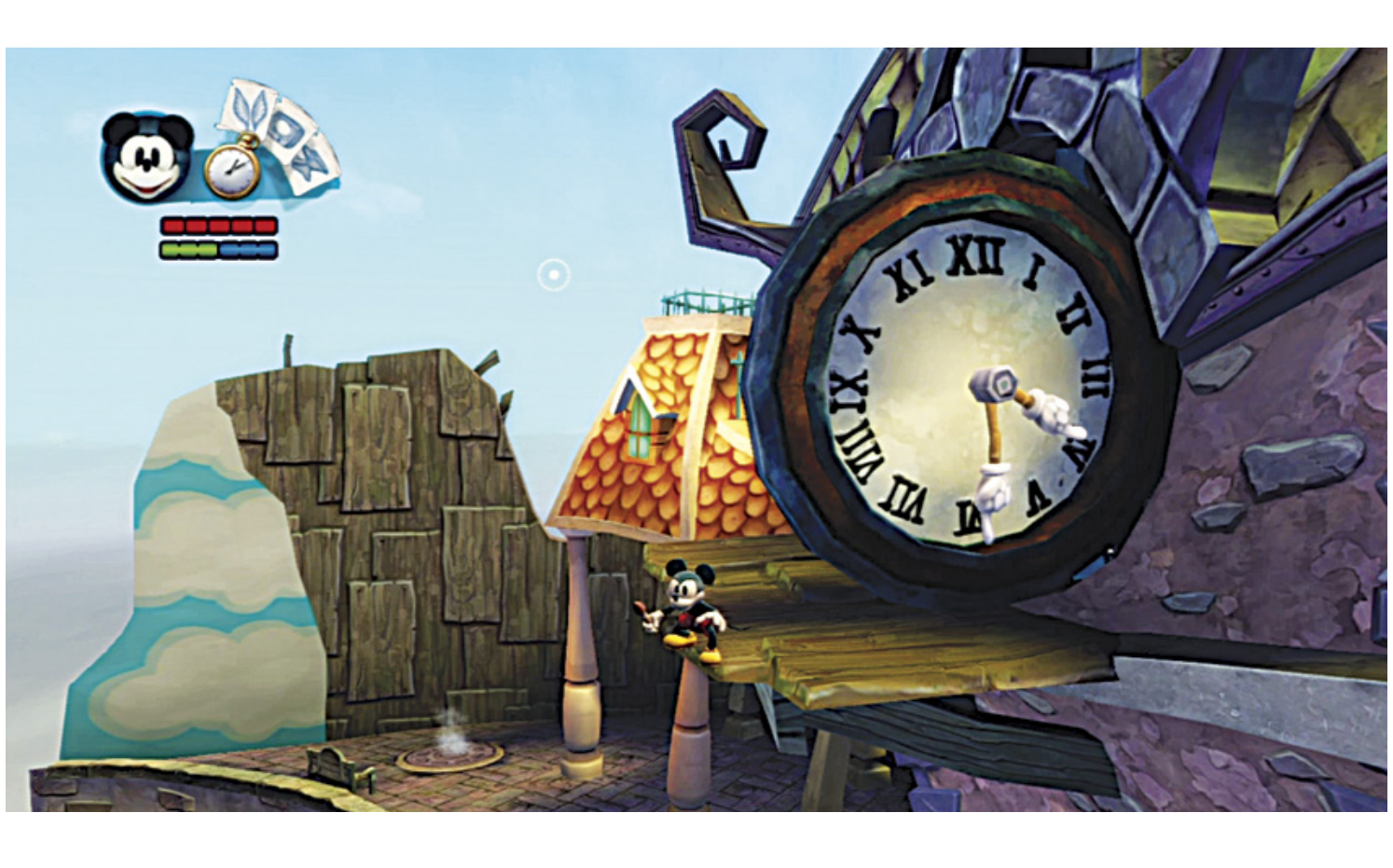


When you return to Mean Street South, your main objective is to take the sewer entrance to the Underground. However, before you leave there are some optional tasks to complete. Stop by the local shops and check for updated inventories. In particular, the Emporium has additional health upgrades, new pins, a Watch Sketch upgrade (if you didn't buy this on the first visit), plus some other goodies.

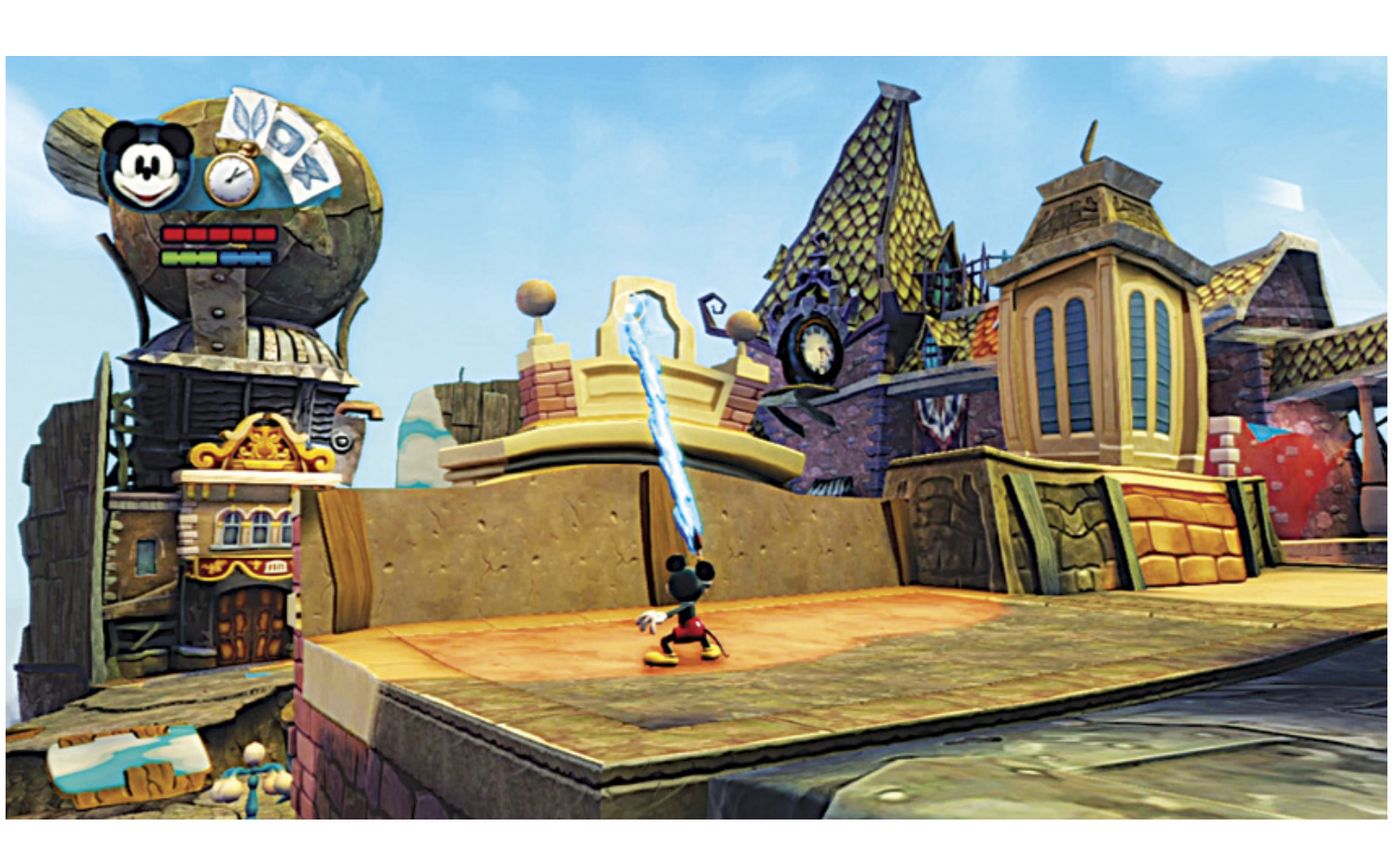


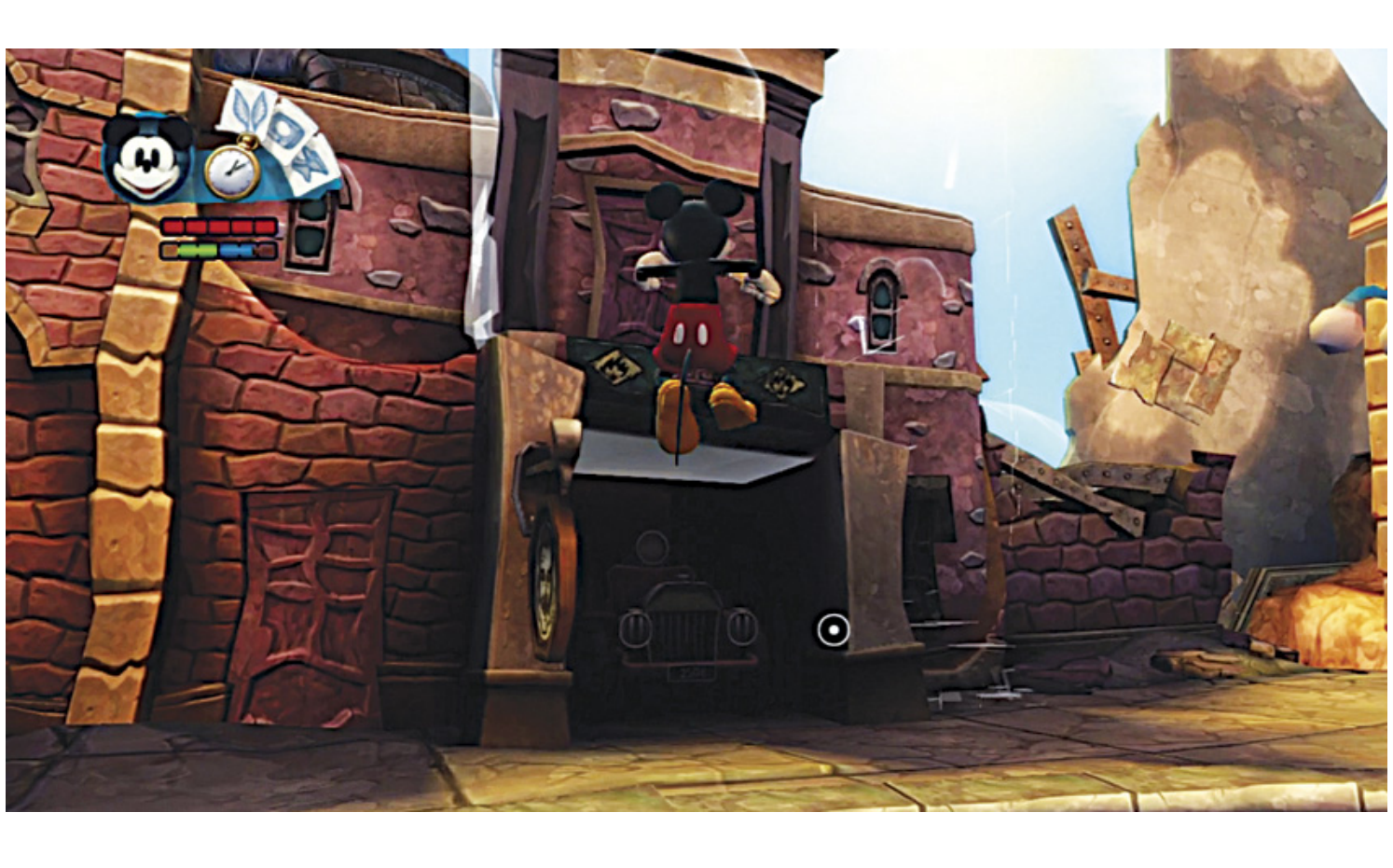
If you repaired the train station's clock during your first visit to Mean Street South, you can now use it to find Walt's hidden apartment. For the first step, Oswald should toss Mickey up to the clock tower.



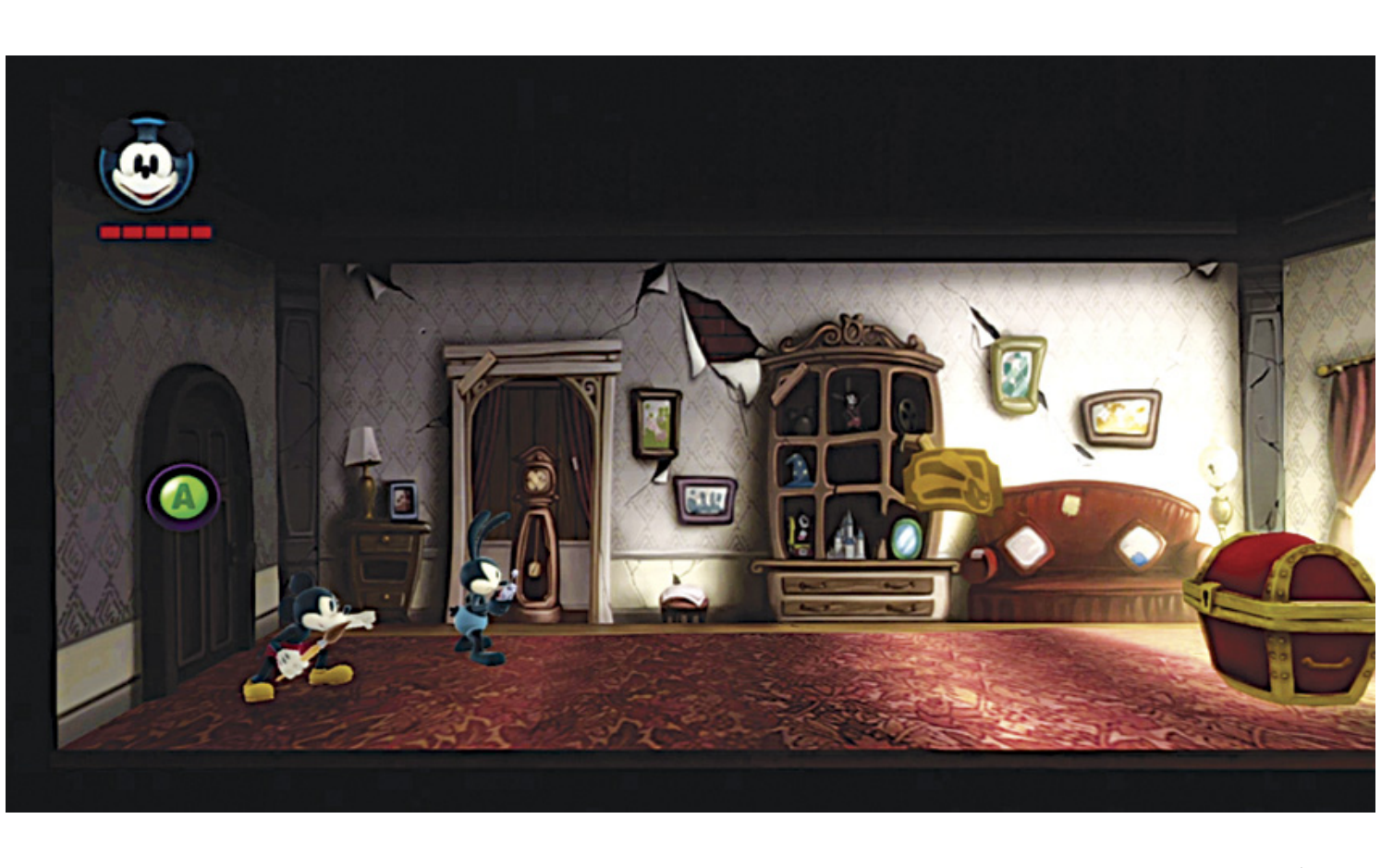


If you hit the clock with a Spin Attack, the hands change times. Keep hitting the clock until the time reads 4:30.



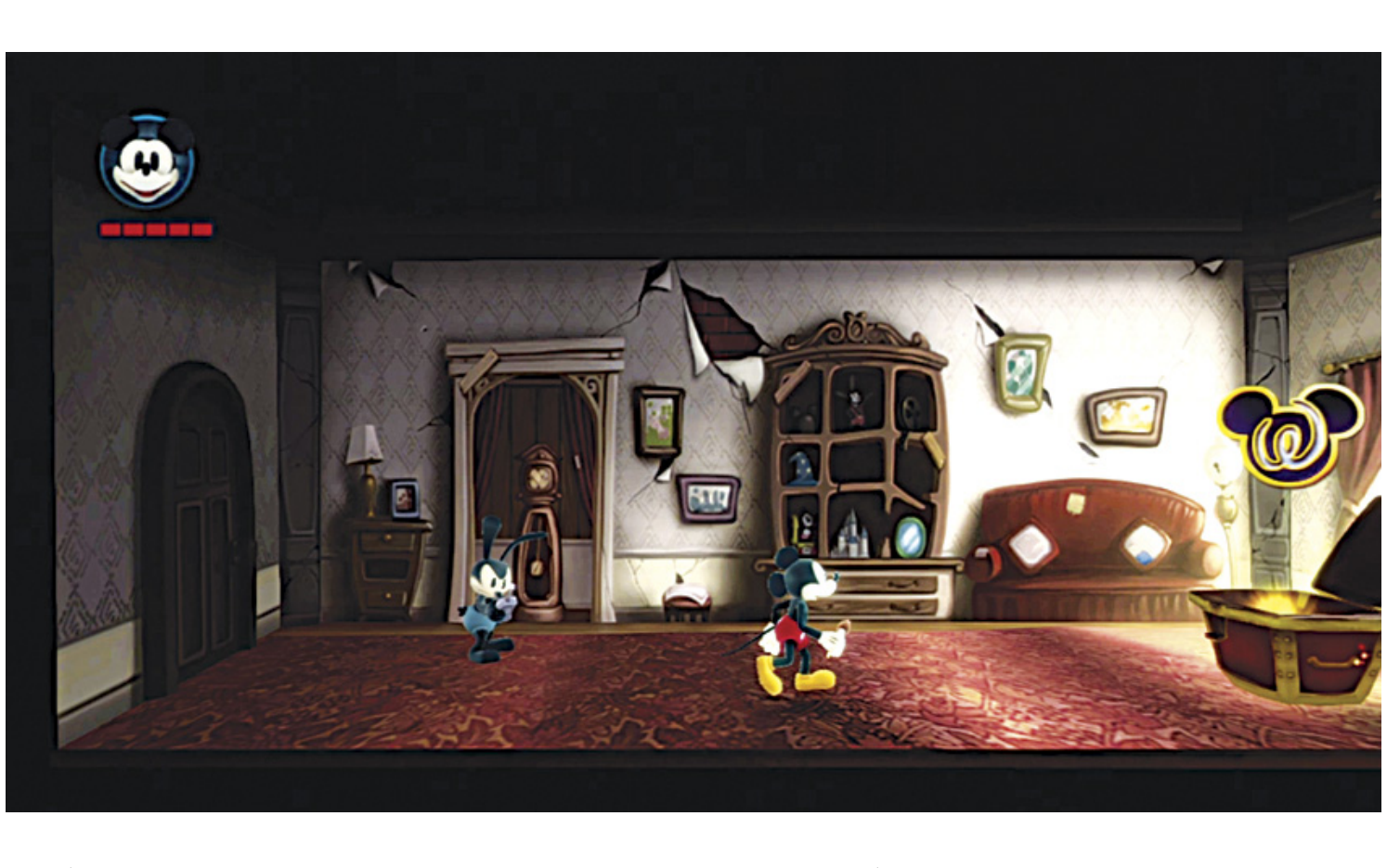


After you set the clock to 4:30, head over to the Fire Station and paint the bell tower. Ring the painted bell and then drop to street level. Next, thin out the top level of the Fire Station.



If you painted and thinned correctly, you will see a doorway to a secret apartment. Enter to earn the goodies inside Walt's apartment.

Meet Your Maker Pin



If you've set the clock tower to 4:30 and uncovered the hidden entrance to Walt's apartment above the Fire Station, you can enter to claim a golden E-ticket and open a red chest containing the Meet Your Maker Pin.

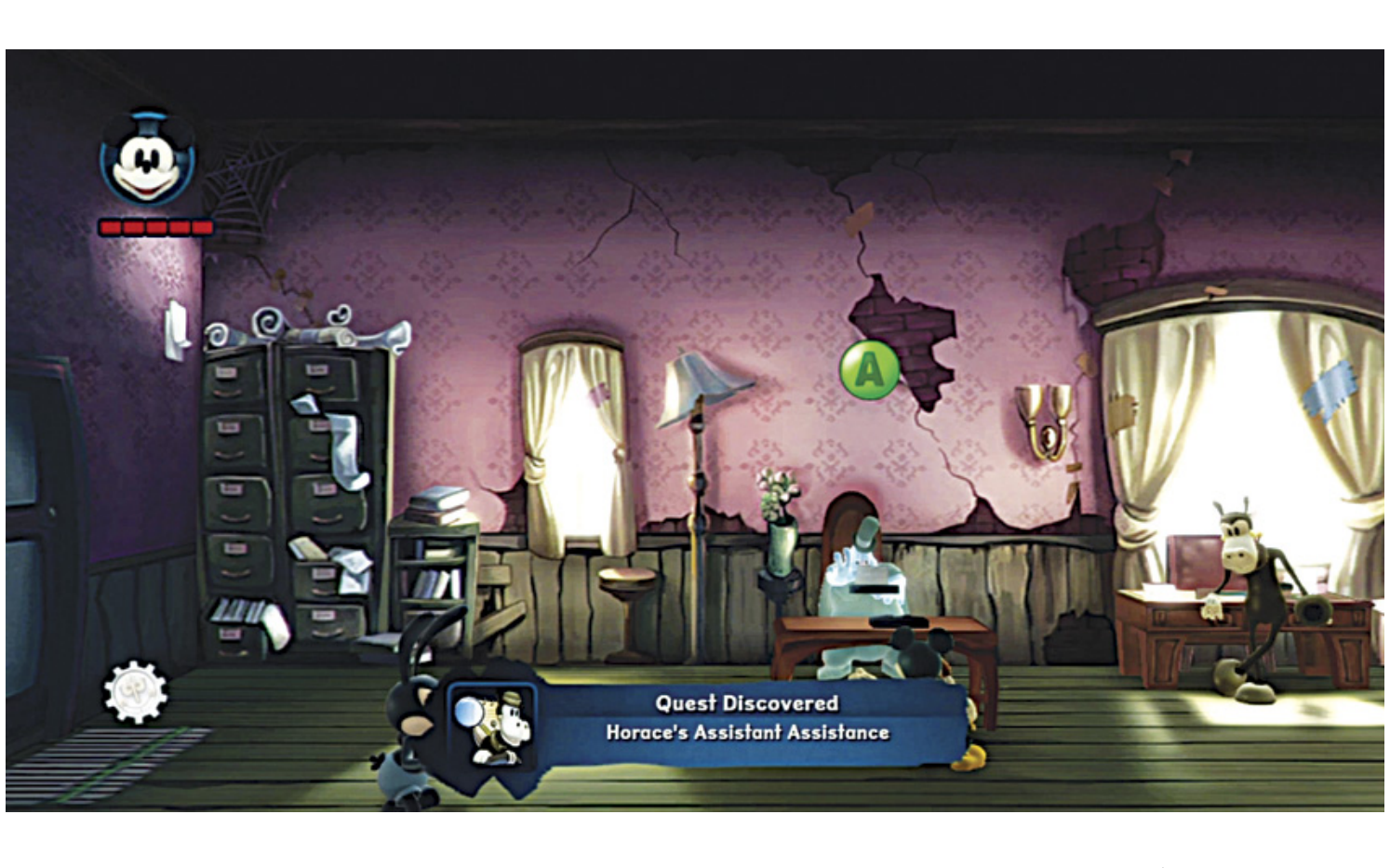
JUNCTION POINT

HORACE

On your second visit to Mean Street South, you can speak with your old friend Horace and he'll offer you the Horace's Assistant Assistance quest. He's tired of his current assistant and wants a new one. If you choose to help your old friend, Horace will be happy and appear in the game's ending with Clarabelle. If you choose to ignore Horace's request, or fail to complete all the steps, Horace will be upset and will appear by himself in the game's ending.

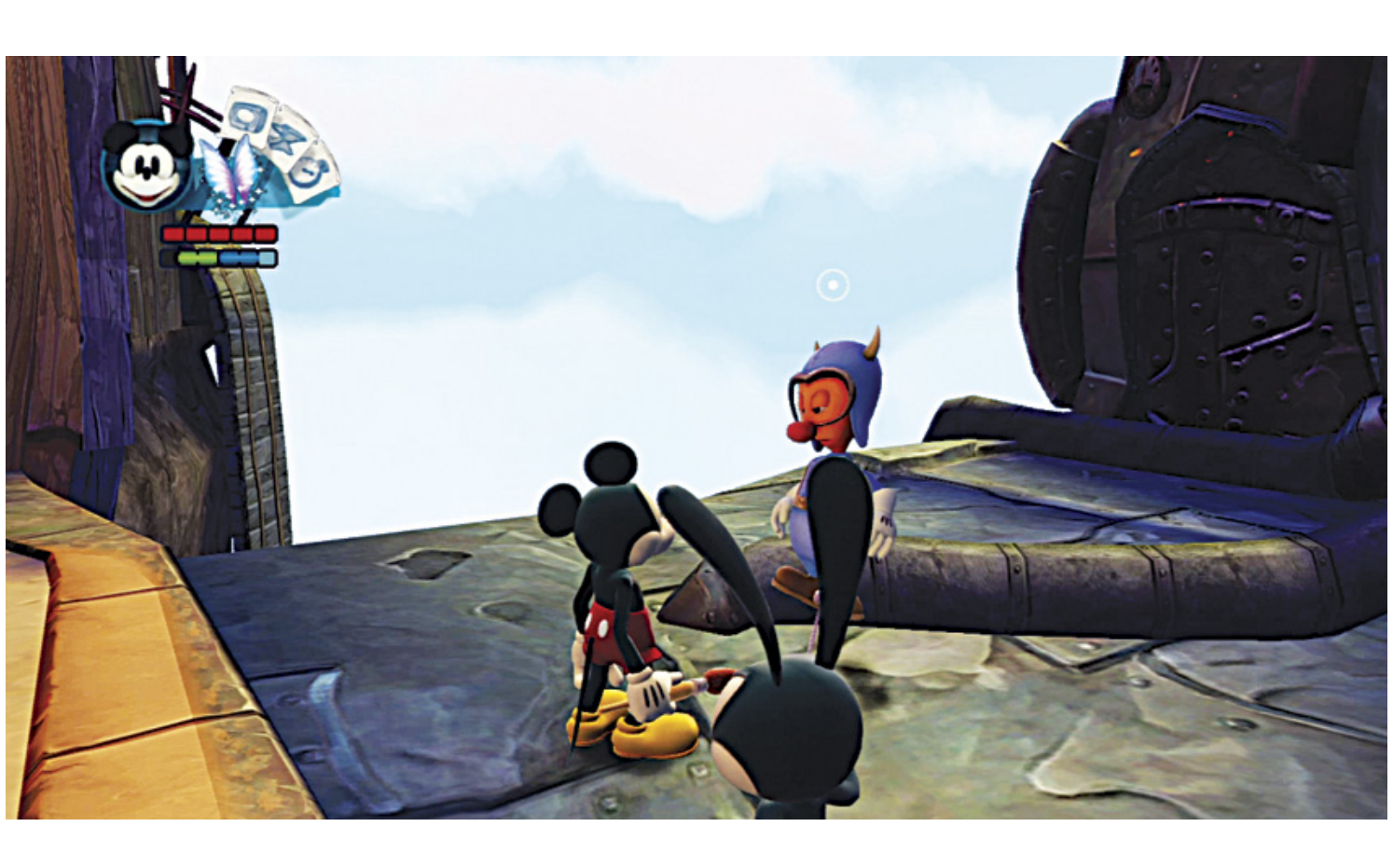
OPTIONAL QUEST

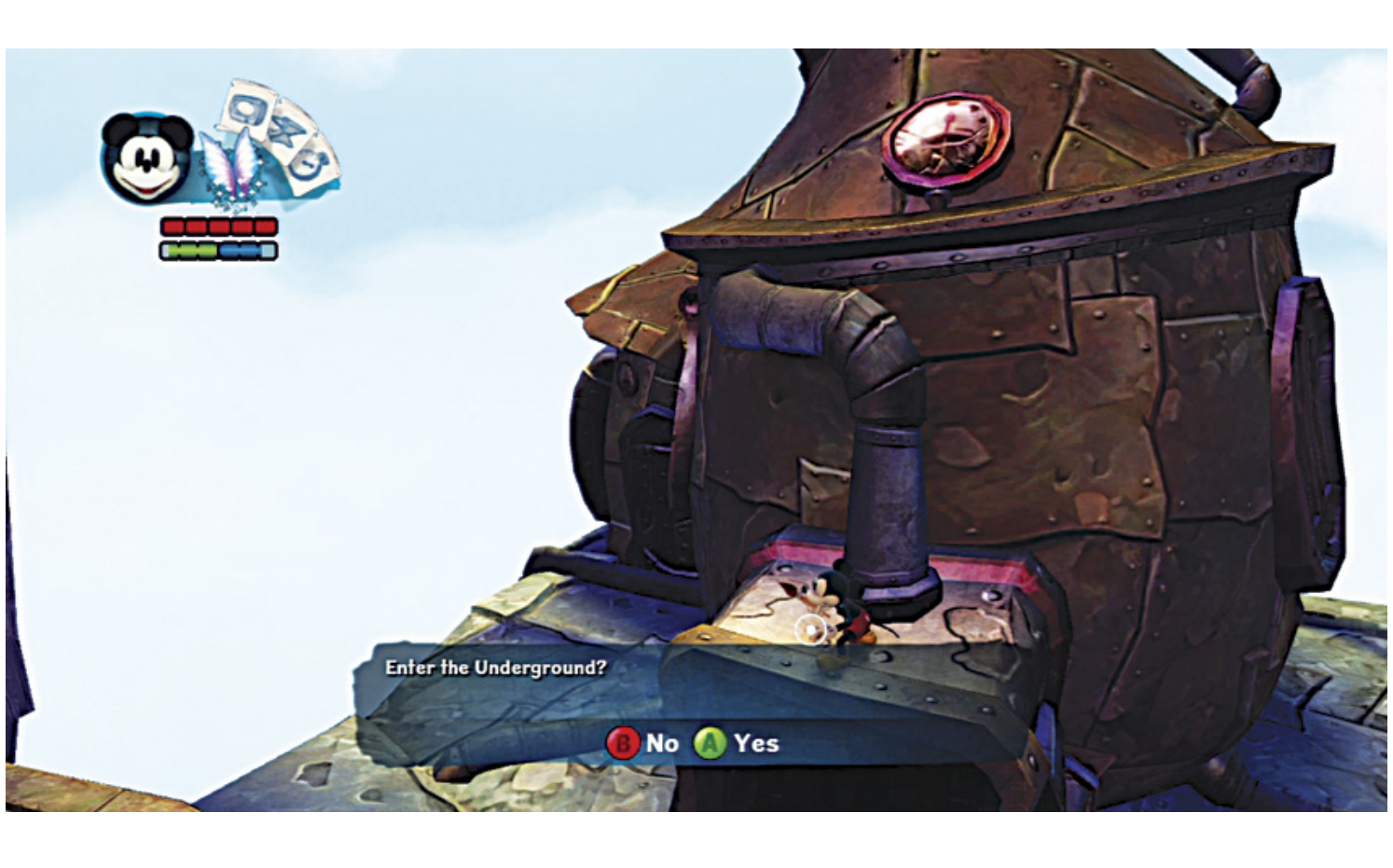
HORACE'S ASSISTANT ASSISTANCE



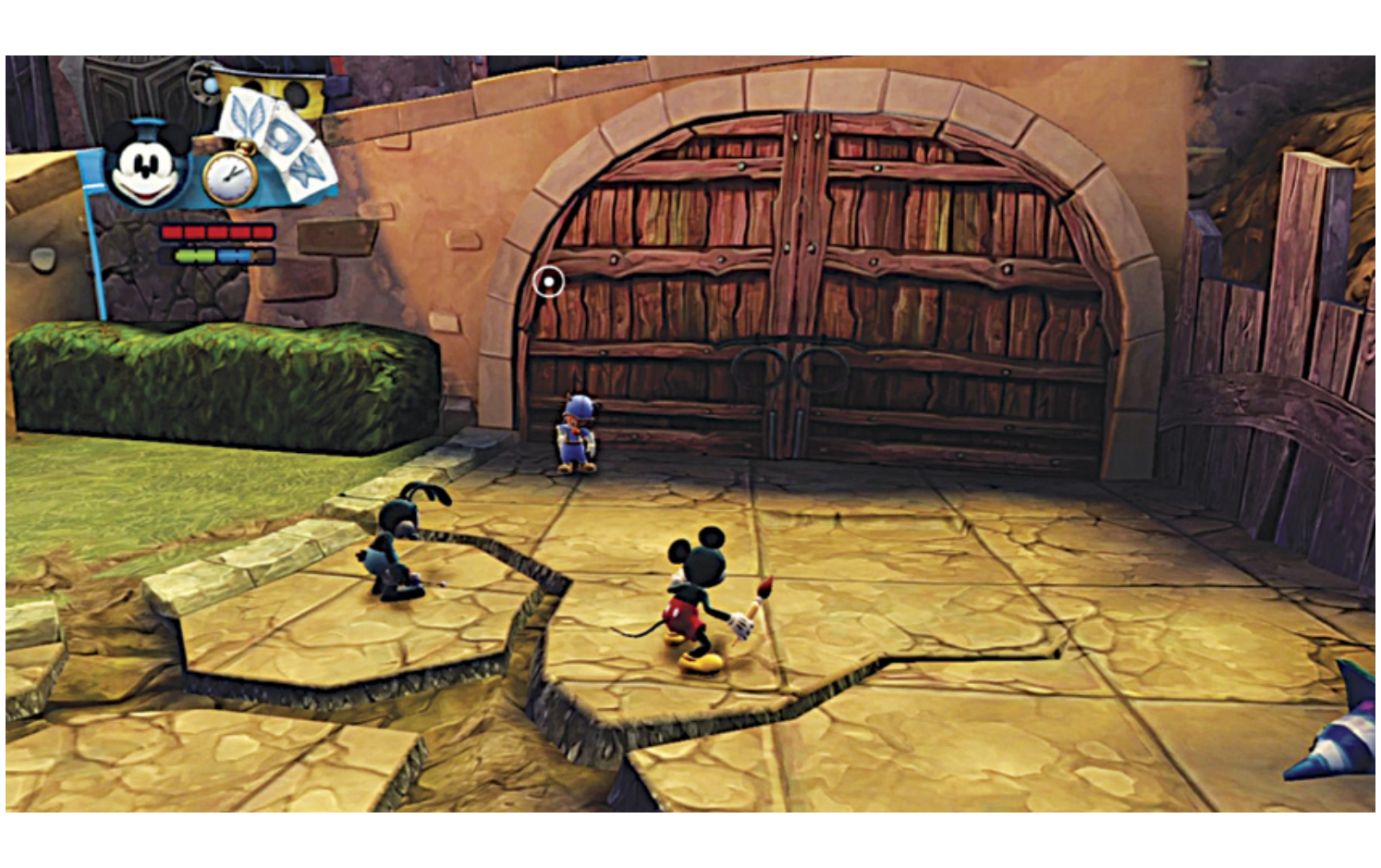
Stop by the Detective Agency and Horace asks you to help get rid of his annoying assistant, Tedworth. You'll earn the new quest, Horace's Assistant Assistance, which sends you around the zones searching for a new assistant for Horace. To start, you need to find all the parts of Tedworth's teddy bear in Blot Alley.

Leave the apartment and go back on the Fire Station roof. The Gremlins are trying to get caught up on repairs to the buildings that have been damaged by the quakes.

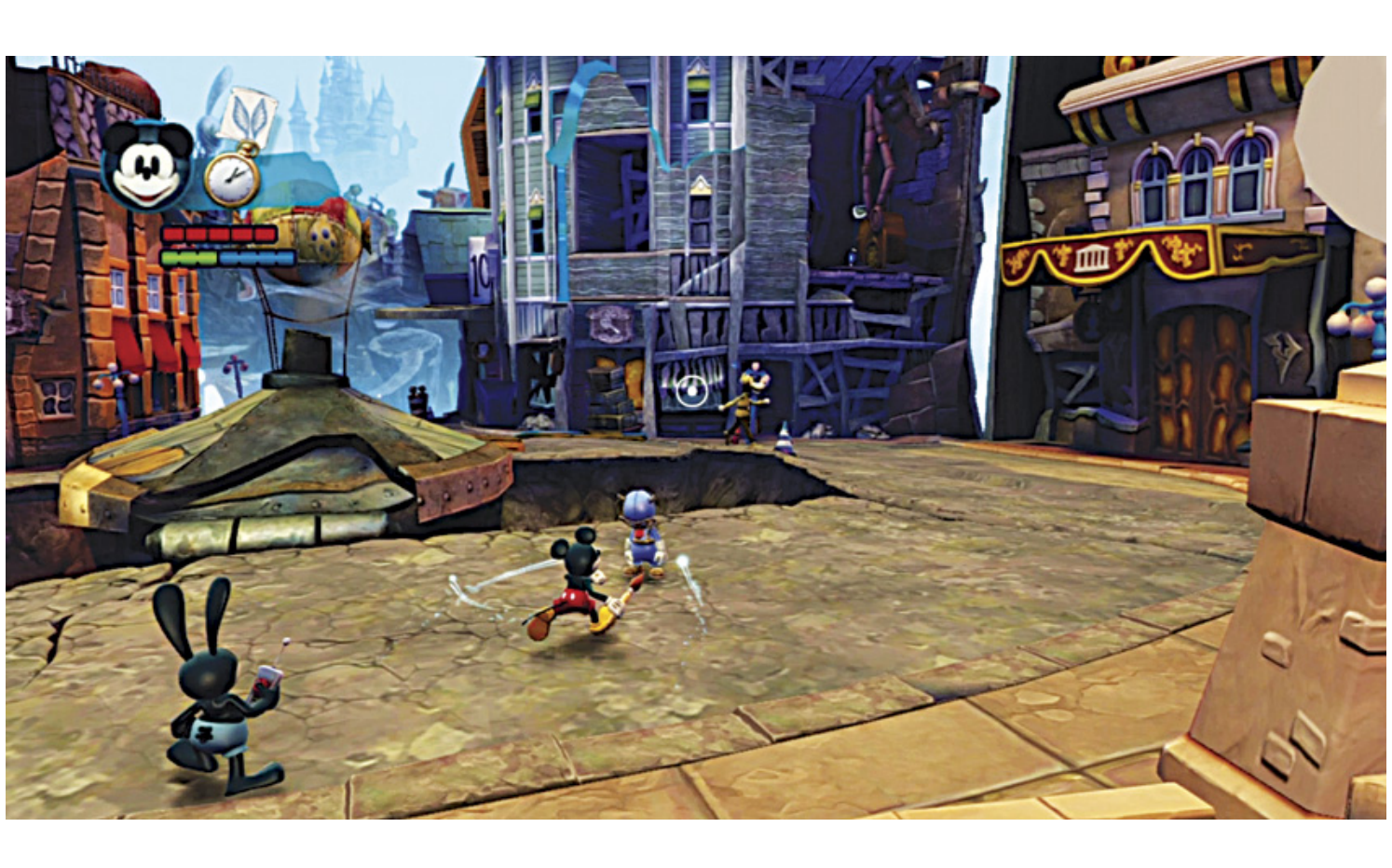


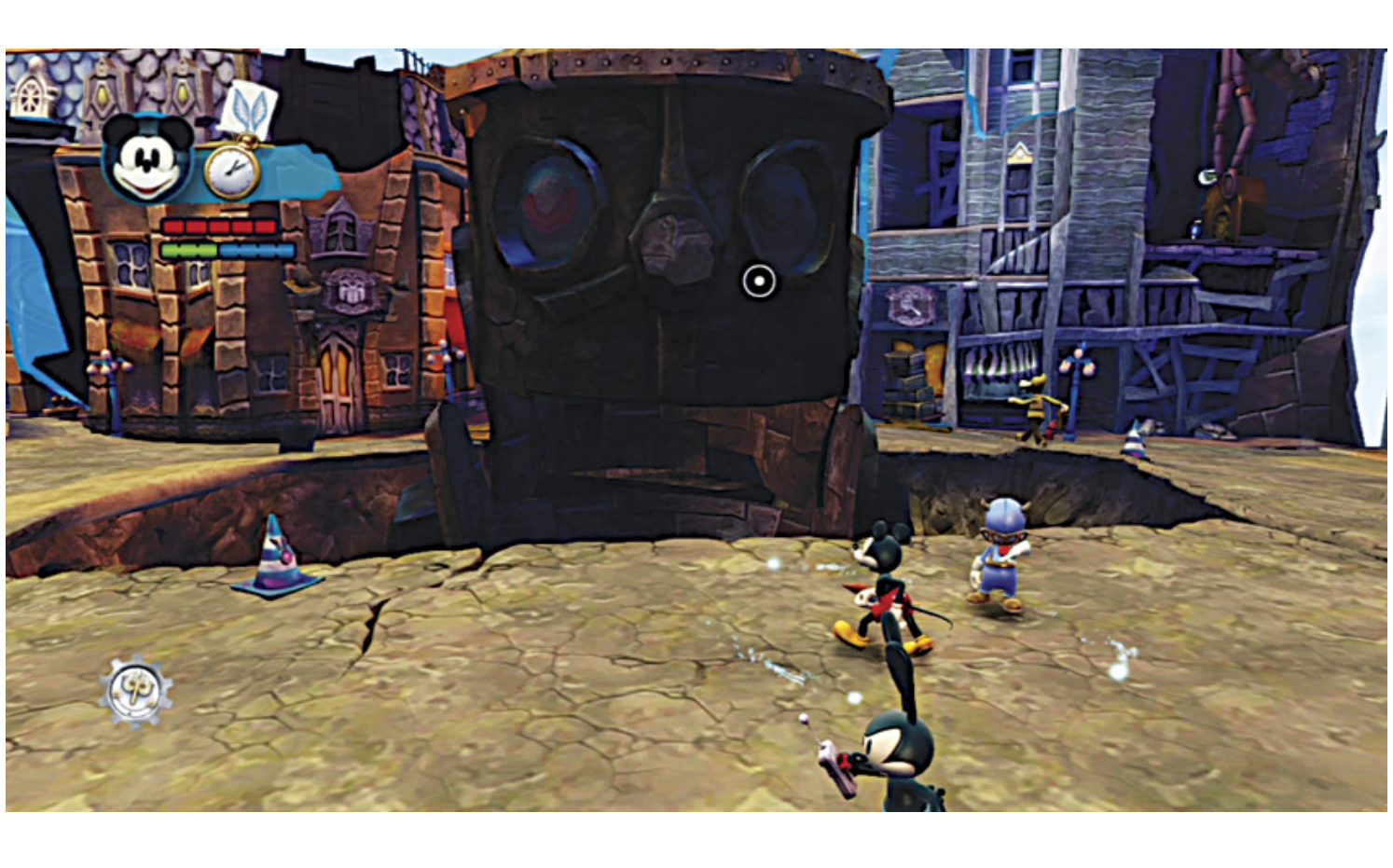


You find a Gremlin up on the Fire Station roof, but he needs some Scrap Metal to repair the building. If you help him, the repaired building opens up an entrance to the Widget Room in the Underground. Alternately, you can destroy the structure by using the Fairy Sketch on the two side panels and having Oswald shock the switches underneath. Destroying the structure earns you extra Scrap Metal.



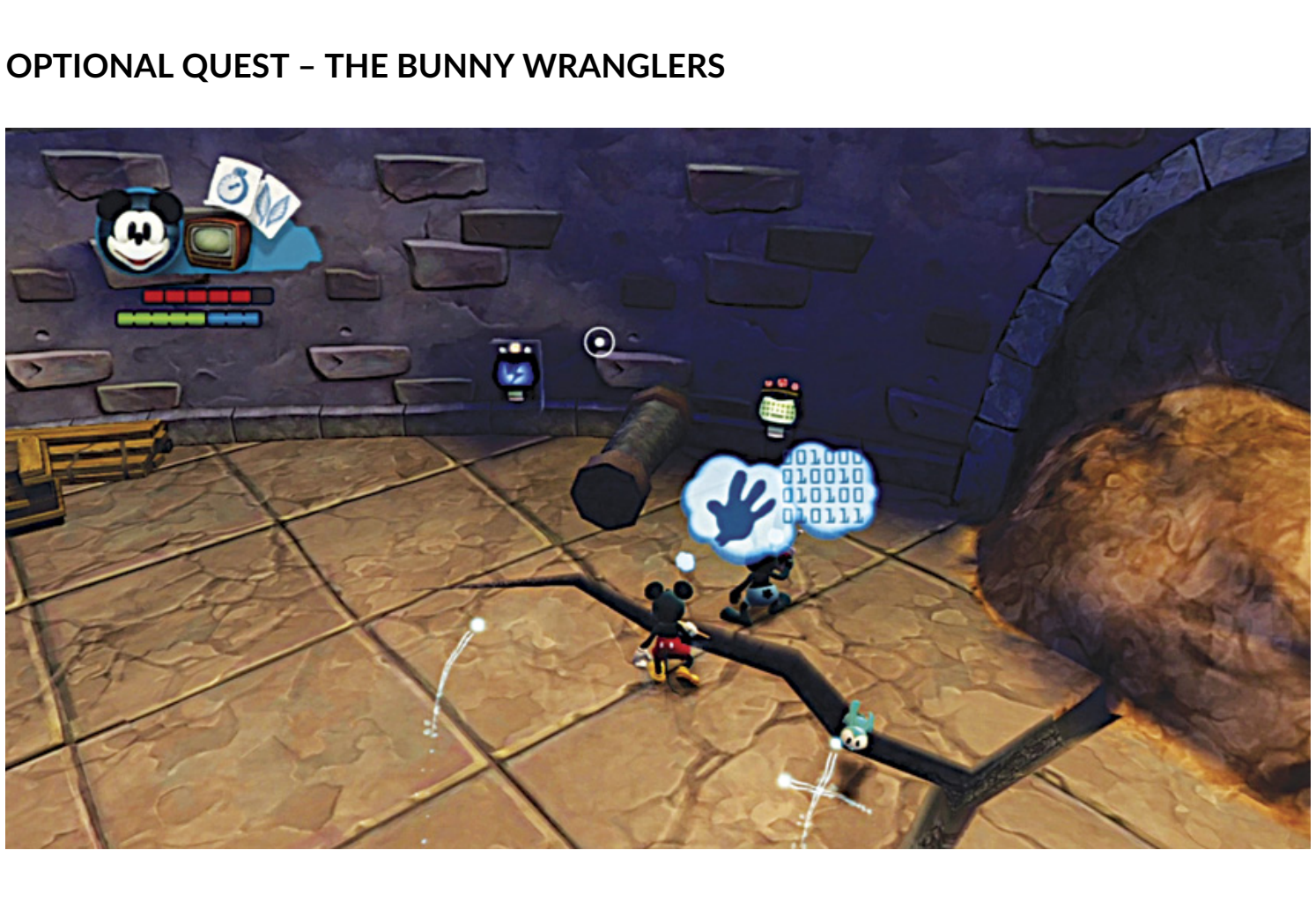
Back near the train station, you can speak with another Gremlin to open a pair of large wooden doors. This grants access to the tunnels leading to Seth and the flower garden behind the train station. This costs Scrap Metal, however, so you're better off just thinning the train station staircase and using the ramp next to the Mean Street entrance.



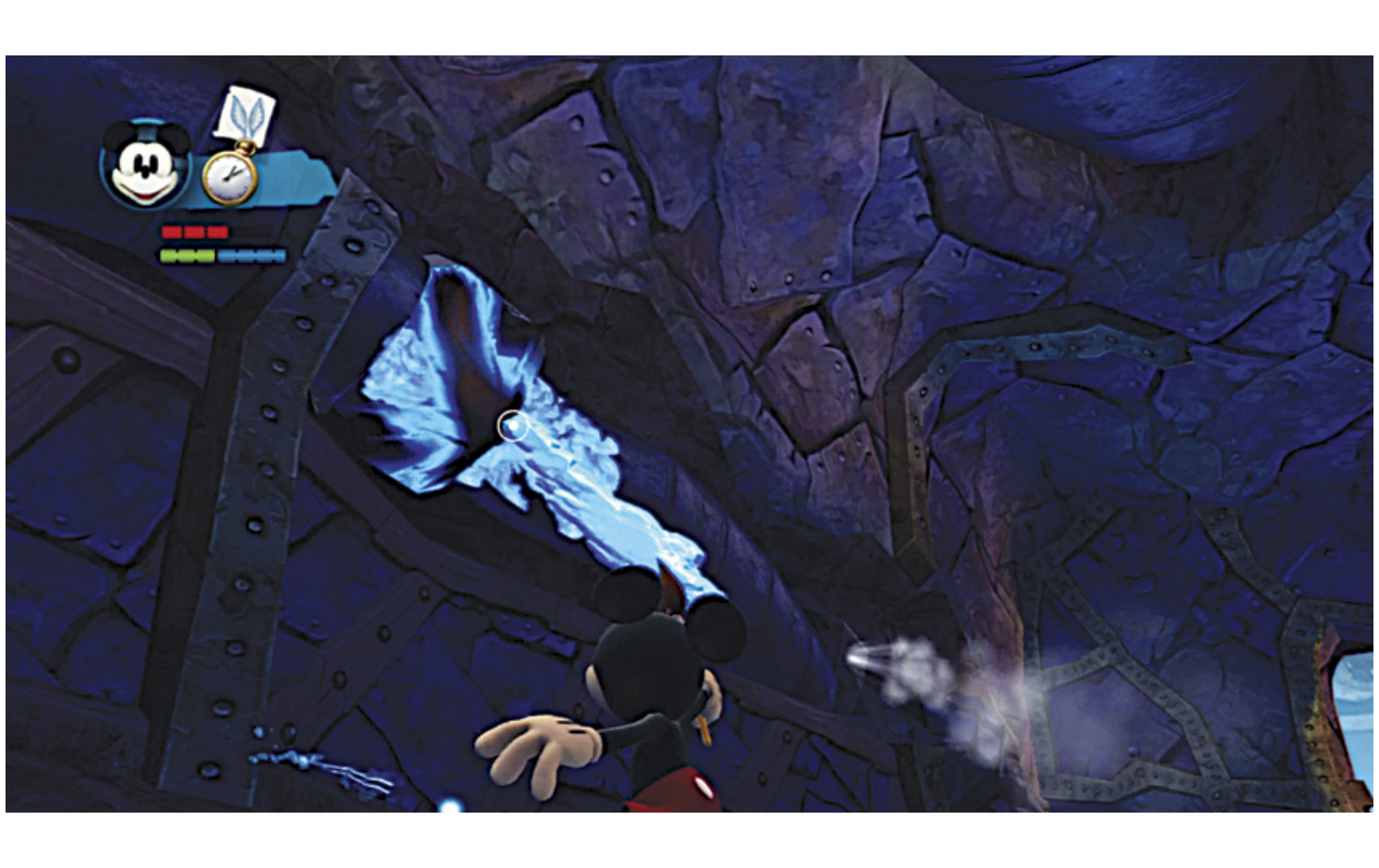


A large robot head in need of repair stands in the center of town. You can ask the nearby Gremlin to repair it for a large chunk of Scrap Metal. The repaired robot head lifts up and leads to an underground passage. If you wish to destroy the robot head instead, thin the two sections around the top of the head and have Oswald reprogram the terminals hidden underneath. This gives you extra Scrap Metal, but cuts you off from using the underground passage.

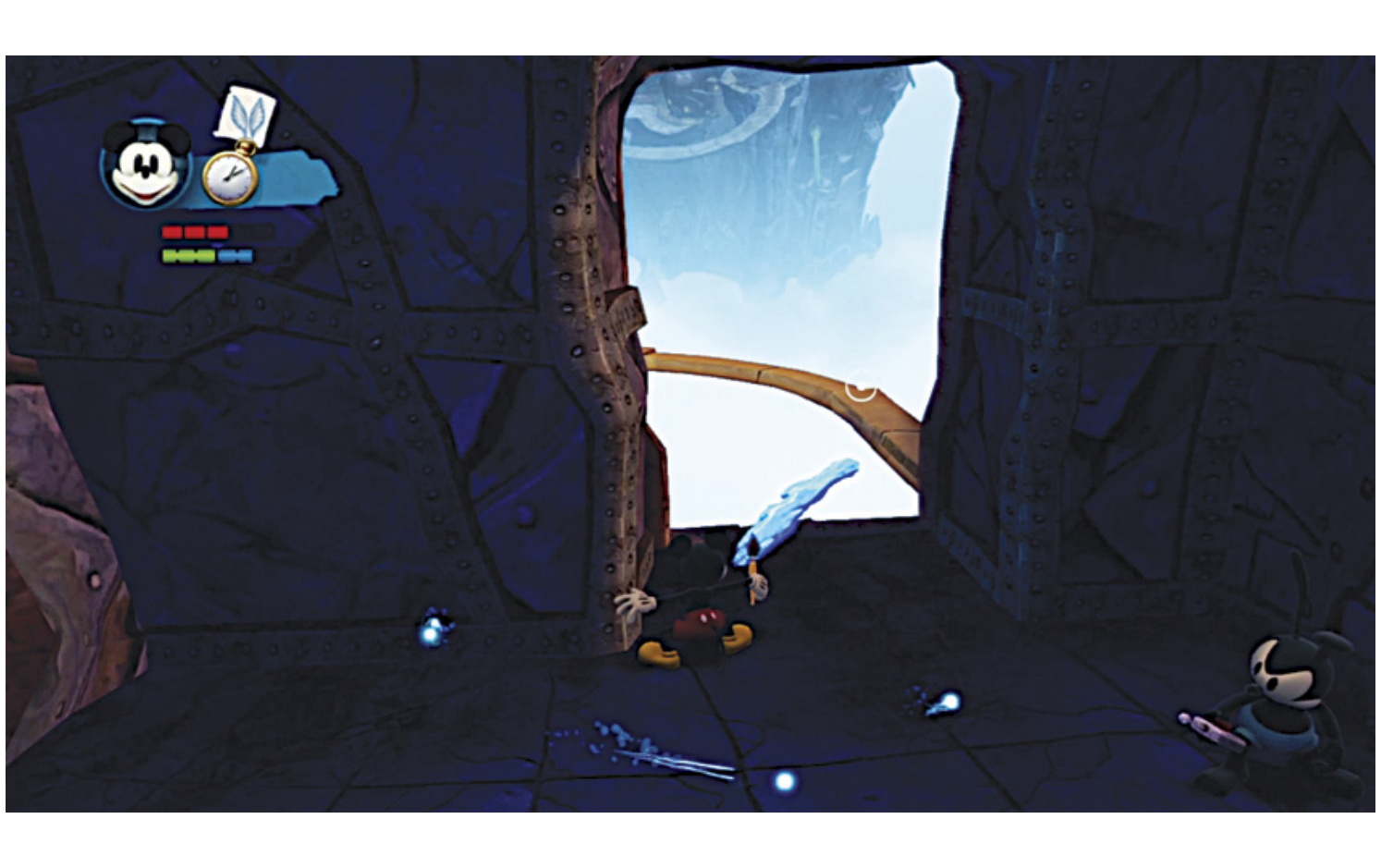
OPTIONAL QUEST – THE BUNNY WRANGLERS



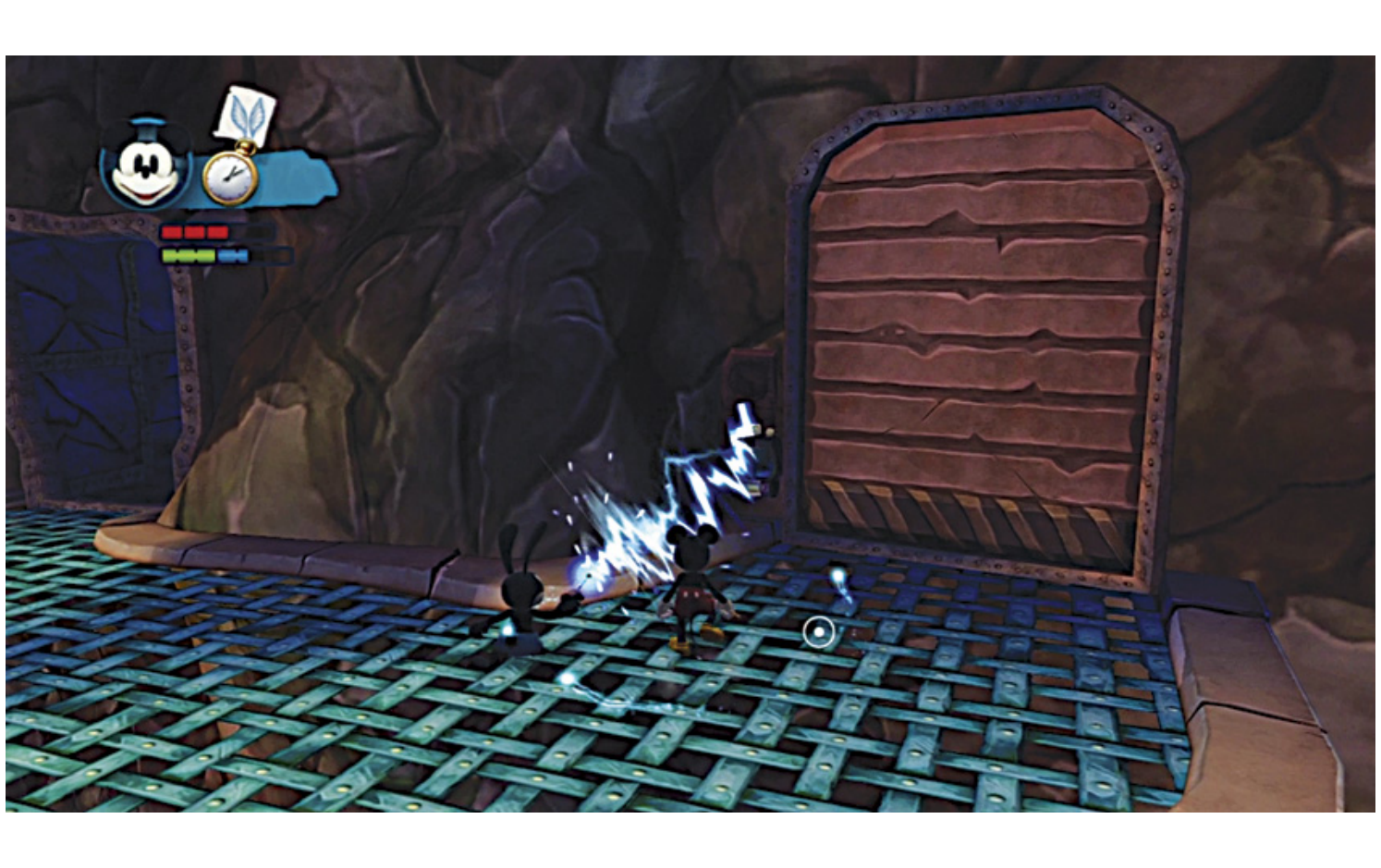
Look for a pipe to the Bunny Wranglers optional quest on the opposite side of the stairs from the large wooden doors. As with all the Bunny pipes, you can suck up the little critters here if you choose.



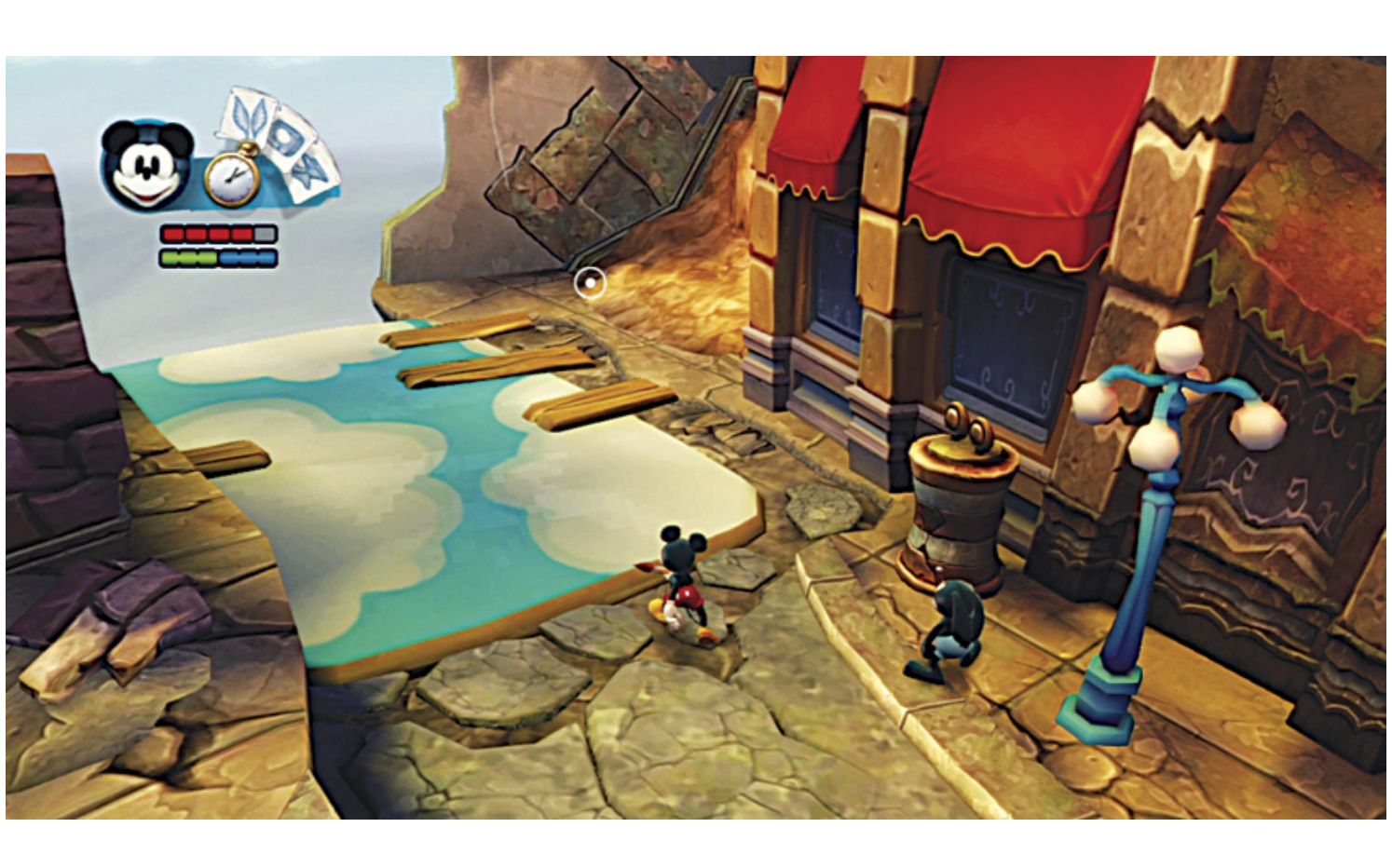
After you jump in the robot mouth, fix the leaking pipes in the passage by painting the seals over the cracks in the pipes.

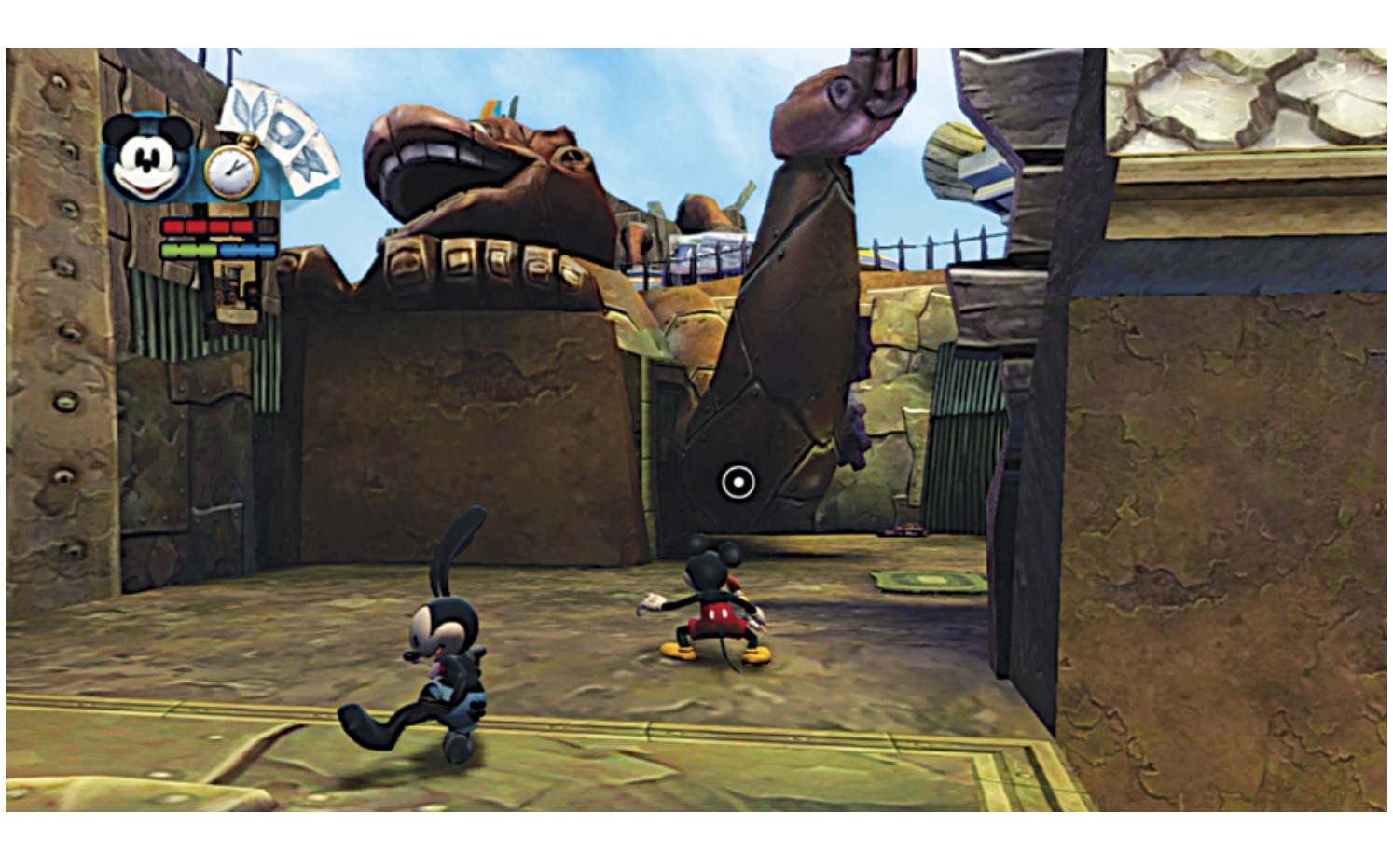


The end of the passage seems to be a dead-end, but you can actually paint in a walkway outside.



Follow the walkway outside to find a secret door that leads to the Bridge Room in the Underground.



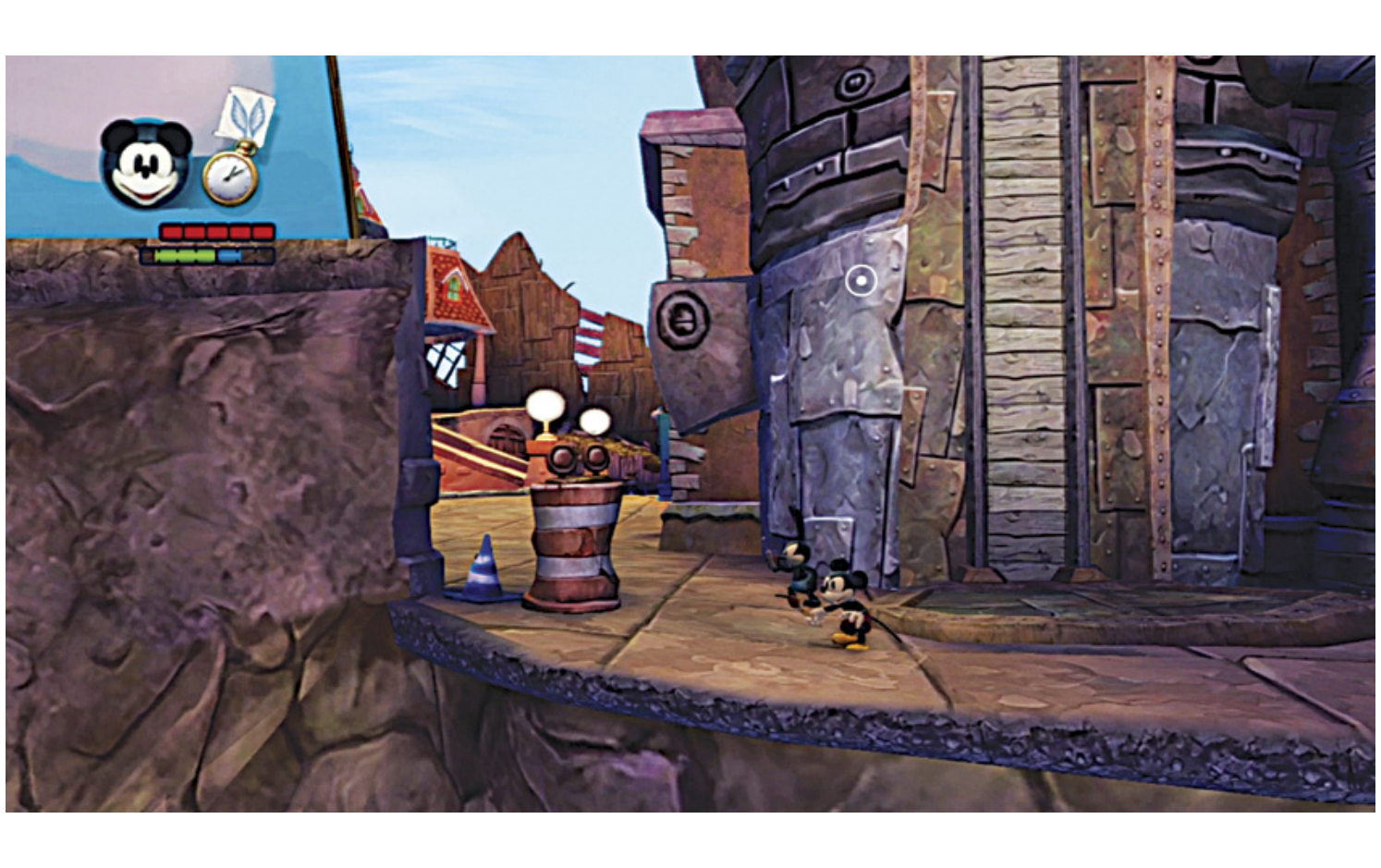


Once you rescue the trapped Gremlin in Blot Alley, you can repair the broken trash compactor around the corner from the Emporium. Repairing the trash compactor opens an entrance to the Vault Room in the Underground. If you want to destroy the trash compactor instead, go around the back of the building and thin some rubble to access a small ledge. From there, you can have Oswald use his Boomarmerang to break the clamps holding the trash compactor together.

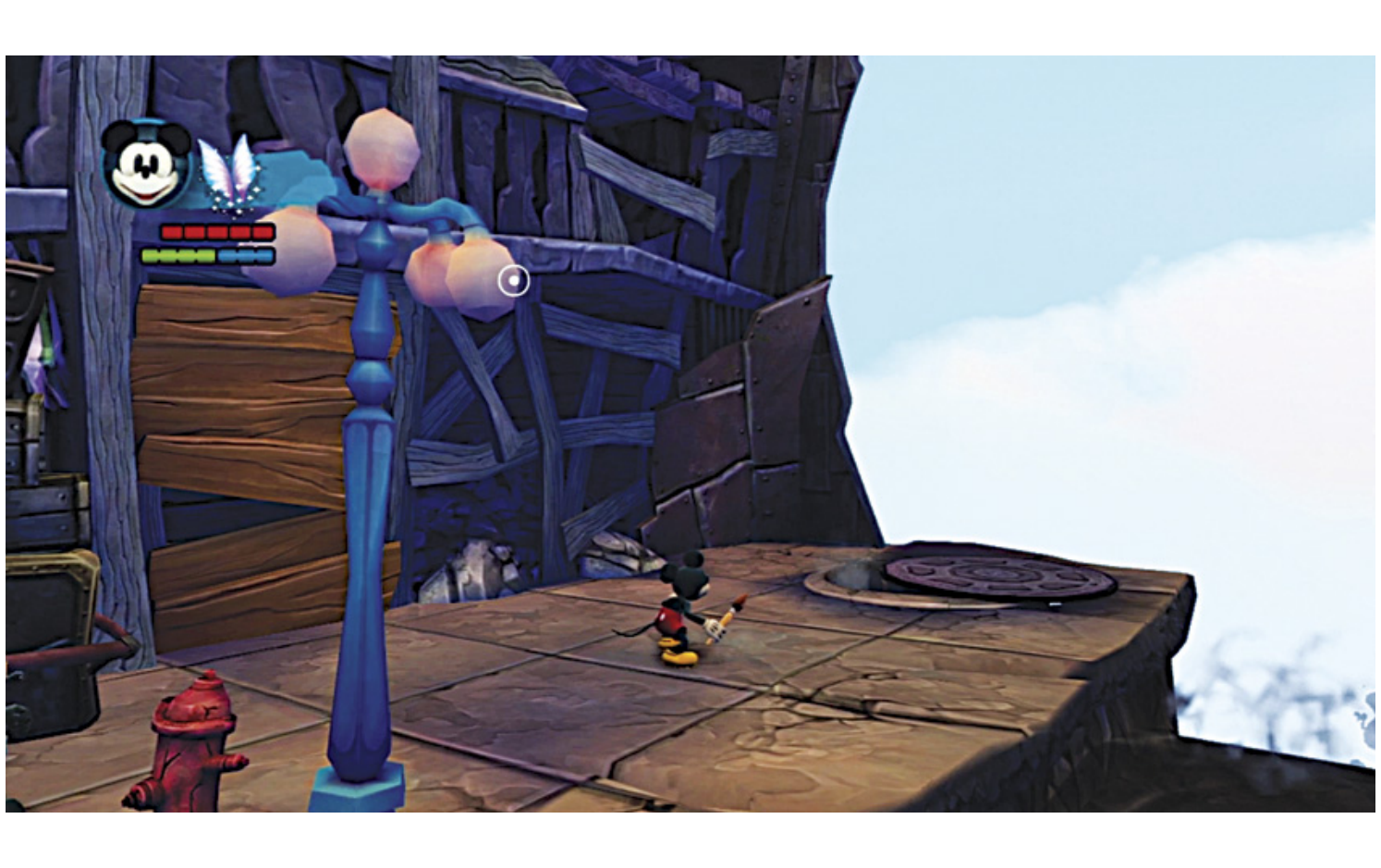
OPTIONAL QUEST

WATCH THE SKIES

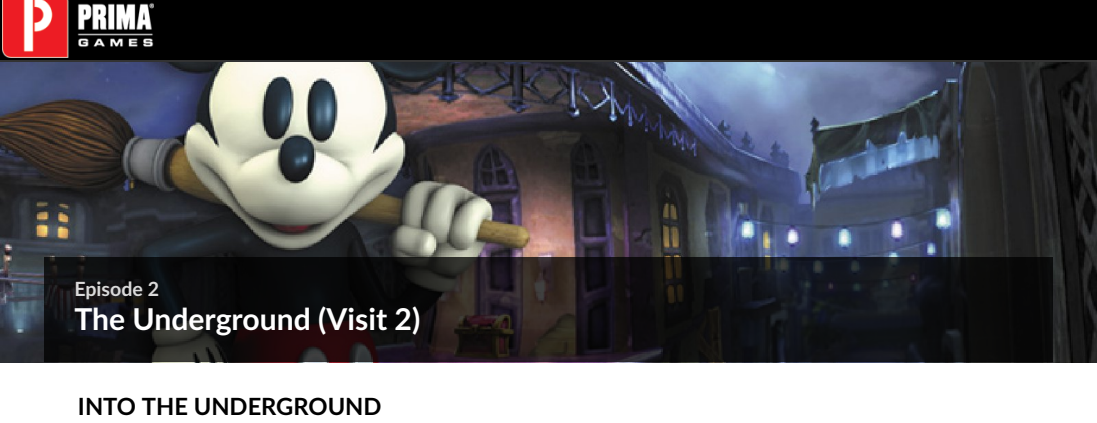
Gremlin Copernicus, or Laralee in the Museum, asks you to return special items scattered around the Wasteland. If you return these items to him, you will be rewarded with pins. You can also turn the items over to Laralee at the Museum, but you only receive Scrap Metal.



Head to the elevator next to the train station and enter the Observatory. If you have unique items to turn in, you can earn some cool pins.



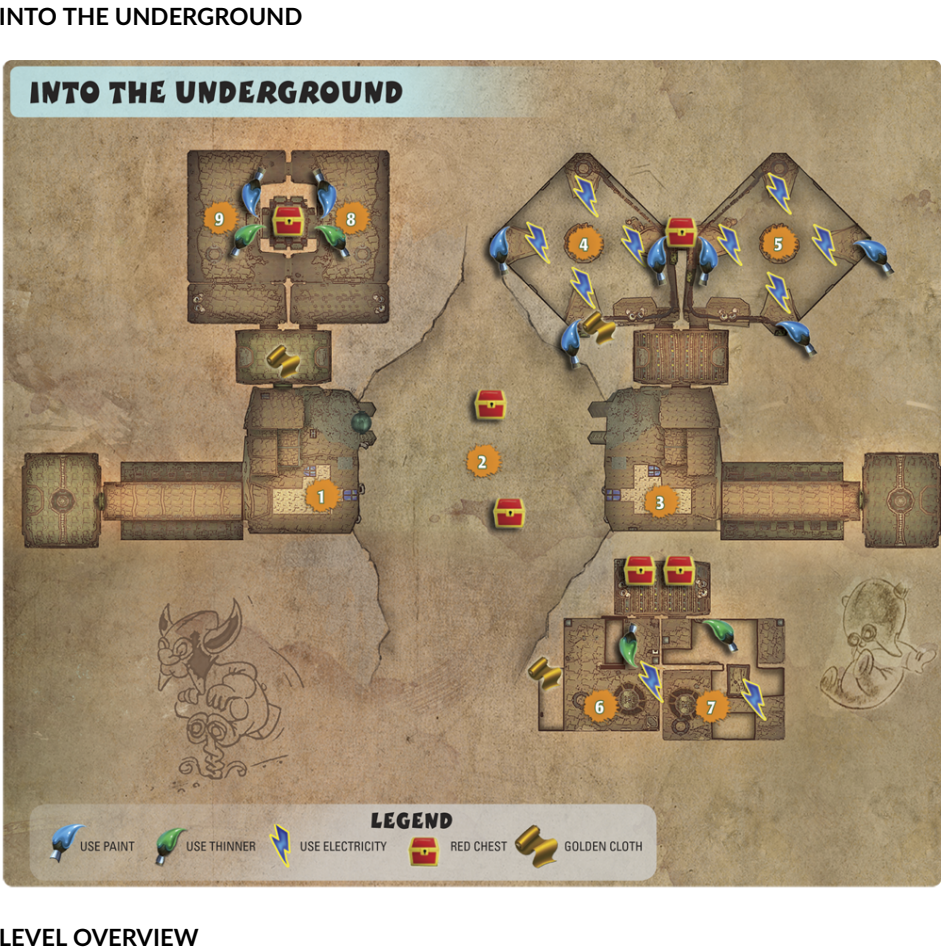
Once you have finished your business in the area, use the sewer entrance to the Underground. If you freed the Gremlin in the Underground earlier, you can also take his balloon directly to Mean Street North, but you'll miss a couple pins in the Underground.



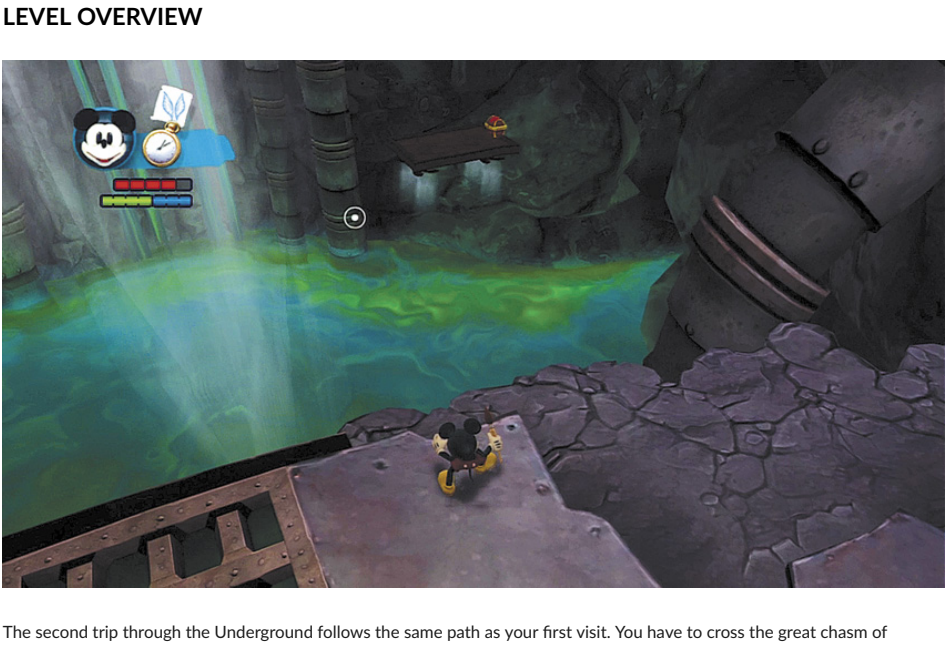
Episode 2

The Underground (Visit 2)

INTO THE UNDERGROUND



LEVEL OVERVIEW



The second trip through the Underground follows the same path as your first visit. You have to cross the great chasm of Thinner, but there are some extra rewards to be found this time. If you assist the Gremlins in repairing Mean Street, you will also have access to some new puzzle rooms in the Underground.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- Demolition Expert Pin
- Eradicator Pin
- Fixer Upper Pin
- Foreman Pin
- golden Cloth (x3)
- Handymouse Pin
- Silver Pin (x2)
- Urban Renewal Pin

Enemies

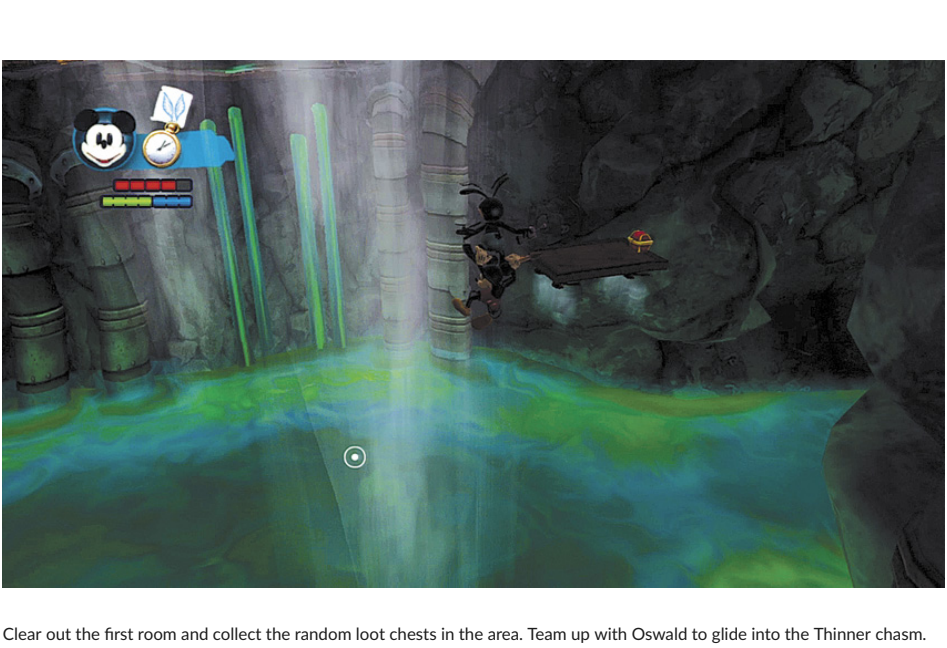
- Dropwings

Quests

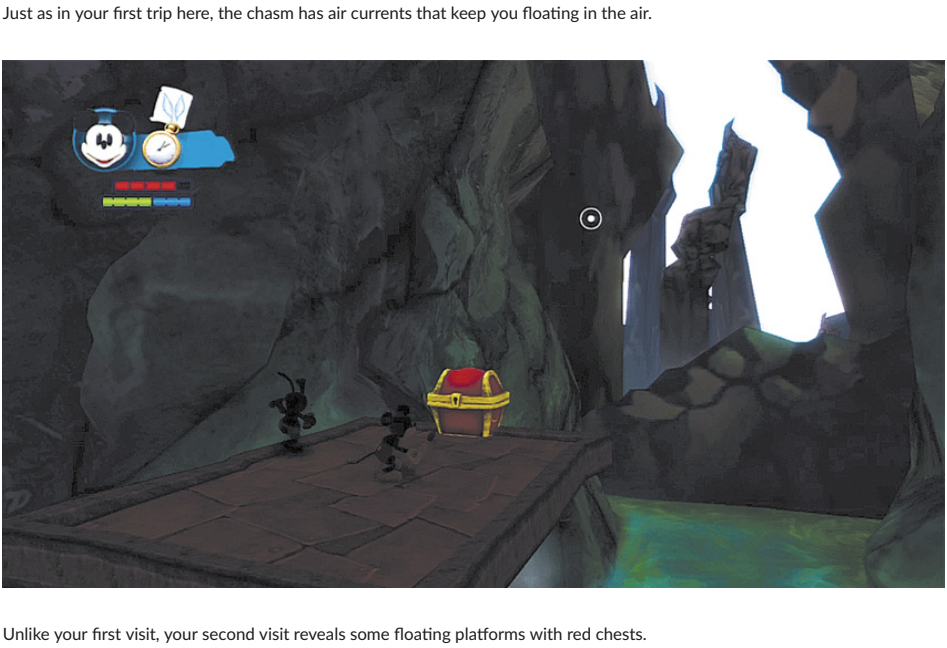
- Find the Hidden Heroes

Things to Do

- Cross the Thinner chasm in the Underground
- Get to the floating platforms to open the red chests
- Solve the Bridge Room
- Solve the Widget Room
- Solve the Vault Room
- Exit the Underground to Mean Street North

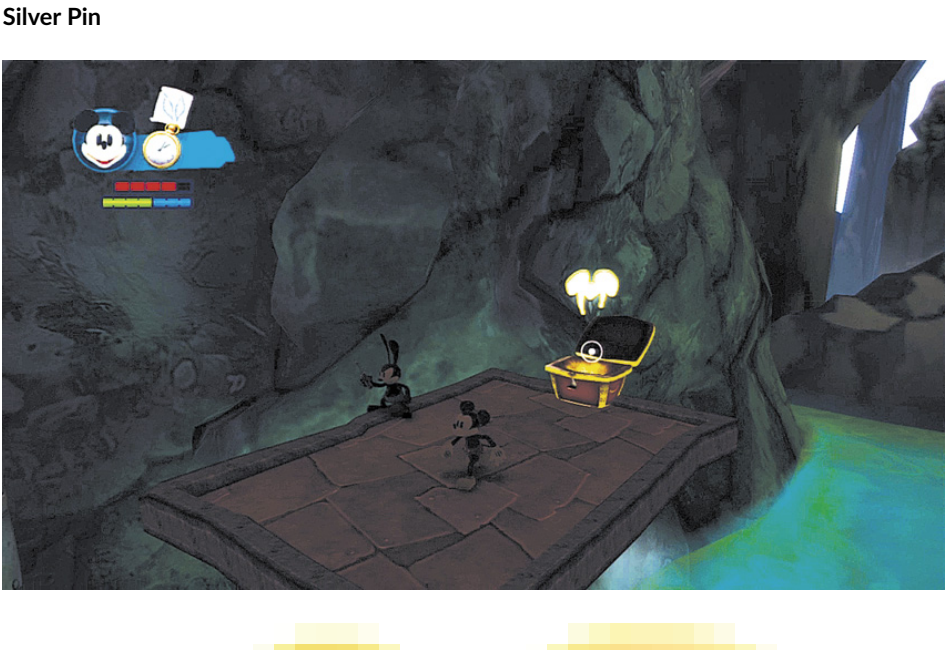


Clear out the first room and collect the random loot chests in the area. Team up with Oswald to glide into the Thinner chasm. Just as in your first trip here, the chasm has air currents that keep you floating in the air.

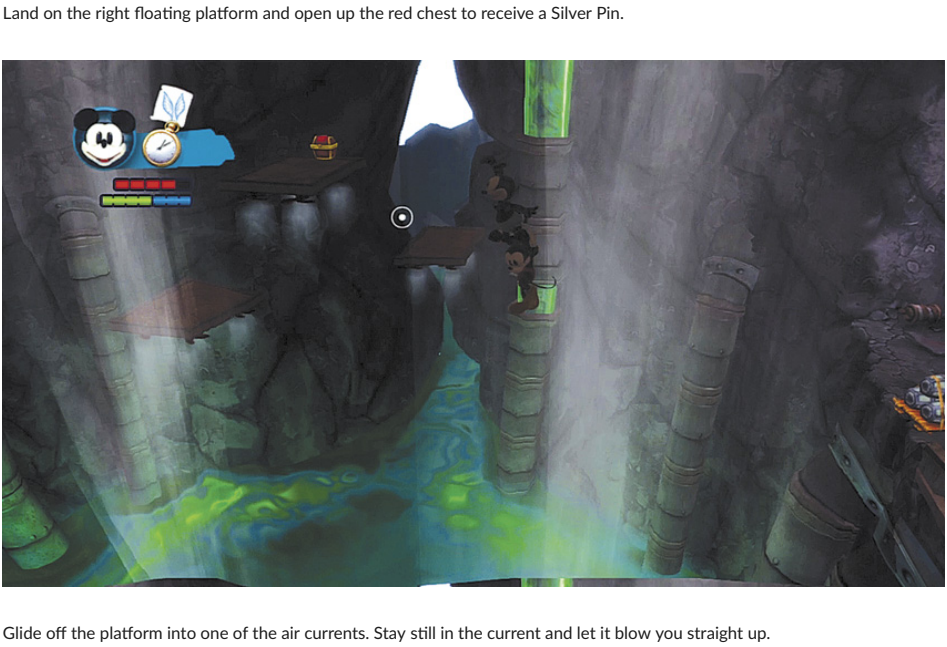


Unlike your first visit, your second visit reveals some floating platforms with red chests.

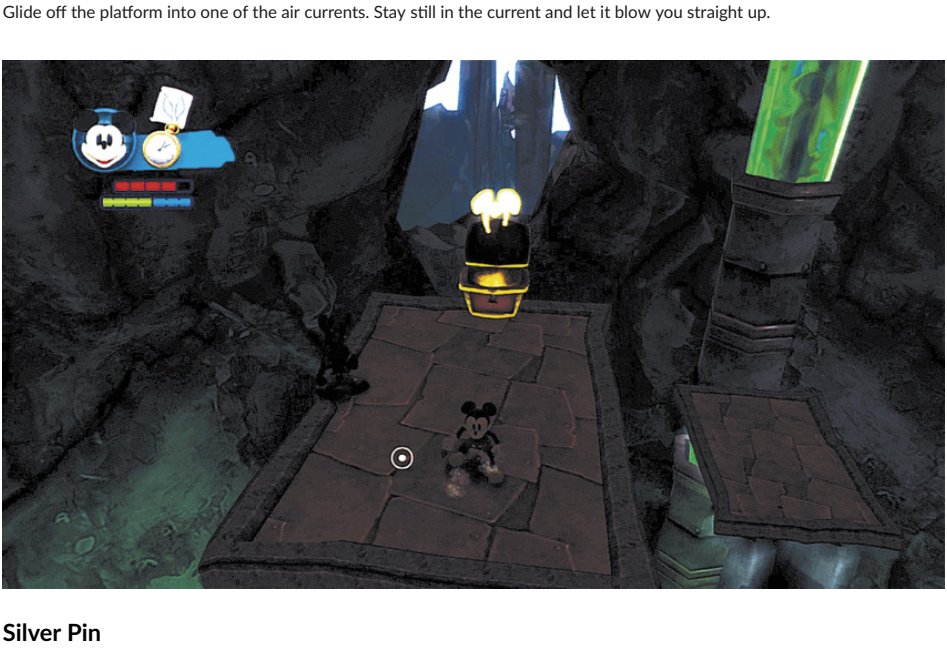
Silver Pin



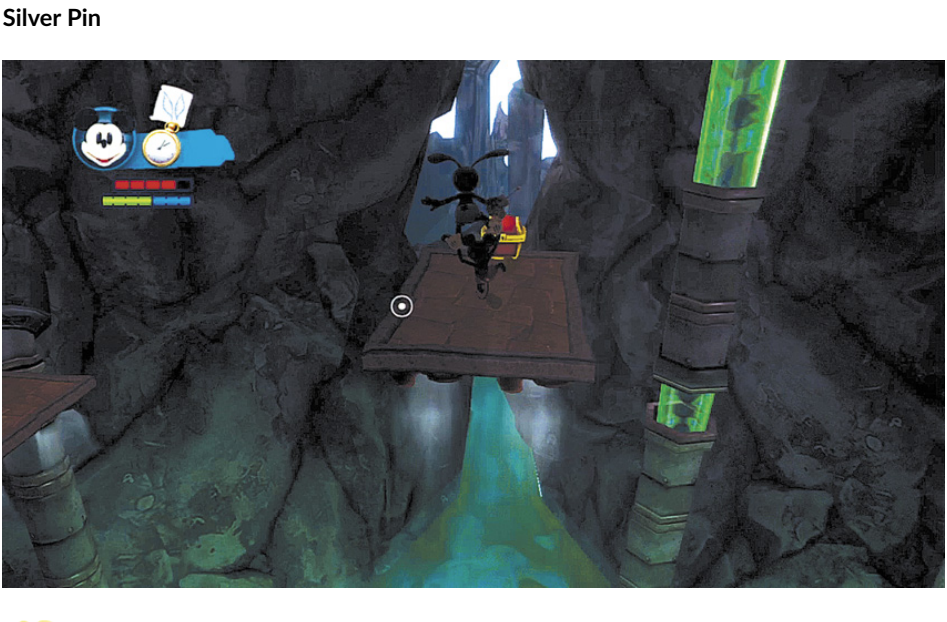
Land on the right floating platform and open up the red chest to receive a Silver Pin.



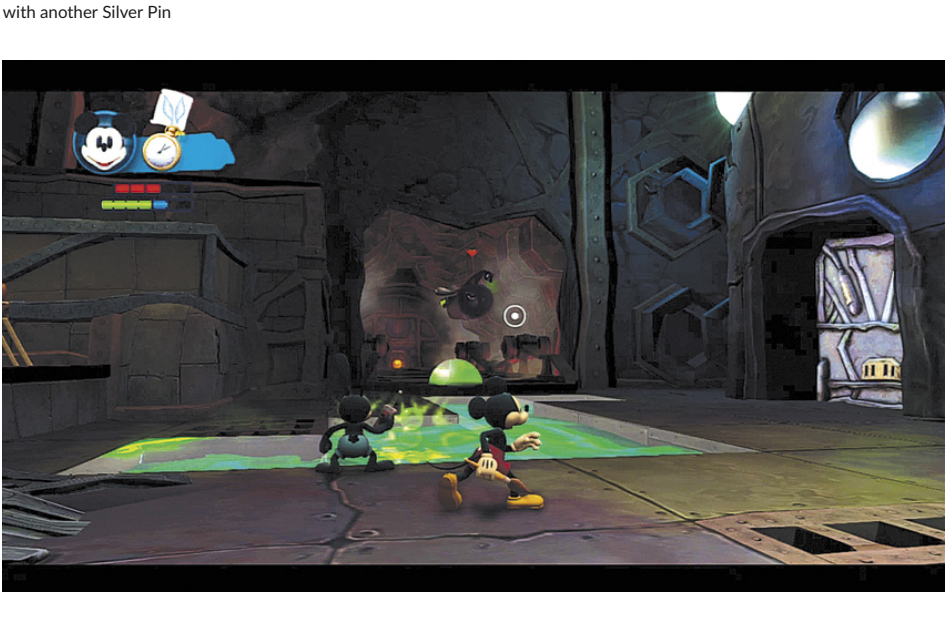
Glide off the platform into one of the air currents. Stay still in the current and let it blow you straight up.

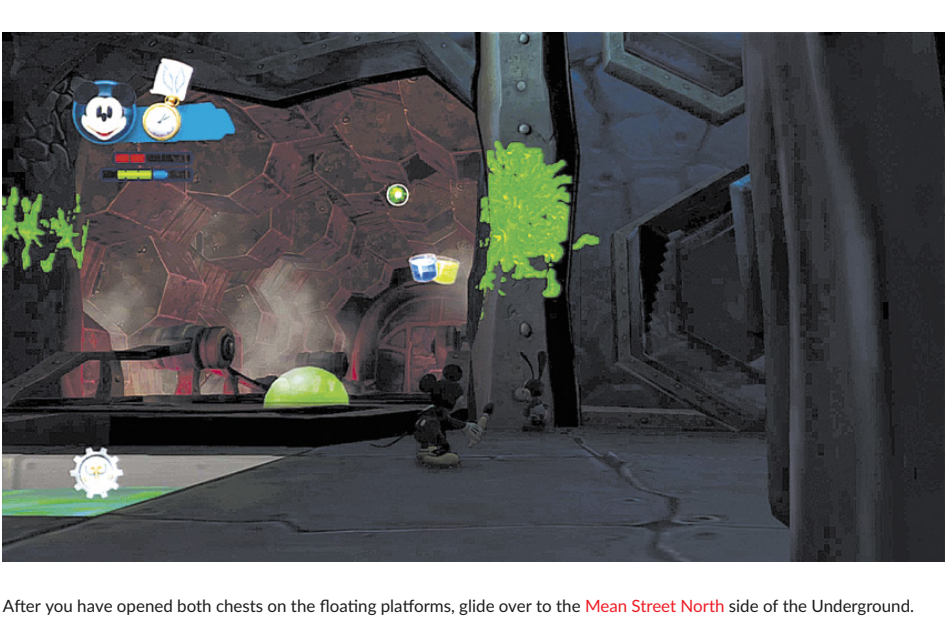


Silver Pin

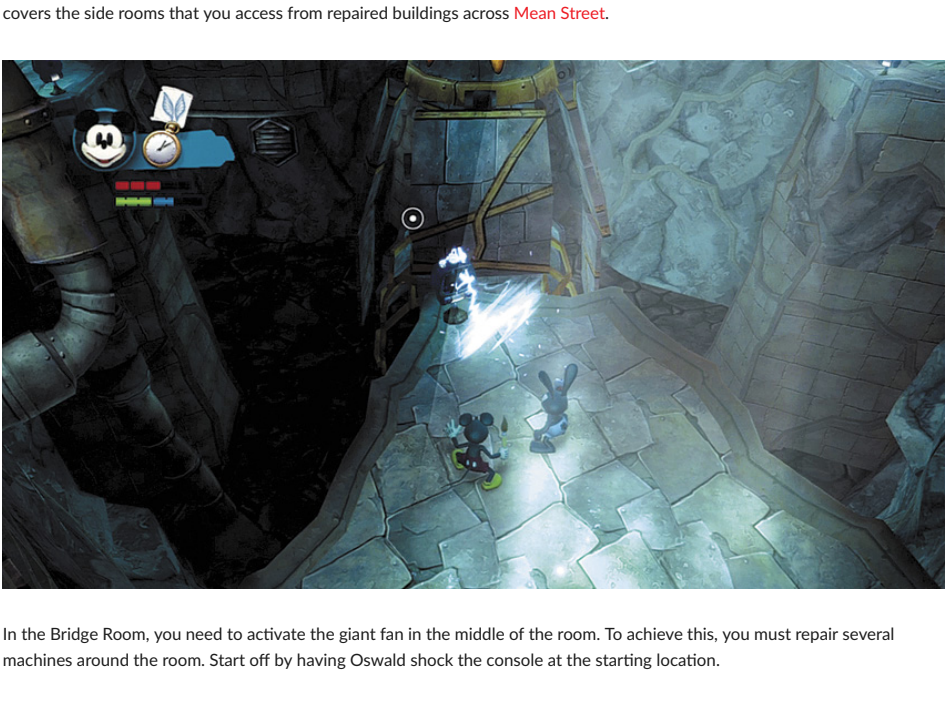


Once you have enough altitude, head toward the floating platform on the left side of the chasm. Here you'll find a red chest with another Silver Pin

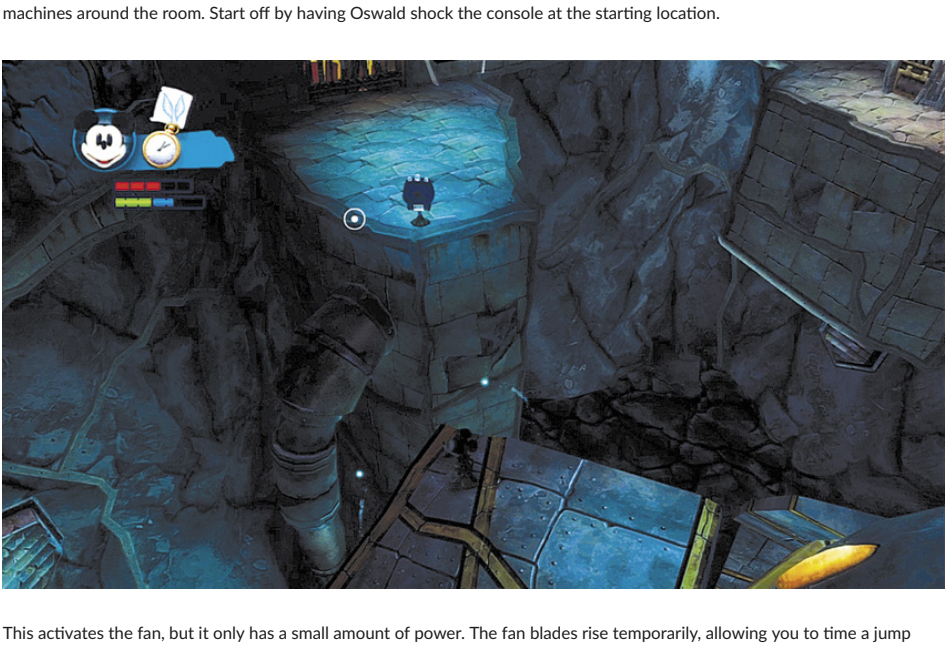




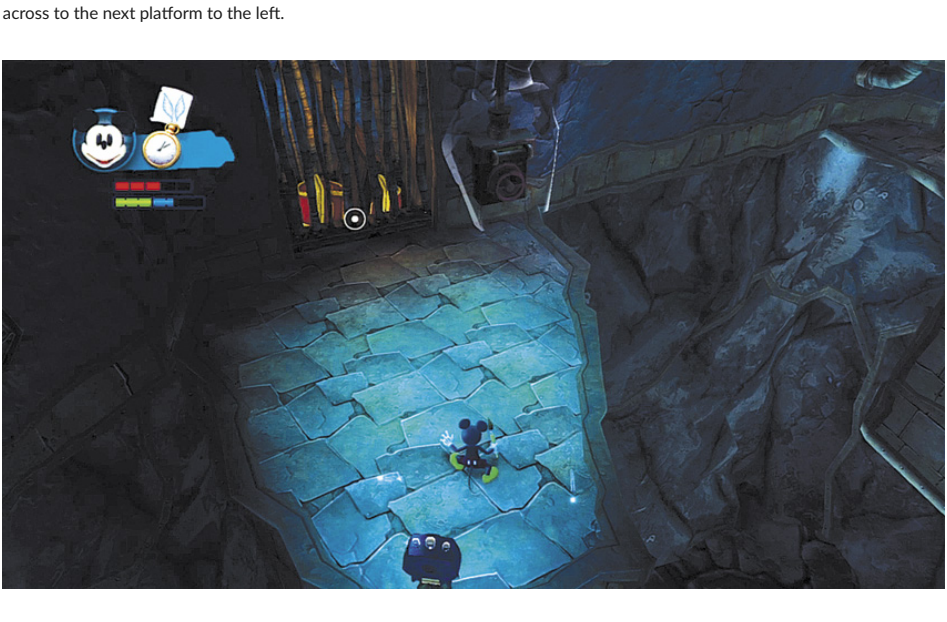
After you have opened both chests on the floating platforms, glide over to the Mean Street North side of the Underground. Take care of any enemies and continue your journey in Mean Street North. The rest of the walkthrough for the Underground covers the side rooms that you access from repaired buildings across Mean Street.

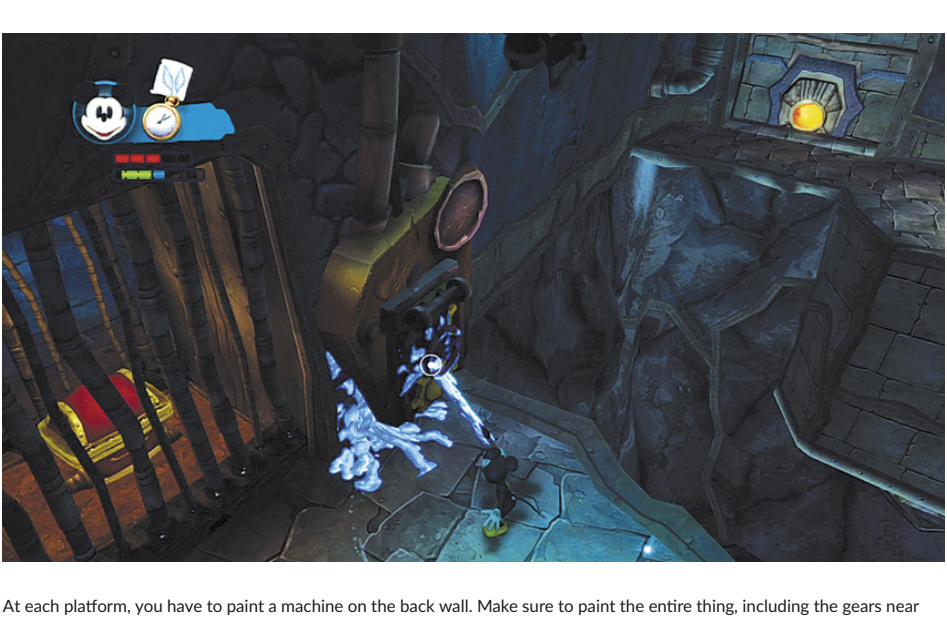


In the Bridge Room, you need to activate the giant fan in the middle of the room. To achieve this, you must repair several machines around the room. Start off by having Oswald shock the console at the starting location.

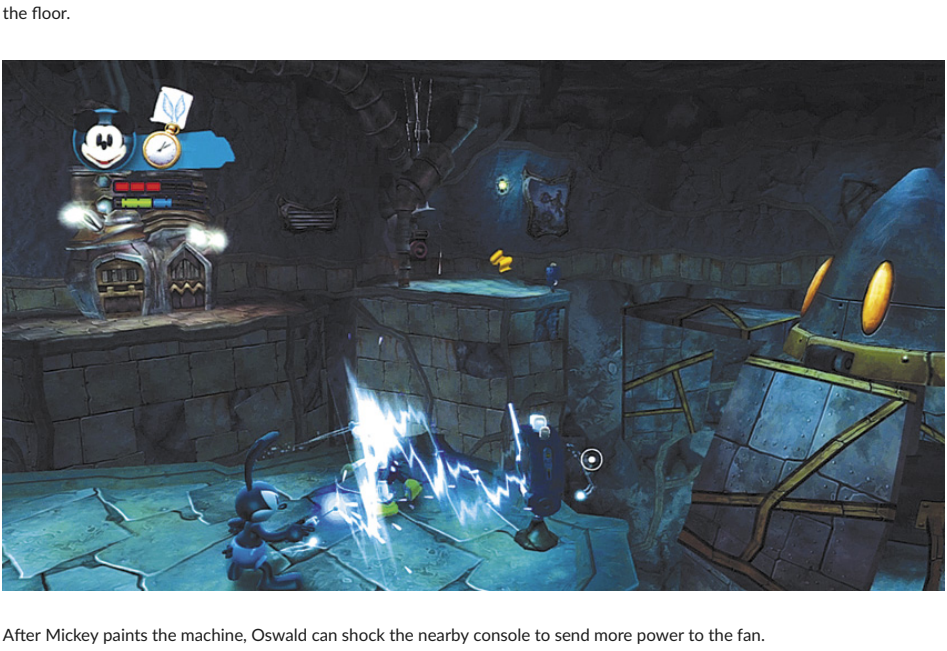


This activates the fan, but it only has a small amount of power. The fan blades rise temporarily, allowing you to time a jump across to the next platform to the left.

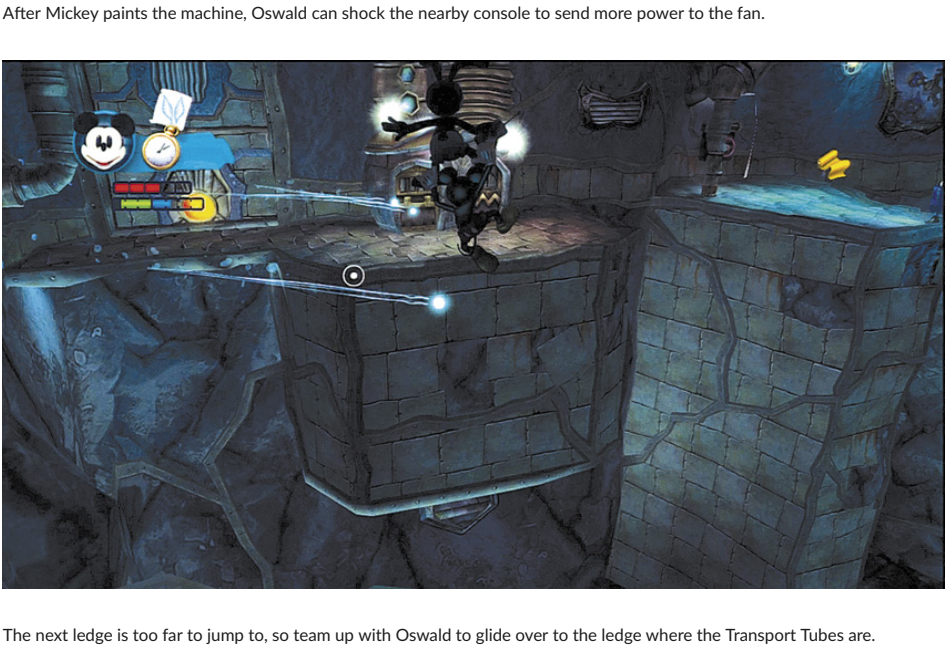




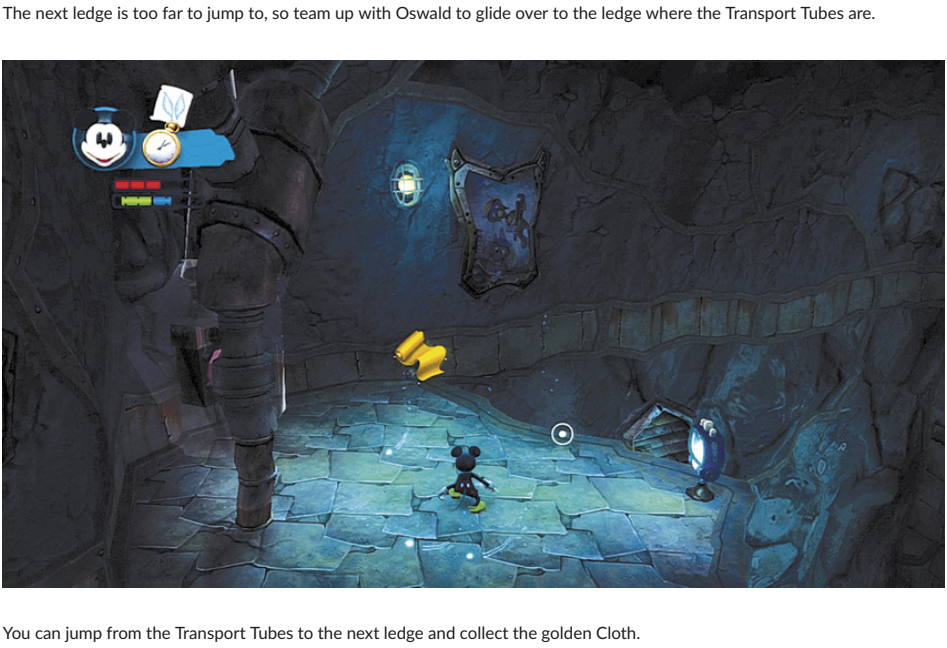
At each platform, you have to paint a machine on the back wall. Make sure to paint the entire thing, including the gears near the floor.



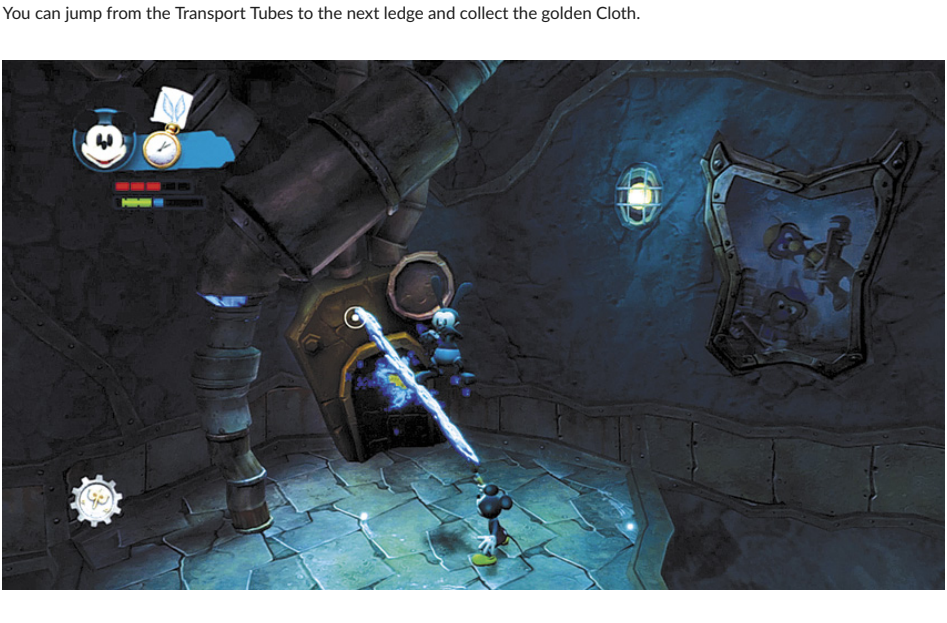
After Mickey paints the machine, Oswald can shock the nearby console to send more power to the fan.

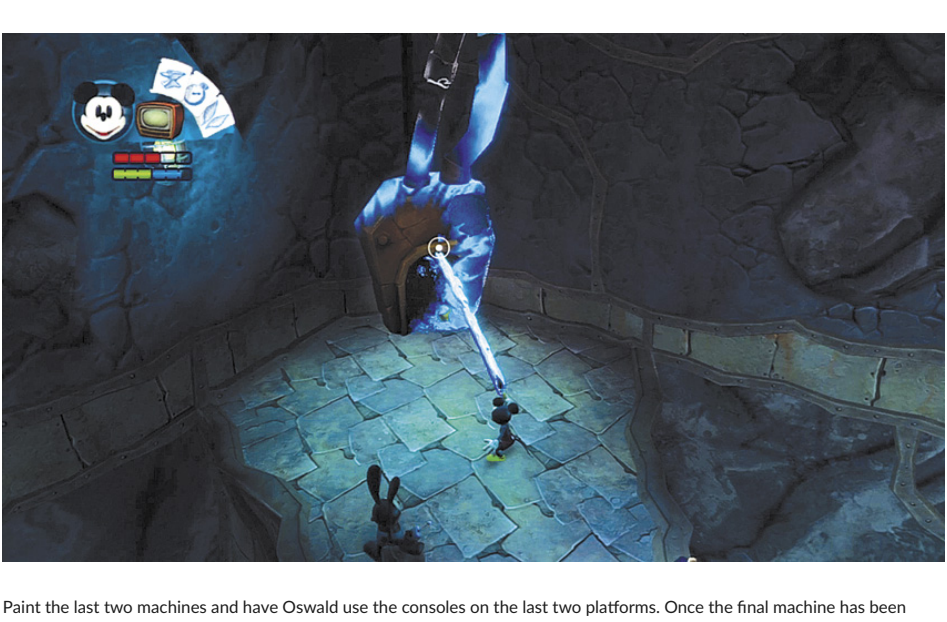


The next ledge is too far to jump to, so team up with Oswald to glide over to the ledge where the Transport Tubes are.

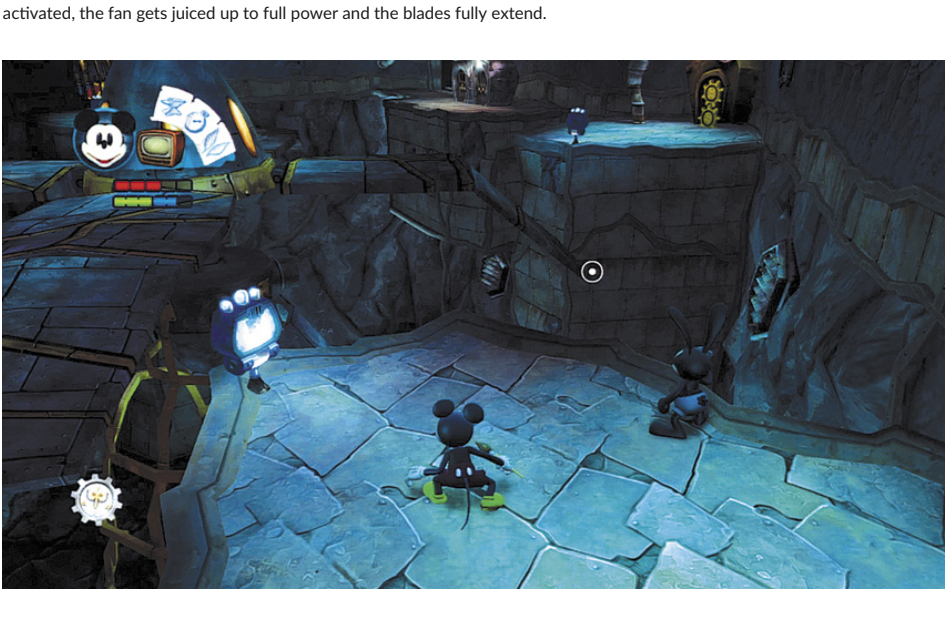


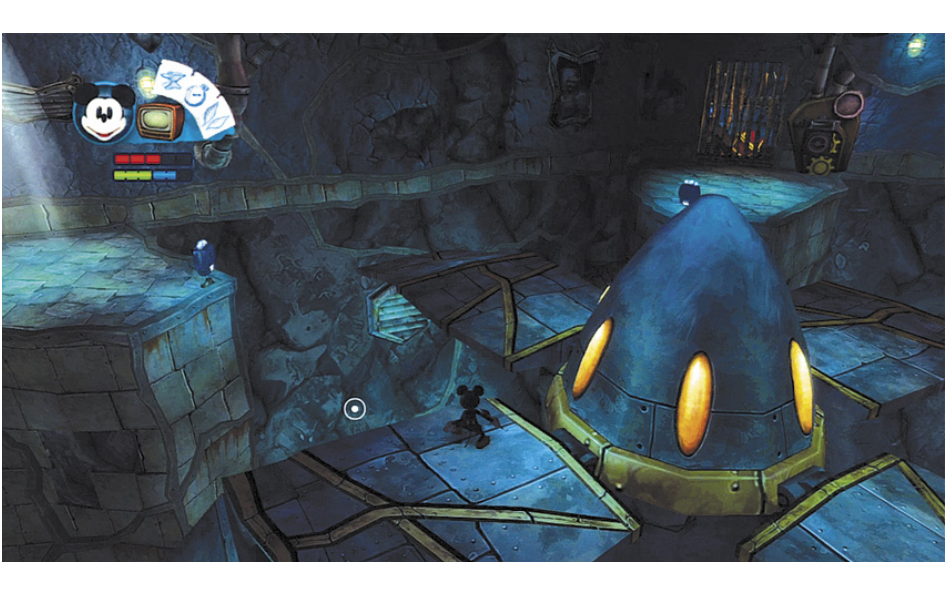
You can jump from the Transport Tubes to the next ledge and collect the golden Cloth.

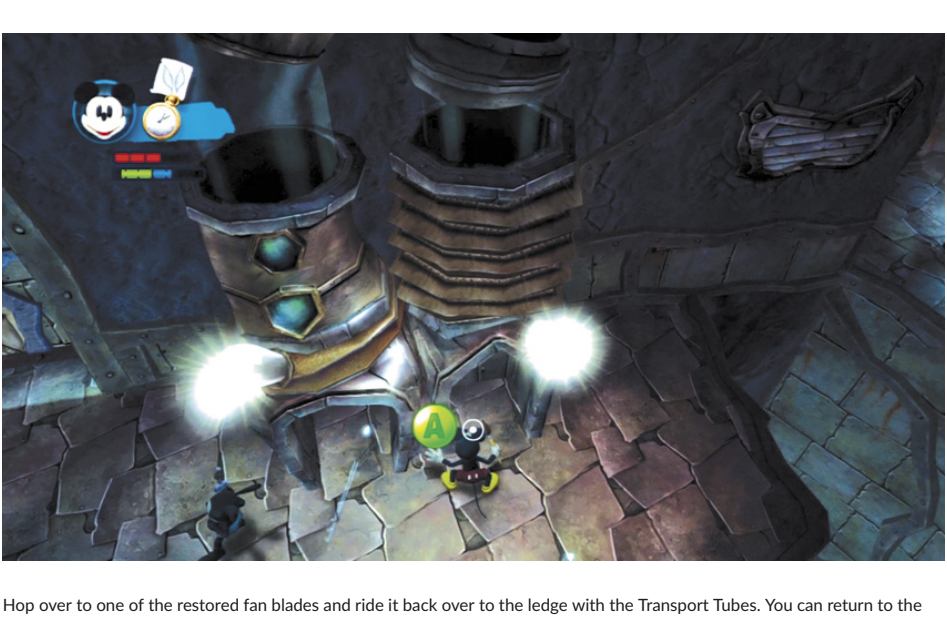




Paint the last two machines and have Oswald use the consoles on the last two platforms. Once the final machine has been activated, the fan gets juiced up to full power and the blades fully extend.



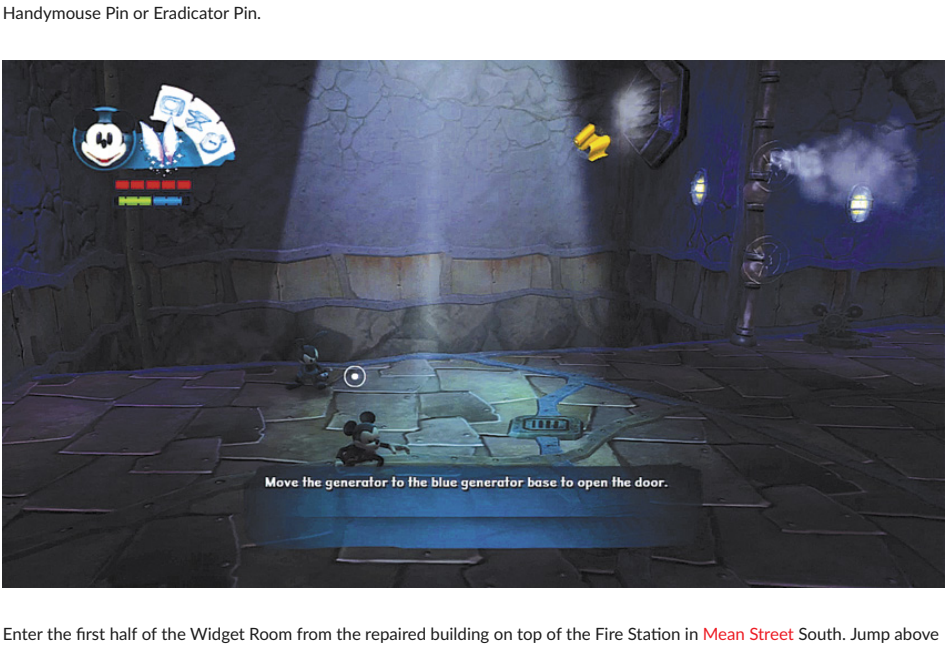




Hop over to one of the restored fan blades and ride it back over to the ledge with the Transport Tubes. You can return to the surface from here. Use the entrance in Mean Street North to enter the other side of the Bridge Room. The other side of the Bridge Room can be repaired using the same method.

Handymouse Pin or Eradicator Pin

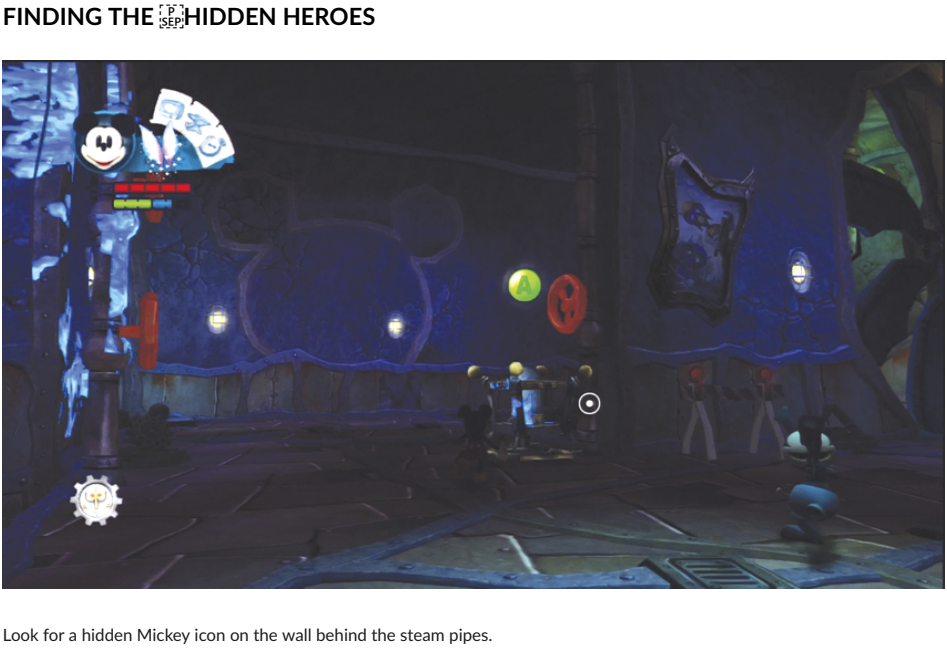
Once both sides have been restored, you gain access to the red chest in the center that randomly contains either the Handymouse Pin or Eradicator Pin.


Move the generator to the blue generator base to open the door.

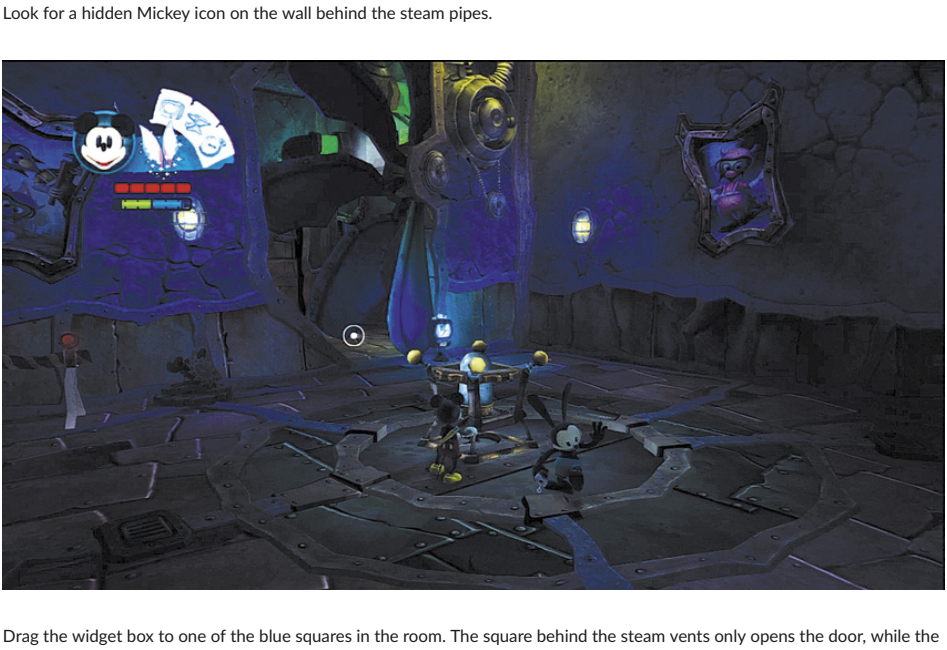
Enter the first half of the Widget Room from the repaired building on top of the Fire Station in Mean Street South. Jump above the hole near the start to get the floating golden Cloth.

OPTIONAL QUEST

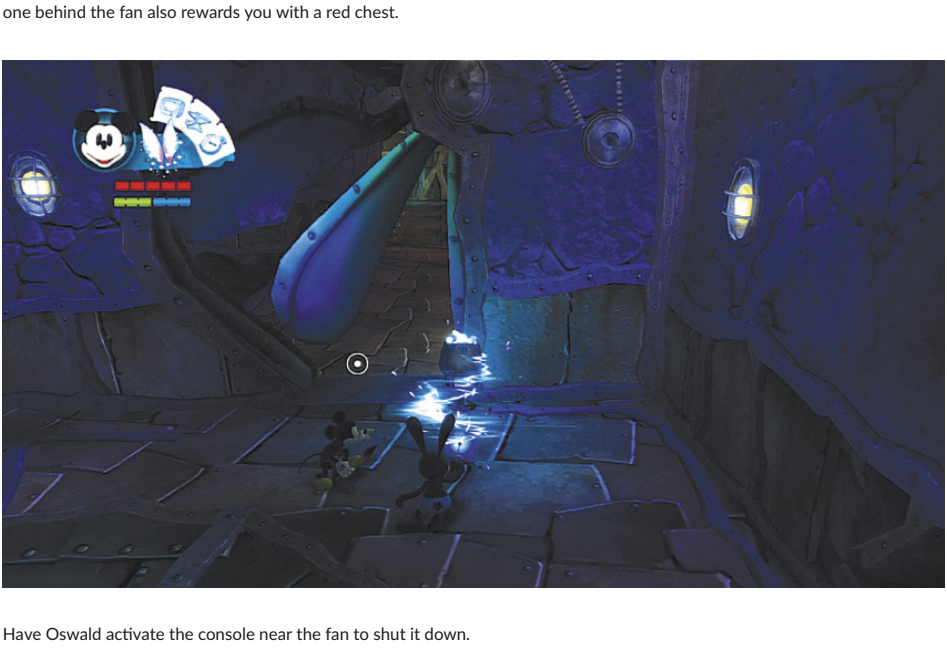
FINDING THE HIDDEN HEROES



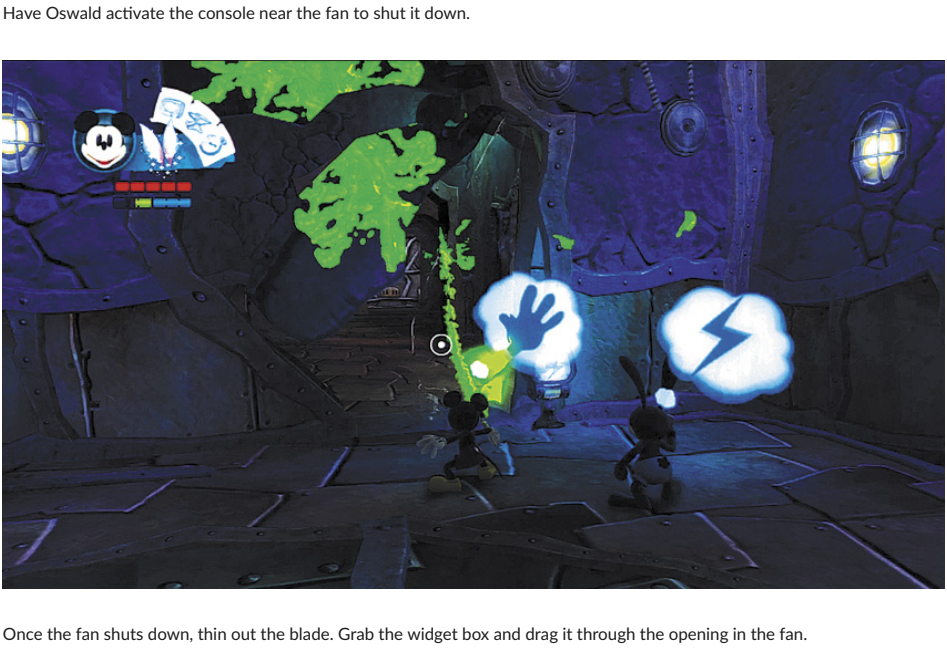
Look for a hidden Mickey icon on the wall behind the steam pipes.



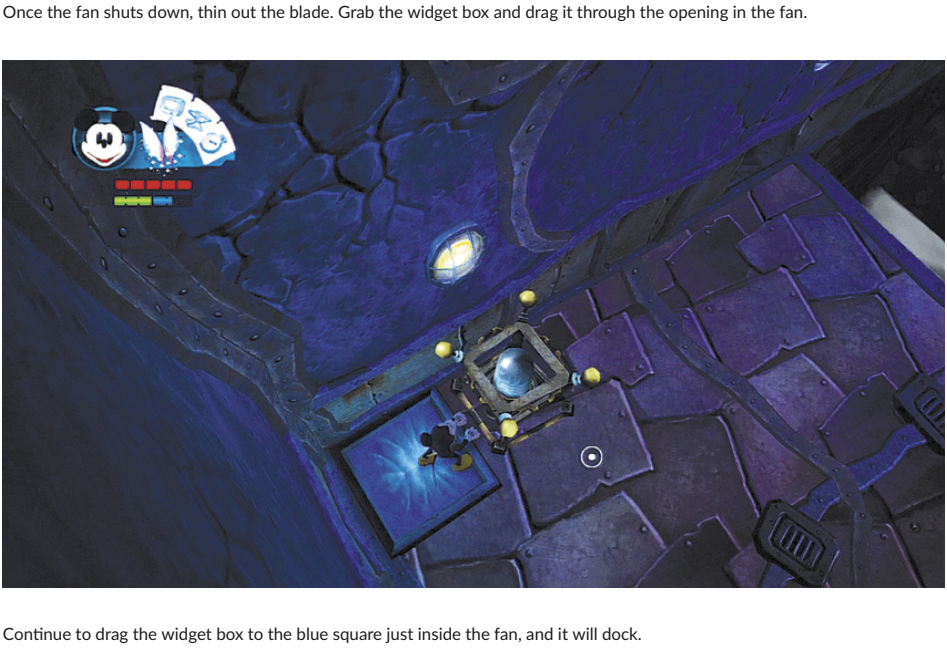
Drag the widget box to one of the blue squares in the room. The square behind the steam vents only opens the door, while the one behind the fan also rewards you with a red chest.



Have Oswald activate the console near the fan to shut it down.

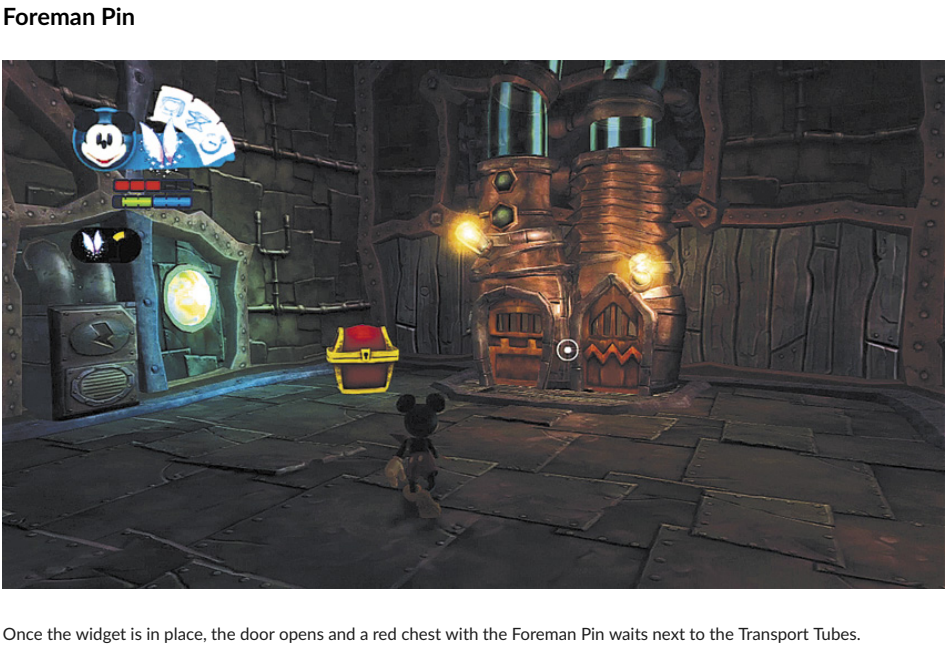


Once the fan shuts down, thin out the blade. Grab the widget box and drag it through the opening in the fan.

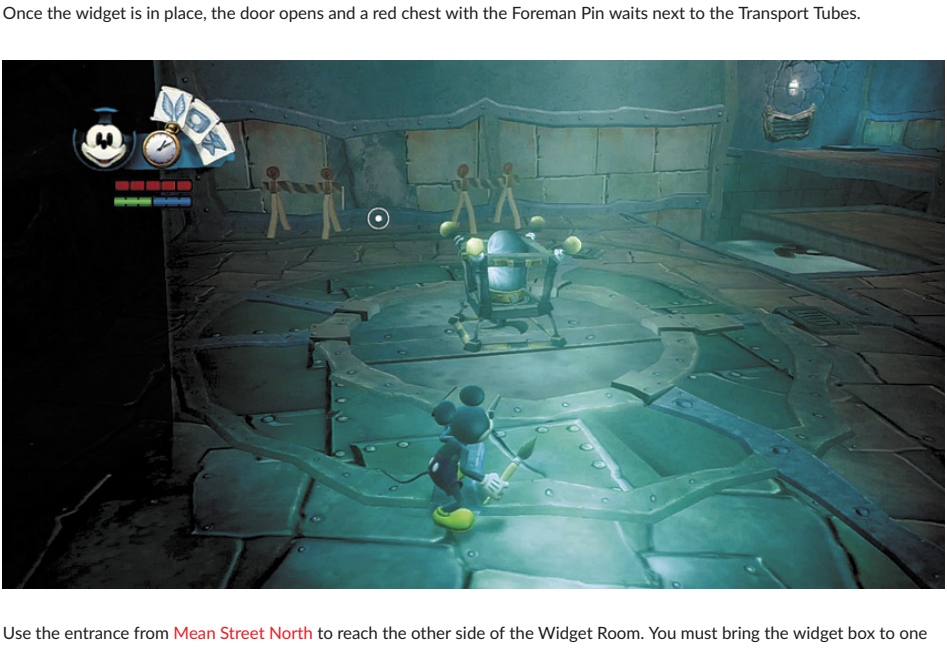


Continue to drag the widget box to the blue square just inside the fan, and it will dock.

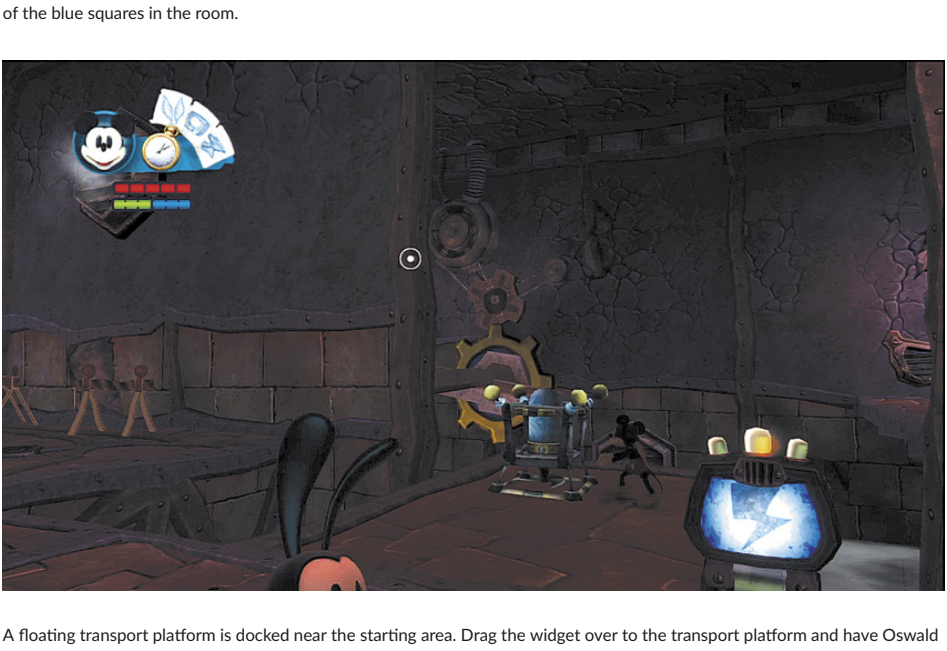
Foreman Pin



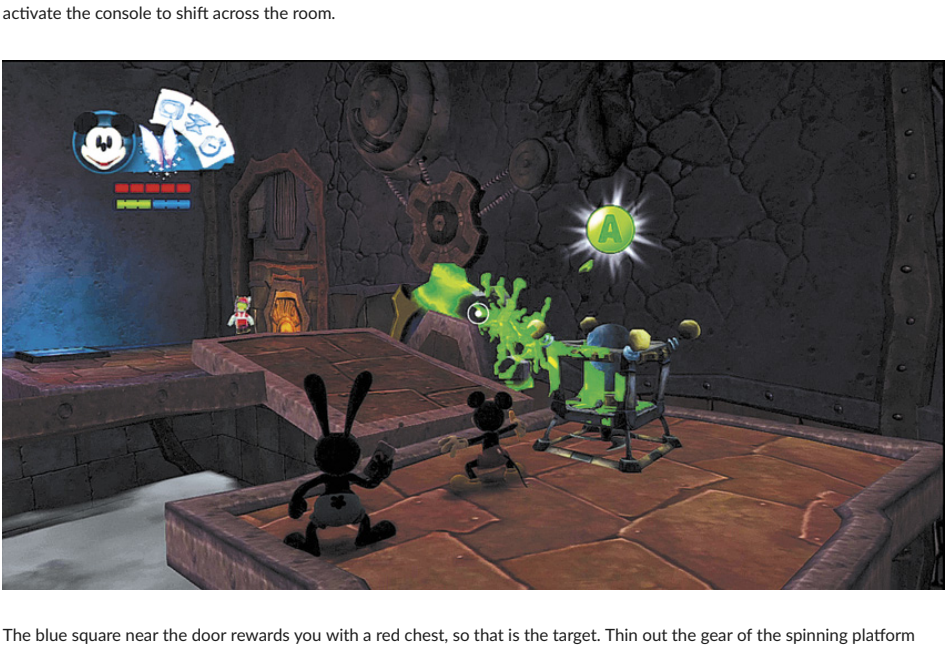
Once the widget is in place, the door opens and a red chest with the Foreman Pin waits next to the Transport Tubes.



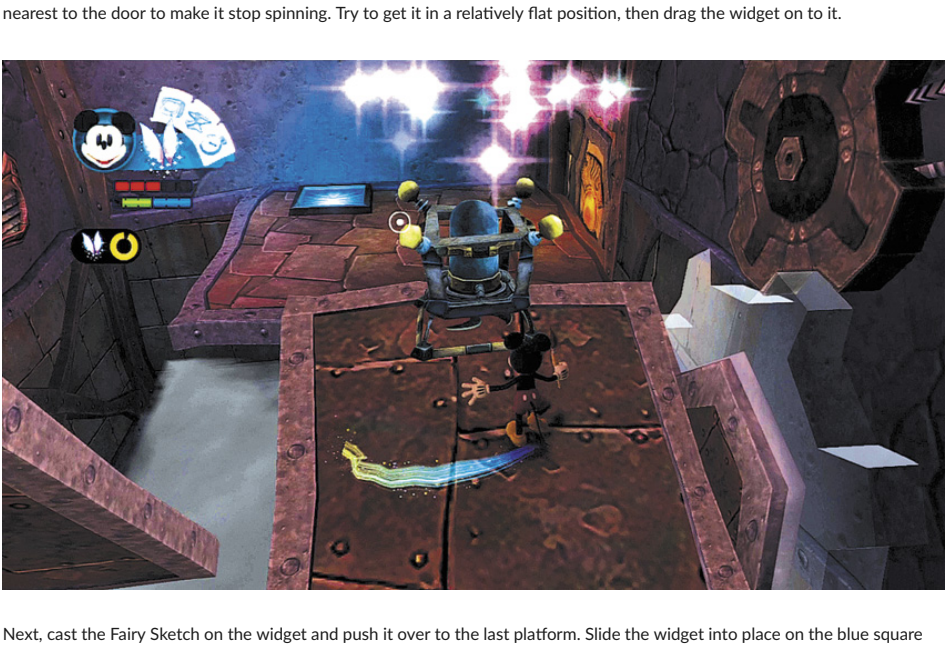
Use the entrance from Mean Street North to reach the other side of the Widget Room. You must bring the widget box to one of the blue squares in the room.



A floating transport platform is docked near the starting area. Drag the widget over to the transport platform and have Oswald activate the console to shift across the room.



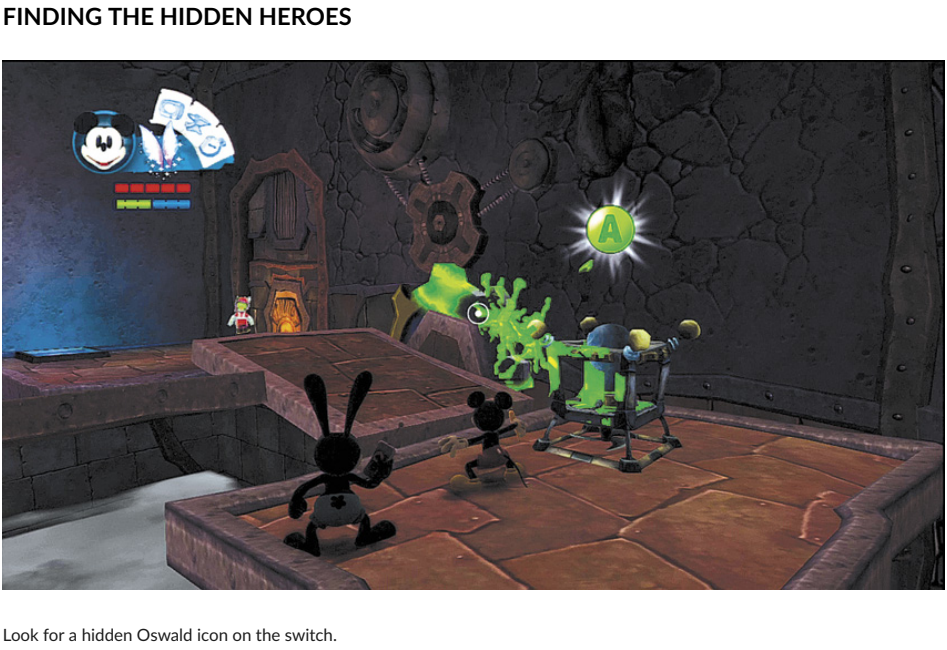
The blue square near the door rewards you with a red chest, so that is the target. Thin out the gear of the spinning platform nearest to the door to make it stop spinning. Try to get it in a relatively flat position, then drag the widget on to it.



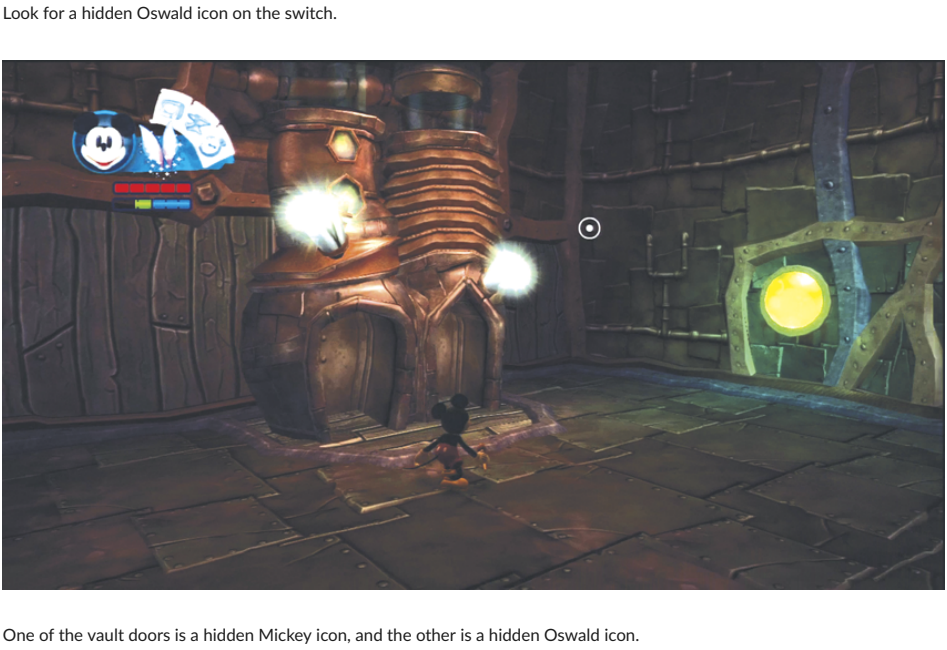
Next, cast the Fairy Sketch on the widget and push it over to the last platform. Slide the widget into place on the blue square after it lands.

OPTIONAL QUESTS

FINDING THE HIDDEN HEROES

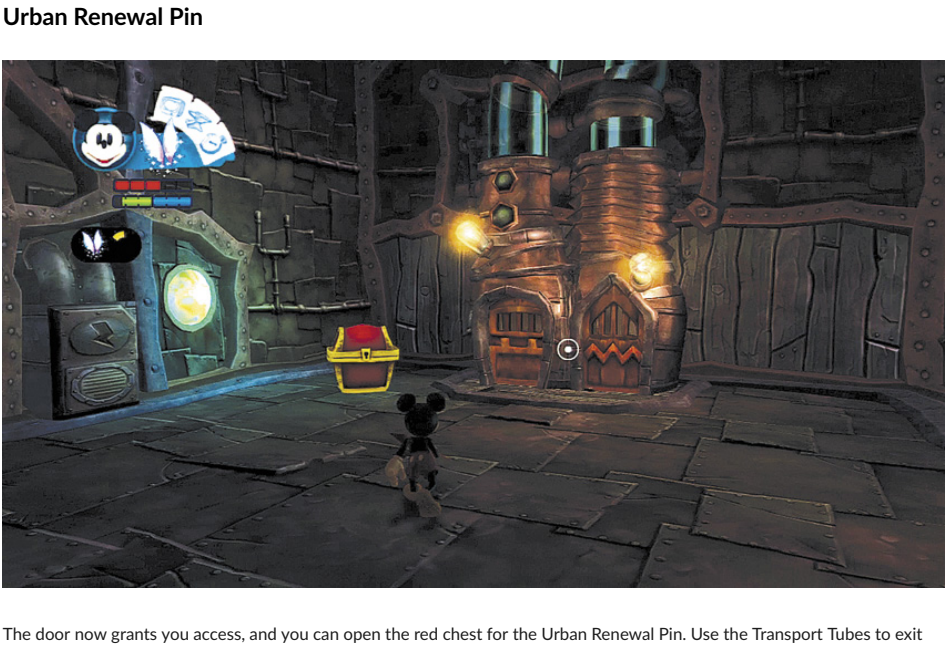


Look for a hidden Oswald icon on the switch.

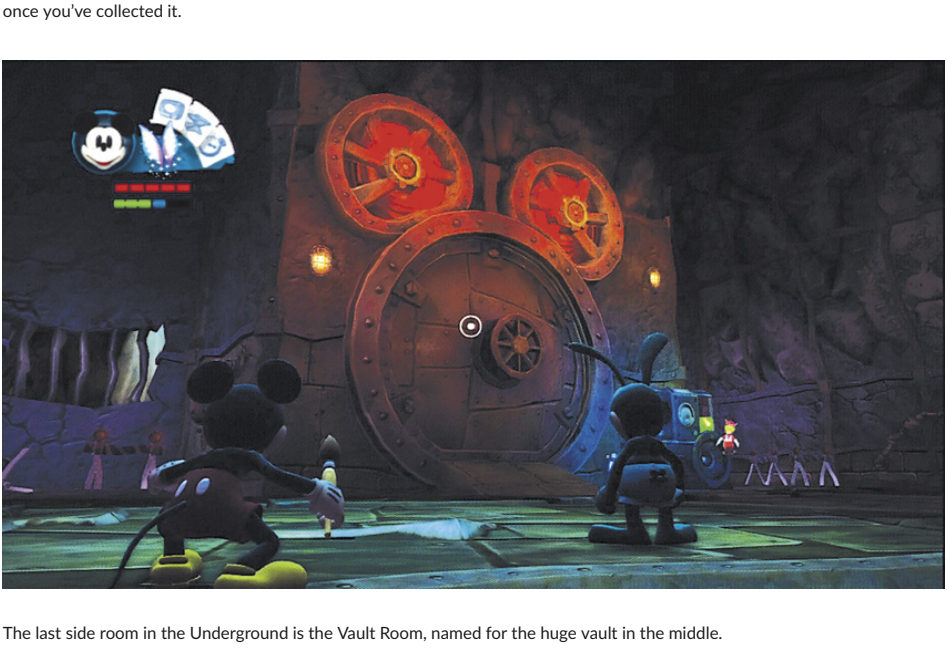


One of the vault doors is a hidden Mickey icon, and the other is a hidden Oswald icon.

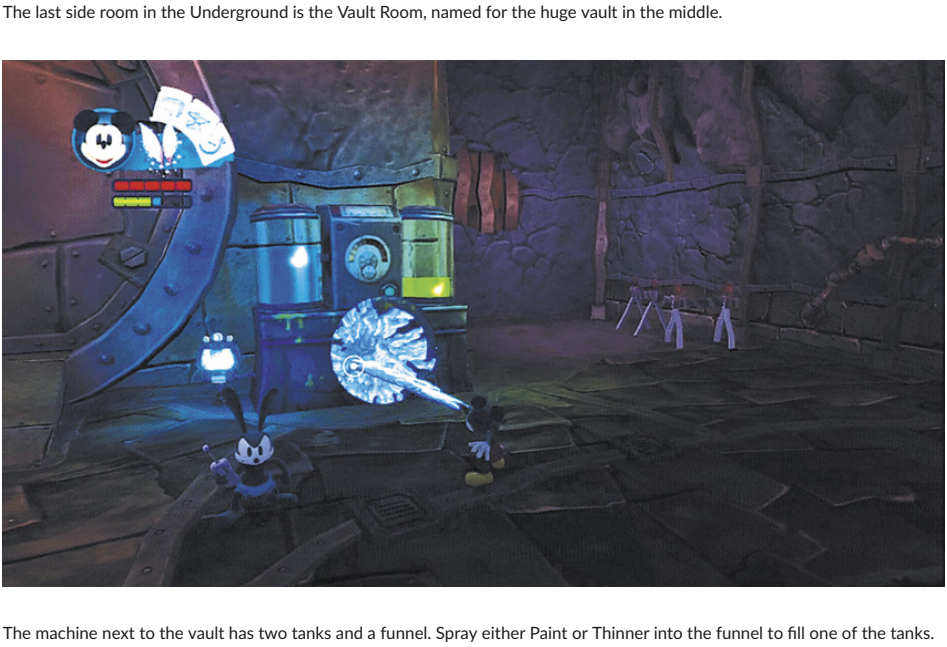
Urban Renewal Pin



The door now grants you access, and you can open the red chest for the Urban Renewal Pin. Use the Transport Tubes to exit once you've collected it.



The last side room in the Underground is the Vault Room, named for the huge vault in the middle.



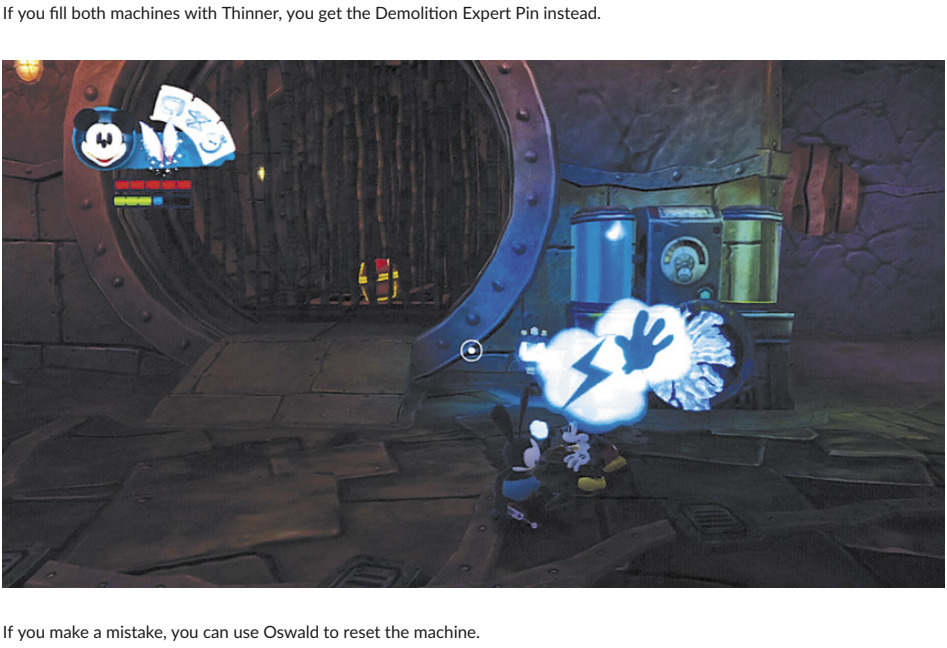
The machine next to the vault has two tanks and a funnel. Spray either Paint or Thinner into the funnel to fill one of the tanks. When one of the tanks fills up, the vault opens and shows you two spinning chests. To gain access to one of the chests, you must enter the opposite side of the vault from the other Mean Street side and fill the tank on that side with the same liquid. You can only get one of the chests, so choose wisely.

Fixer Upper Pin

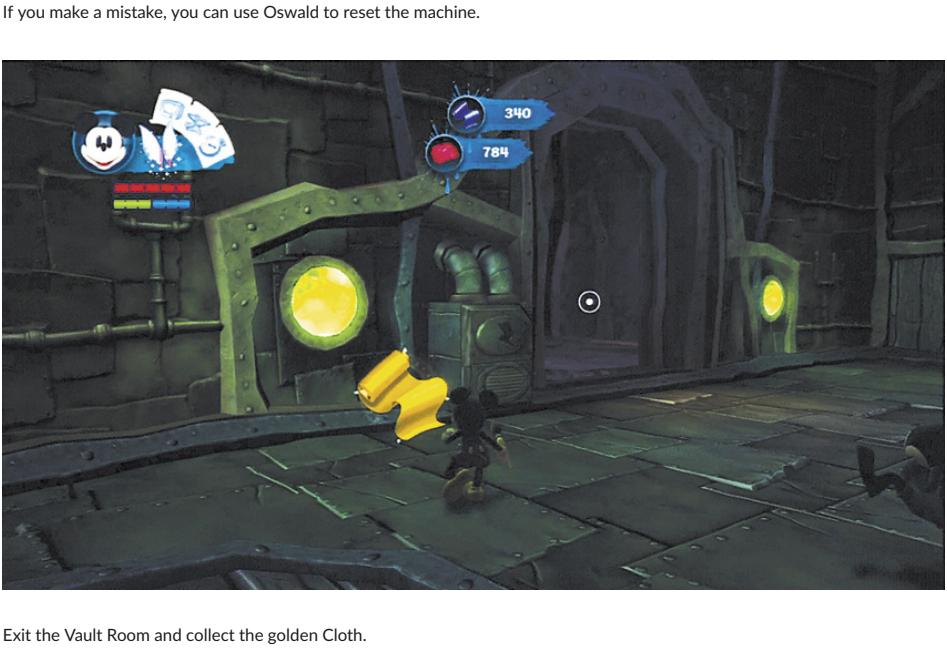
If you fill both machines with Paint, you will be rewarded with the Fixer Upper Pin.

Demolition Expert Pin

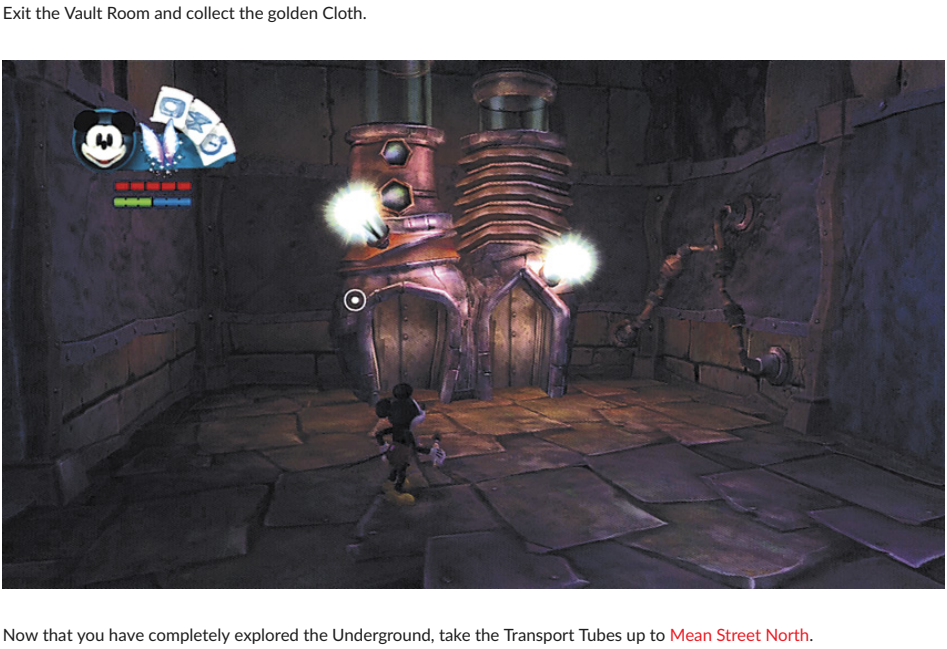
If you fill both machines with Thinner, you get the Demolition Expert Pin instead.



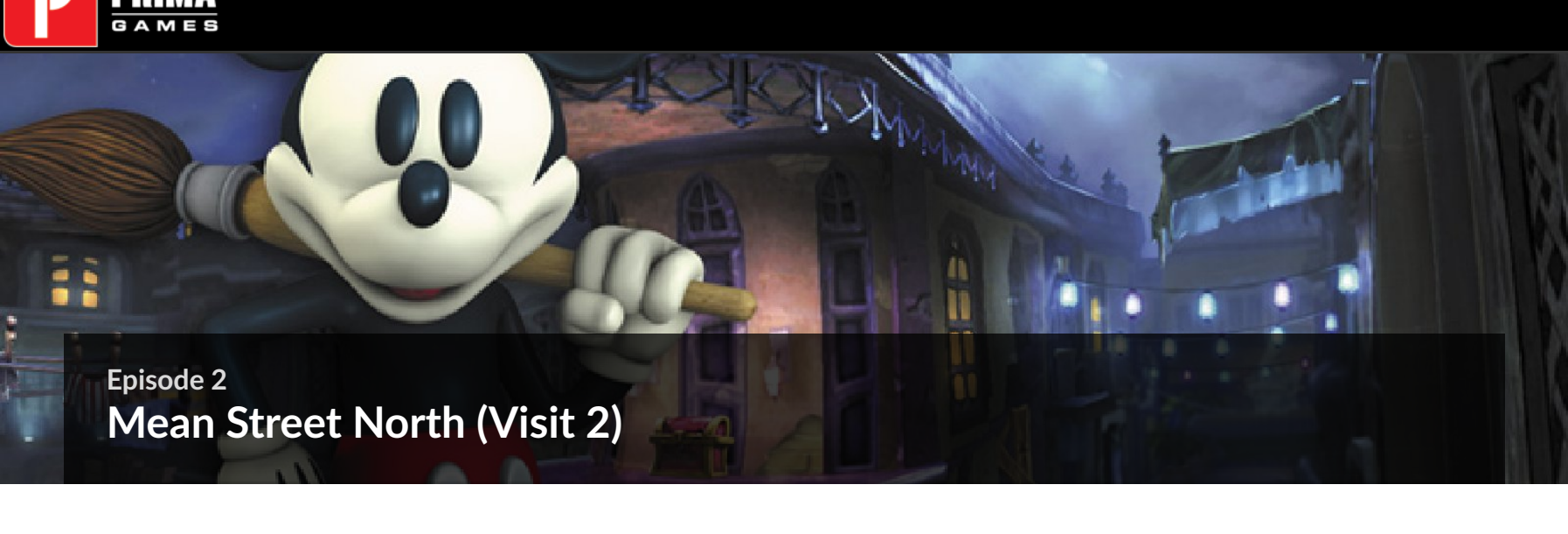
If you make a mistake, you can use Oswald to reset the machine.



Exit the Vault Room and collect the golden Cloth.



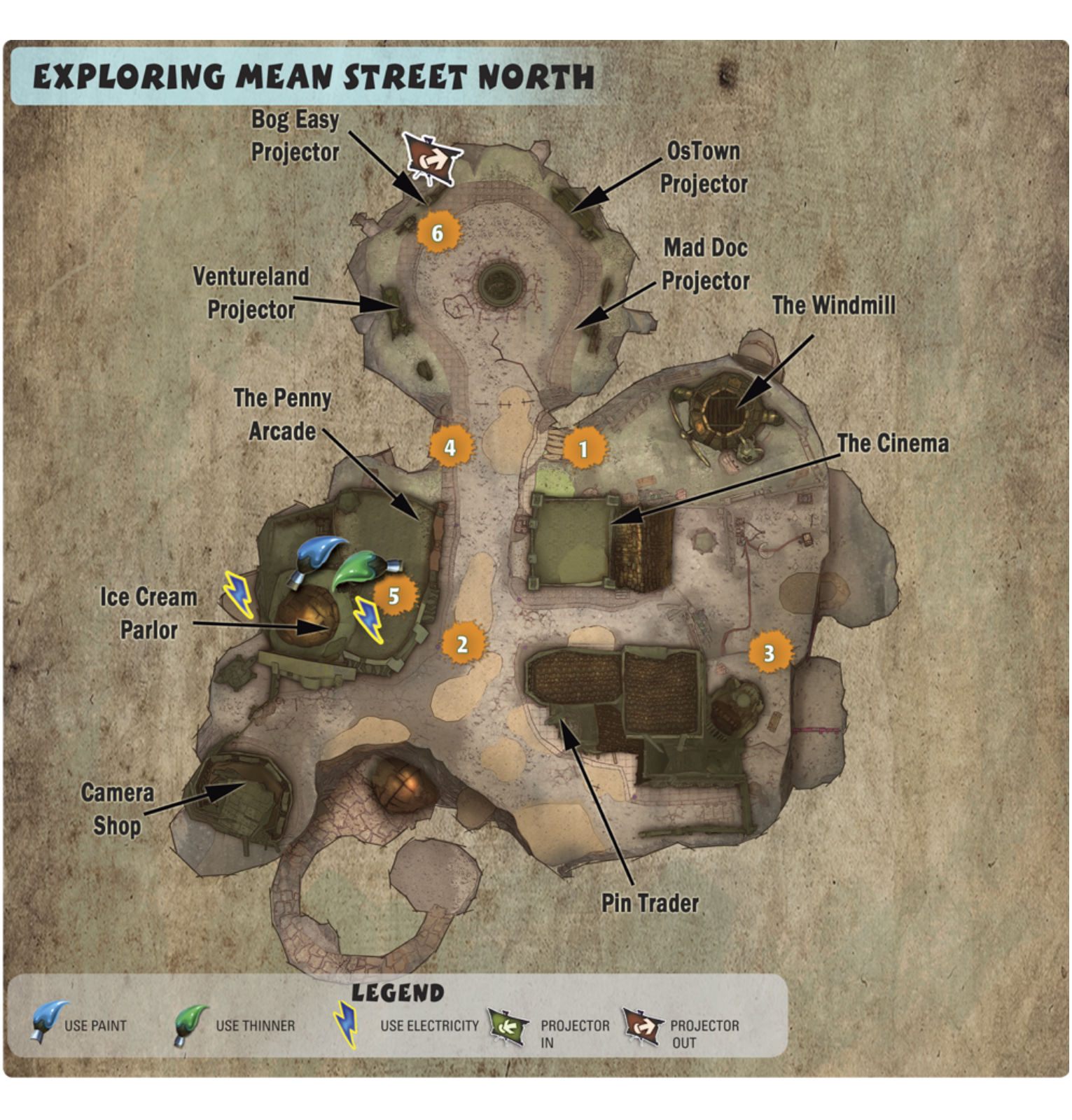
Now that you have completely explored the Underground, take the Transport Tubes up to Mean Street North.



Episode 2

Mean Street North (Visit 2)

EXPLORING MEAN STREET NORTH



LEVEL OVERVIEW

When you arrive a second time, Jamface is in the midst of repairing Mean Street North. You can assist Jamface with the repairs or continue on to the projectors, where you can use the Skeleton Dance projector to reach your next destination: Bog Easy.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- None

Enemies

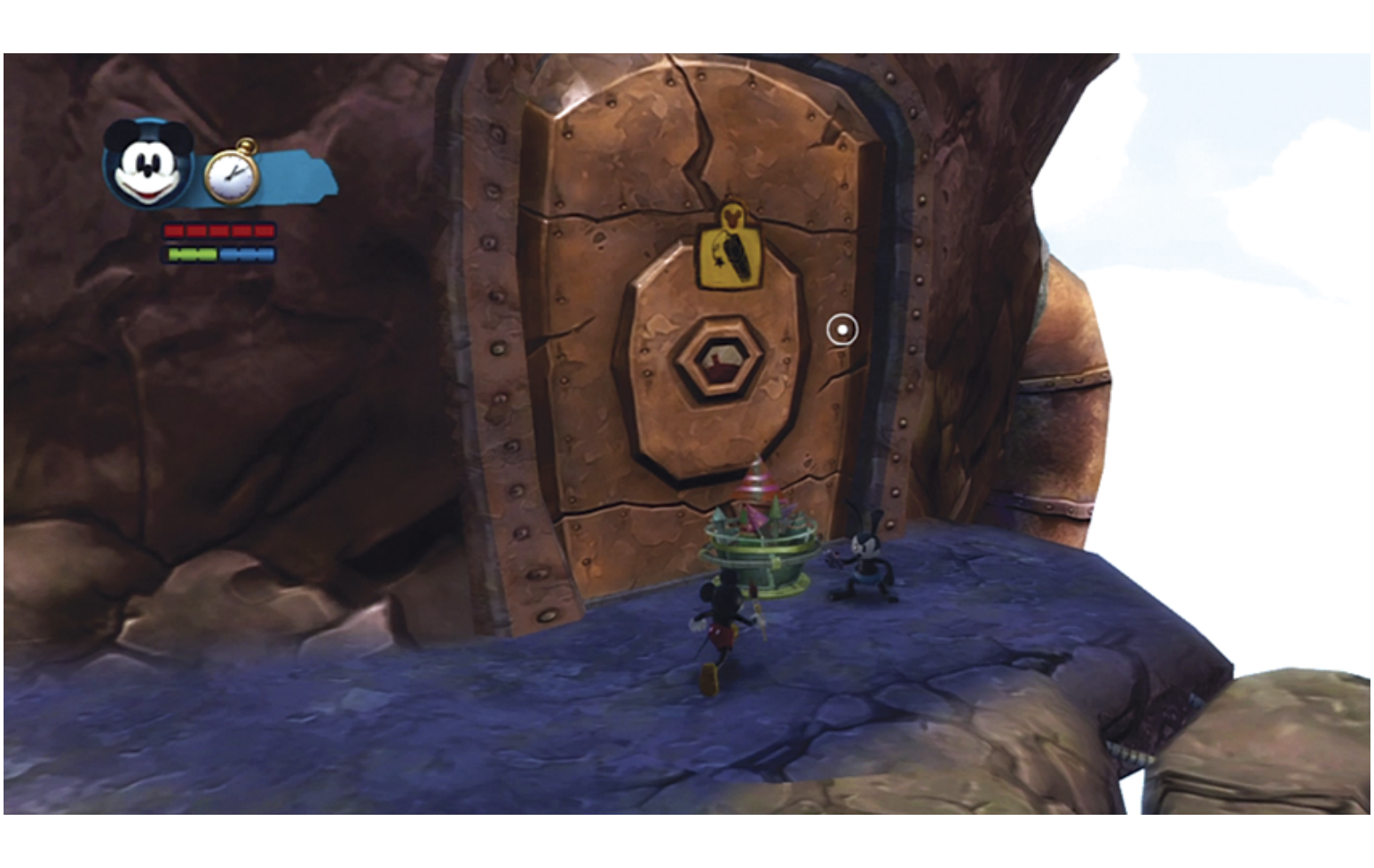
- None

Quests

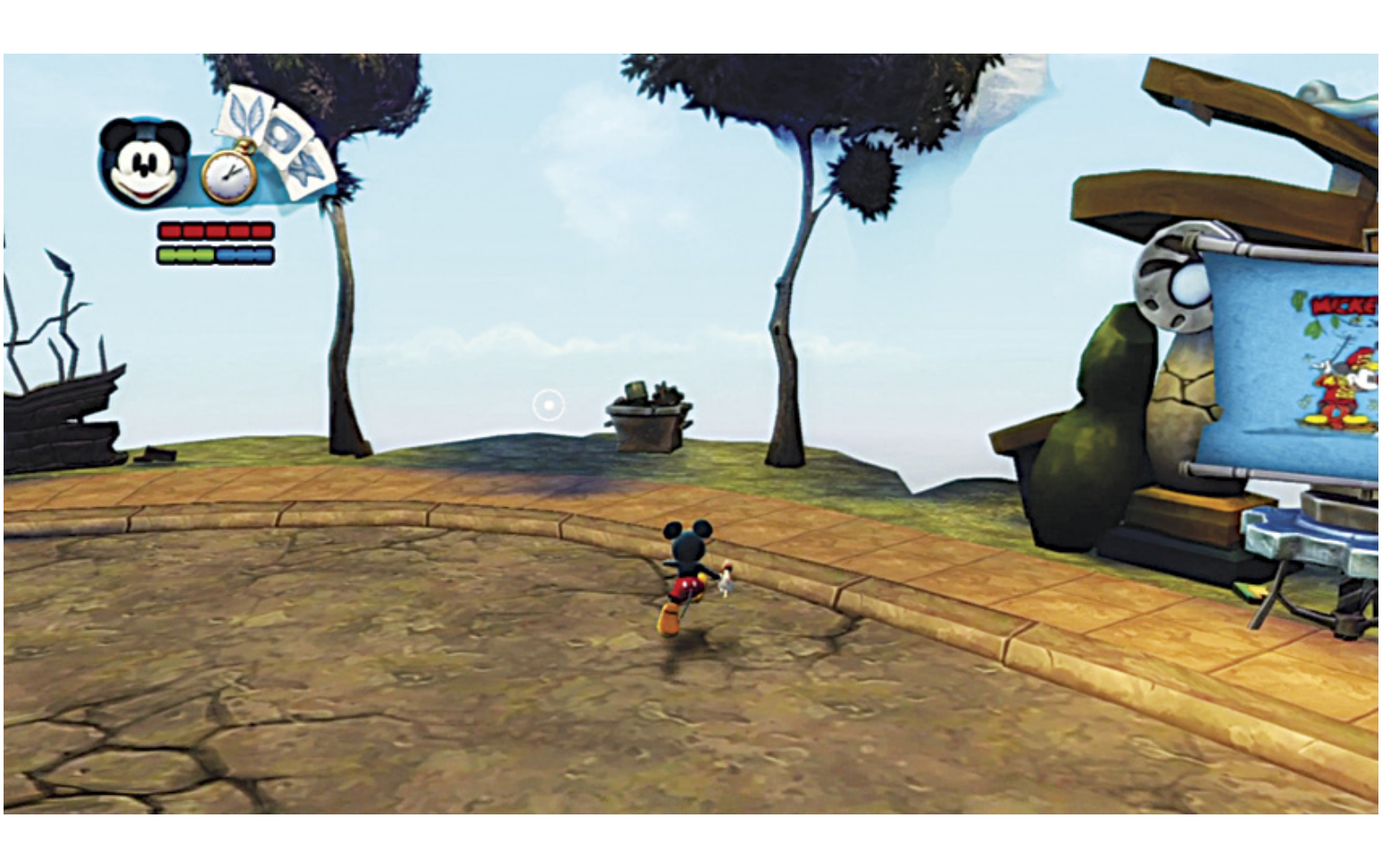
- The Bunny Wranglers

Things to Do

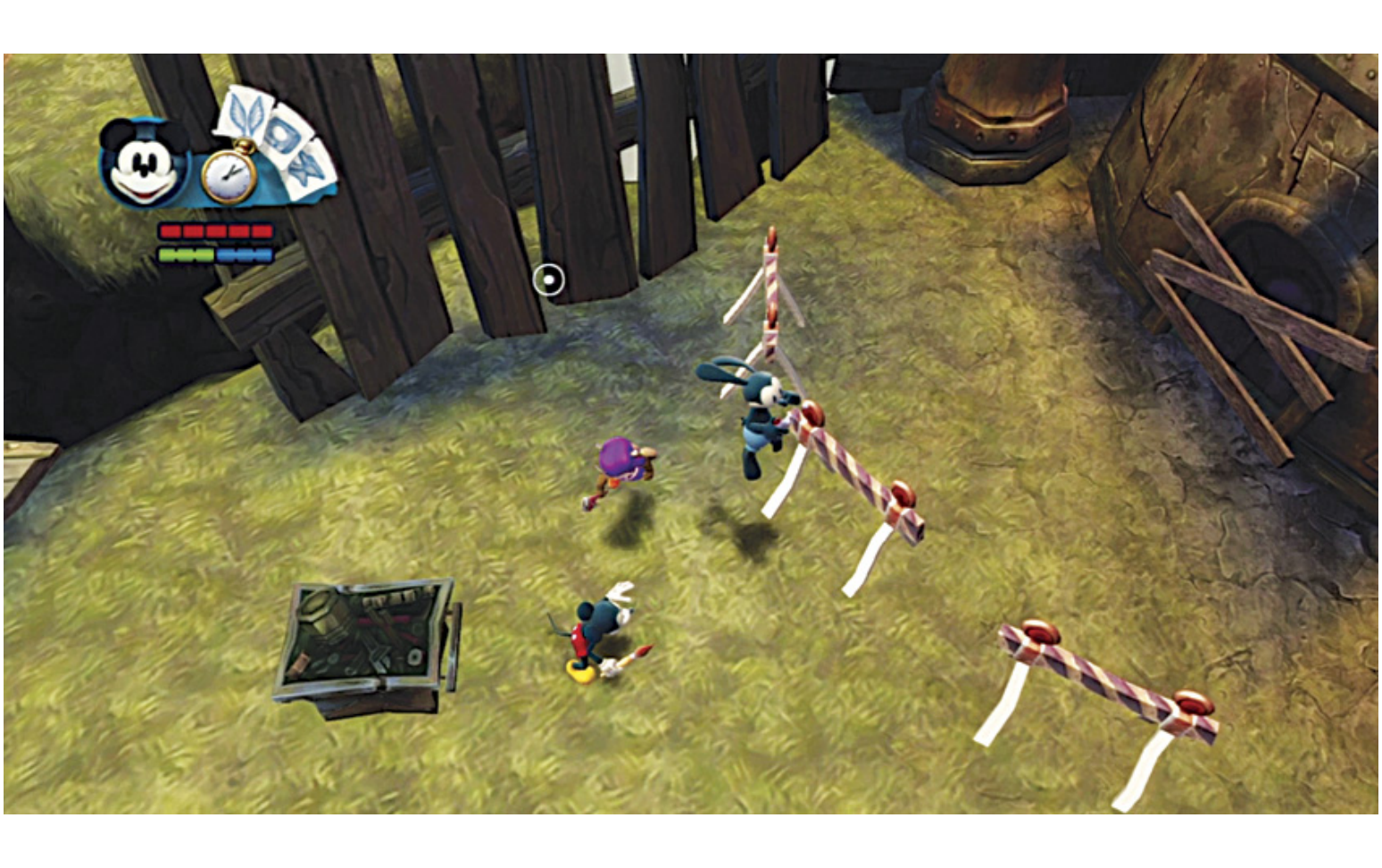
- Find the supplies for Jamface
- Check updated shop inventories
- Fix an arcade machine
- Help the Gremlins repair the buildings
- Use the repaired entrances to the Underground
- Take the Skeleton Dance projector to Bog Easy



Upon your return to Mean Street North, Gremlin Jamface informs you that your destruction of the D.E.C. entrance has led to some supplies being stolen. As a result, he must raise his prices for construction unless you can return the lost supplies. If you didn't break open the D.E.C. entrance earlier, you won't have this problem.

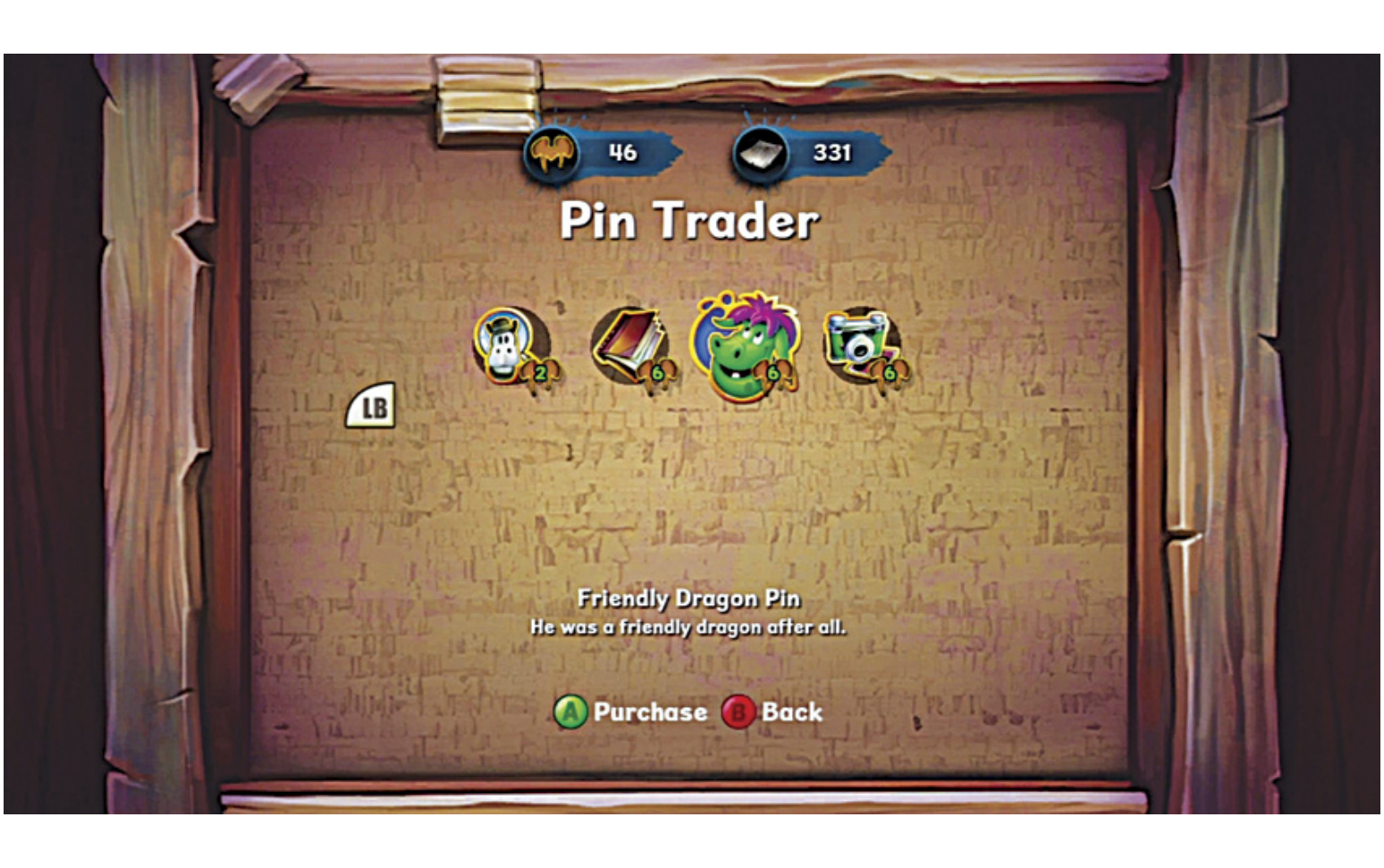


The supplies look like baskets of assorted junk and are scattered around town. Each set of supplies you return to Jamface will lower his construction costs.



Drag the supplies over to Jamface at the windmill as you find them.

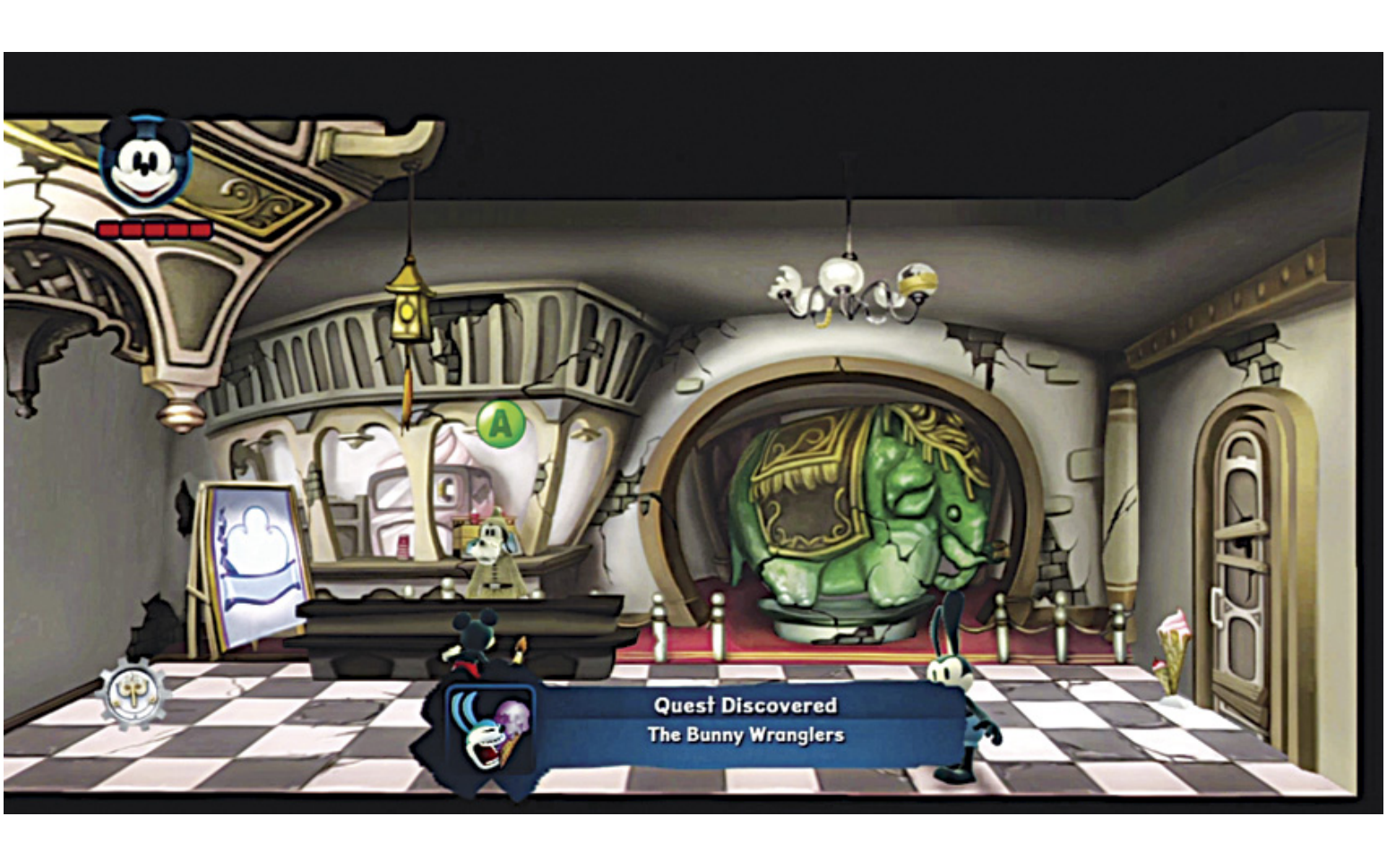
Be sure to check all the stores in town because the inventories are updated as you progress through the game.



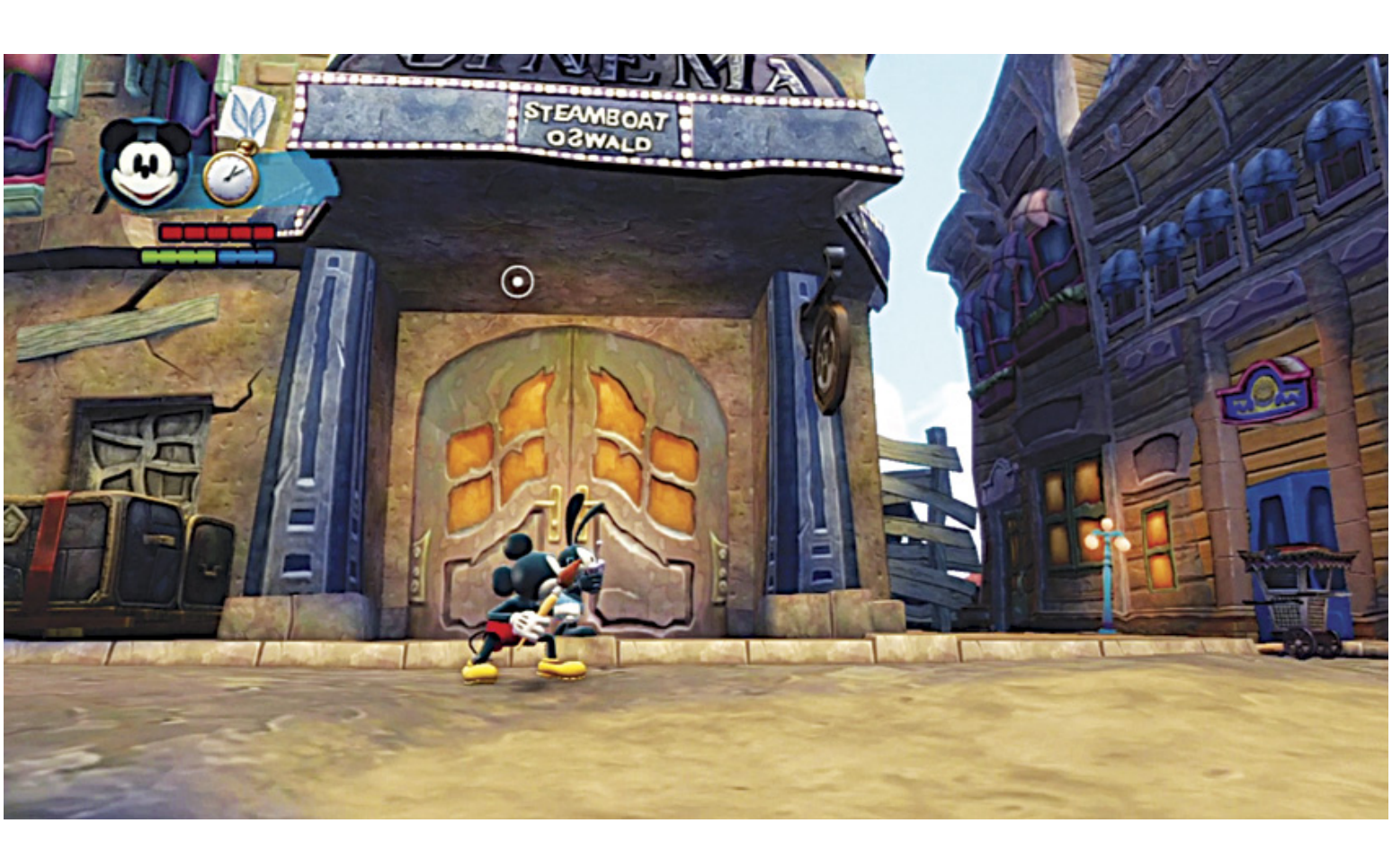
Check the Pin Trader for one noteworthy item: a boss pin. You received one pin depending on the method you used to defeat the Blotworx Dragon, and the other pin will be for sale in the Pin Trader shop. Purchase the second boss pin so you can repair one of the games at the arcade.

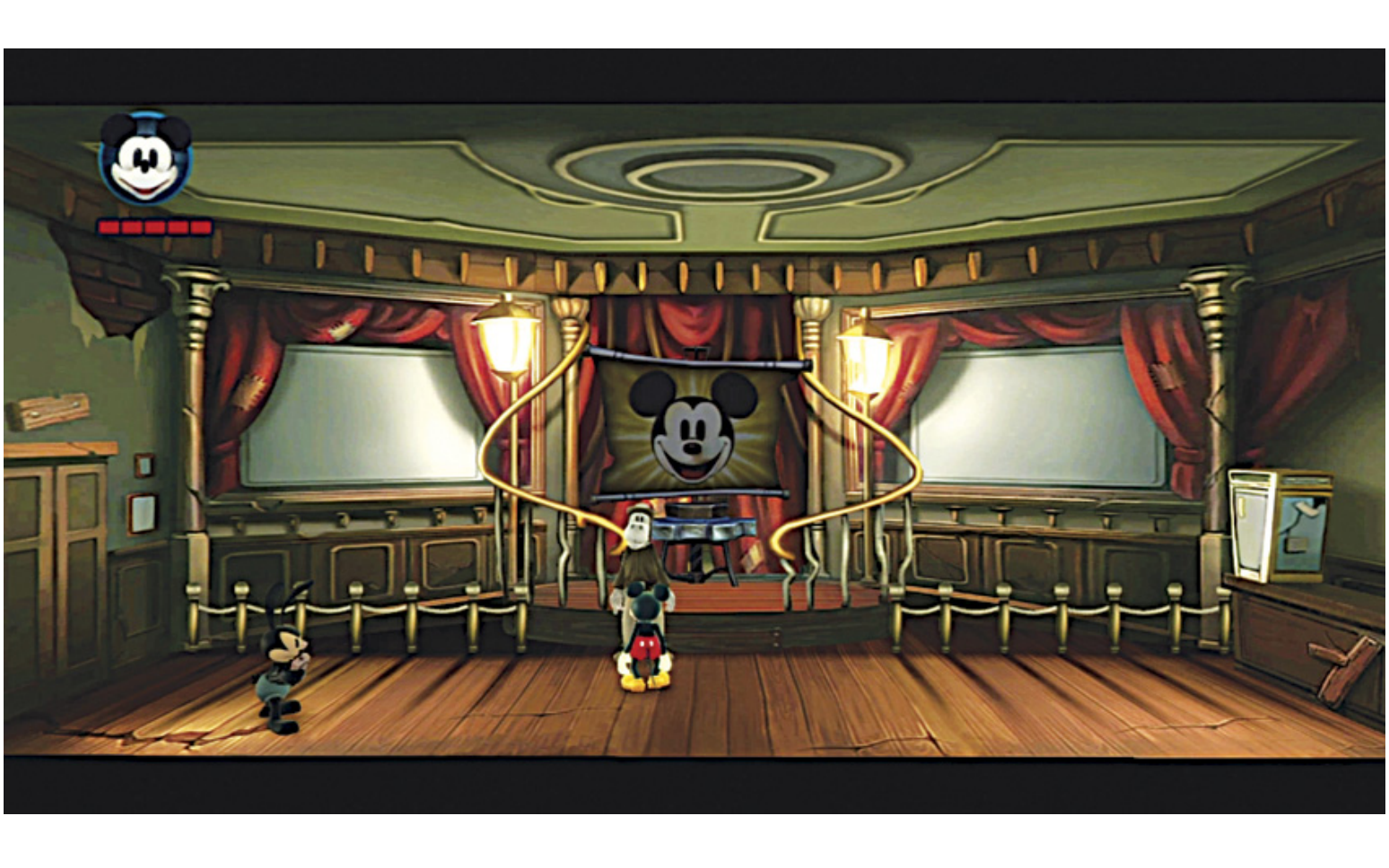
OPTIONAL QUEST

THE BUNNY WRANGLERS

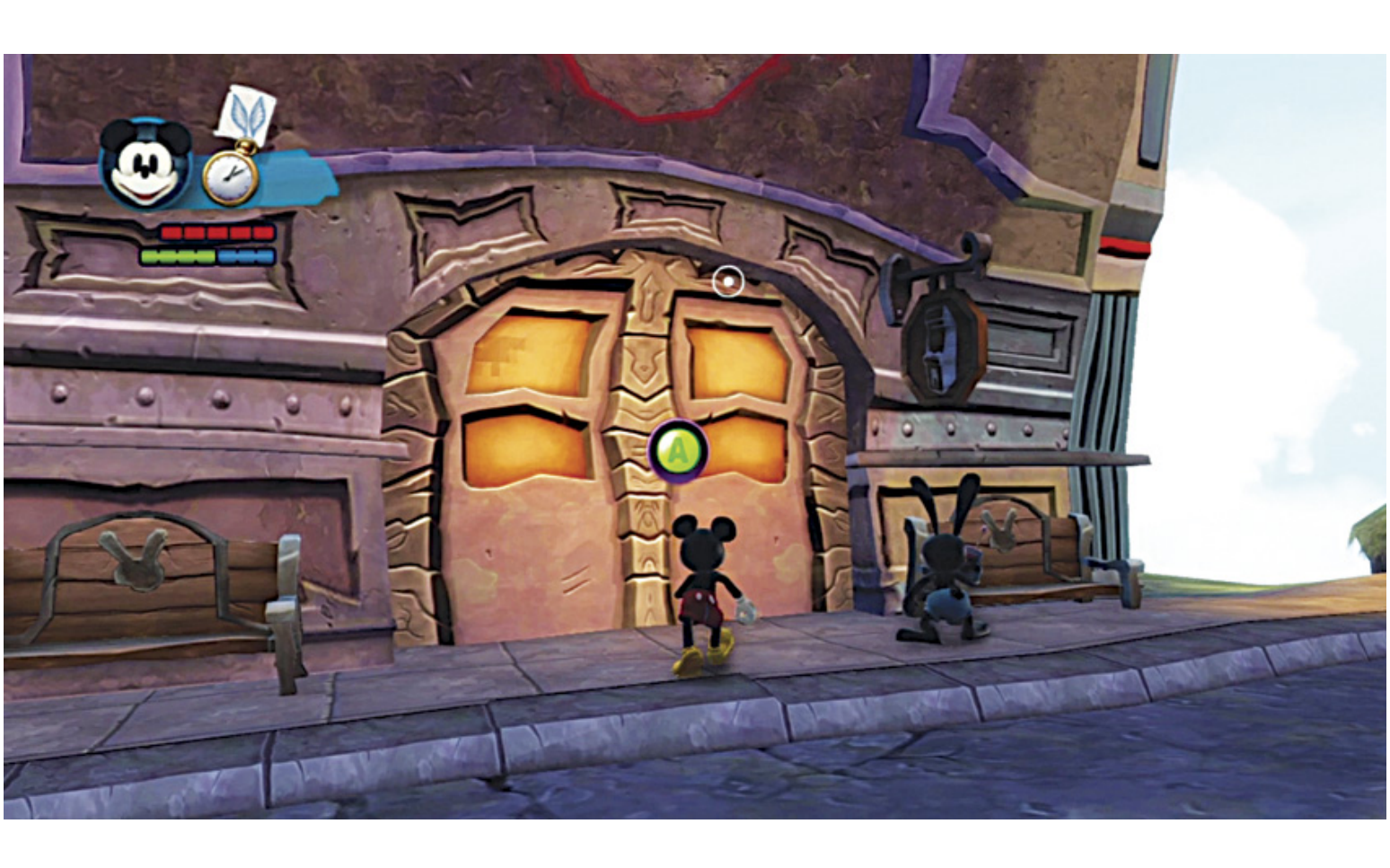


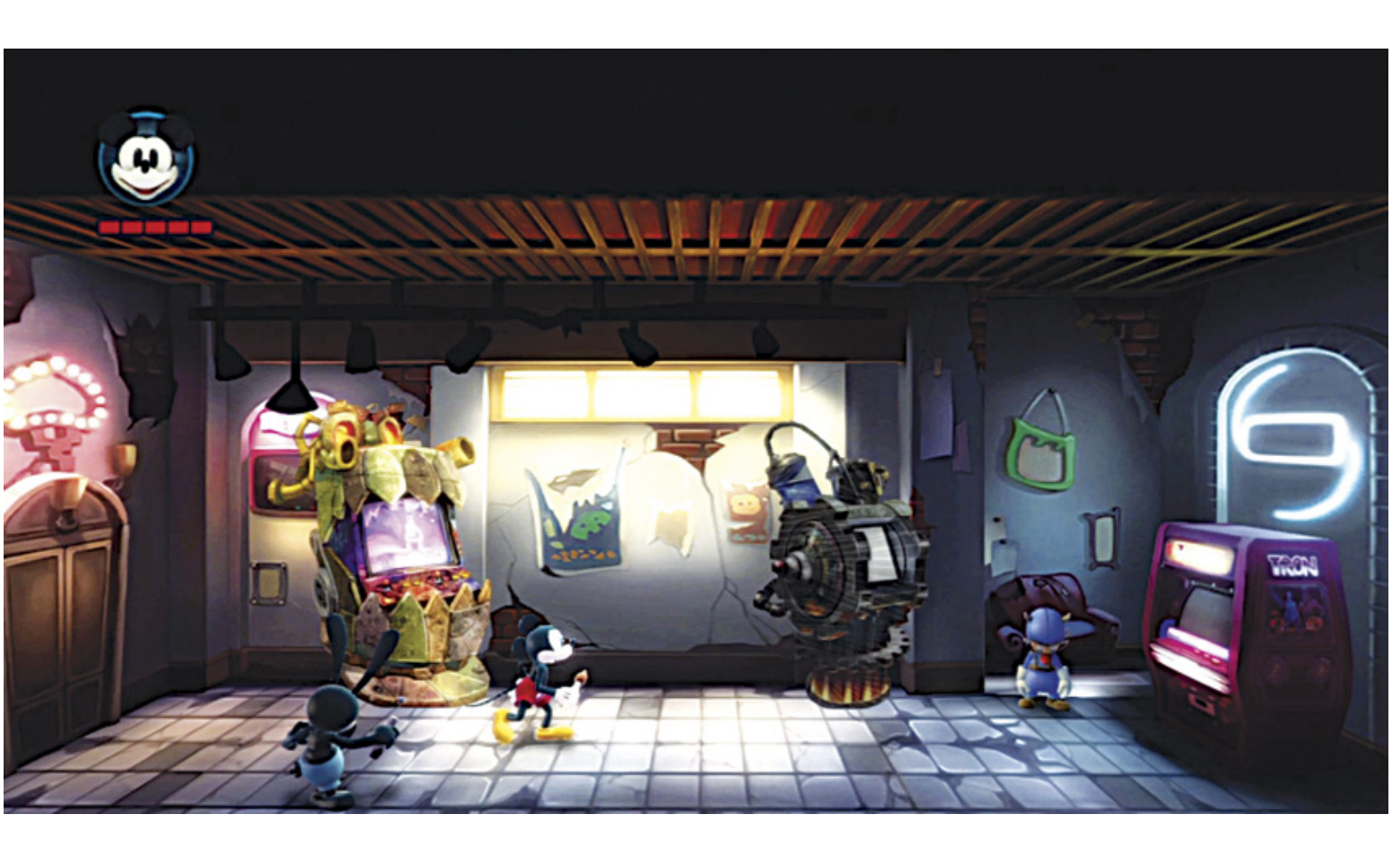
If you didn't receive the Bunny Wranglers quest in OsTown, you can get it from Paulie in the Ice Cream Parlor. If you use the electricity control panel instead of reprogramming it, the pipes will send the Bunny Children here instead.



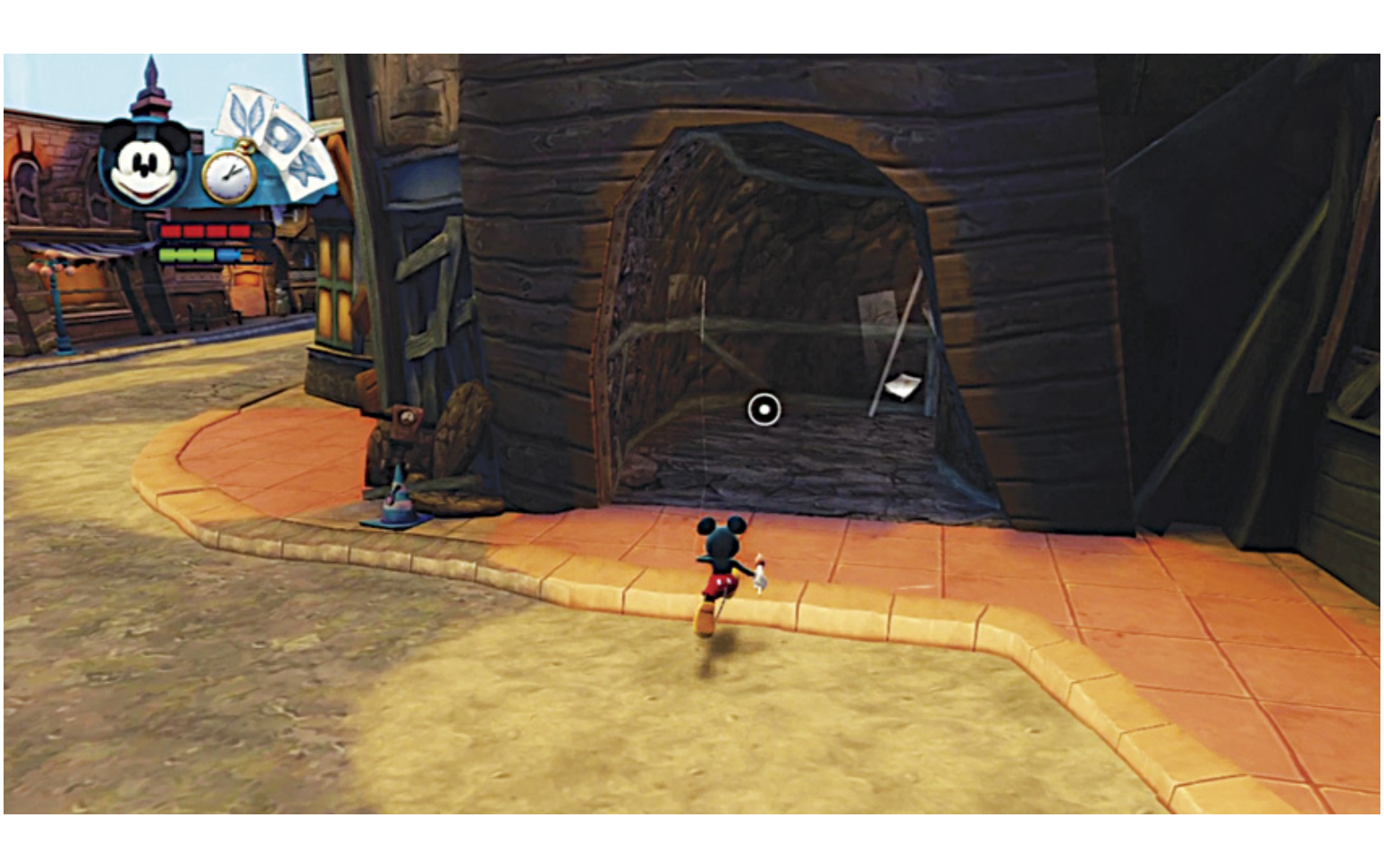


Stop by the Cinema if you want to zip around Wasteland quickly. The Cinema allows fast travel to previously visited zones. Travel is free if you collected the Film Reel in the corresponding 2D level, or 50 E-tickets if you haven't retrieved the Film Reel yet.

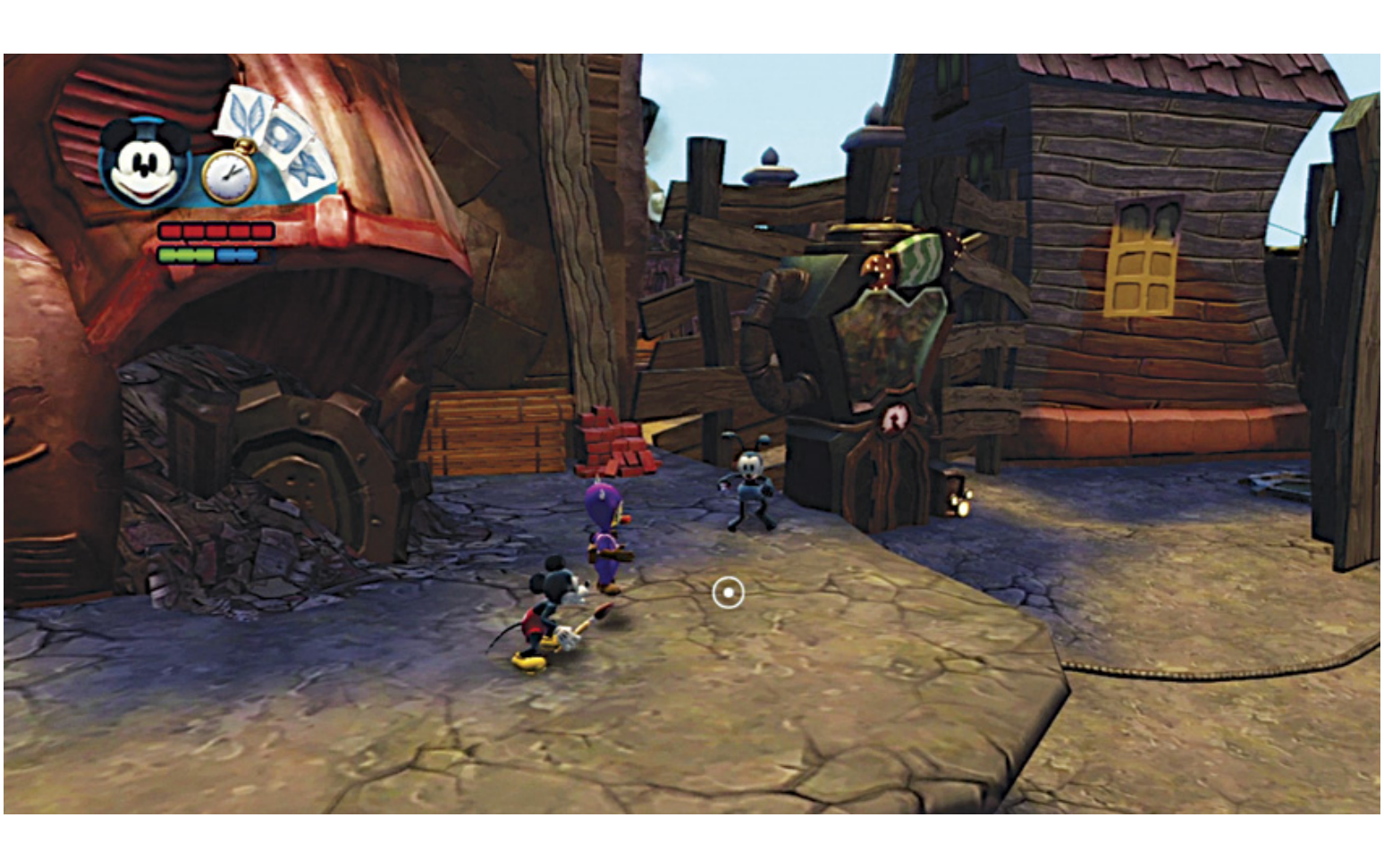




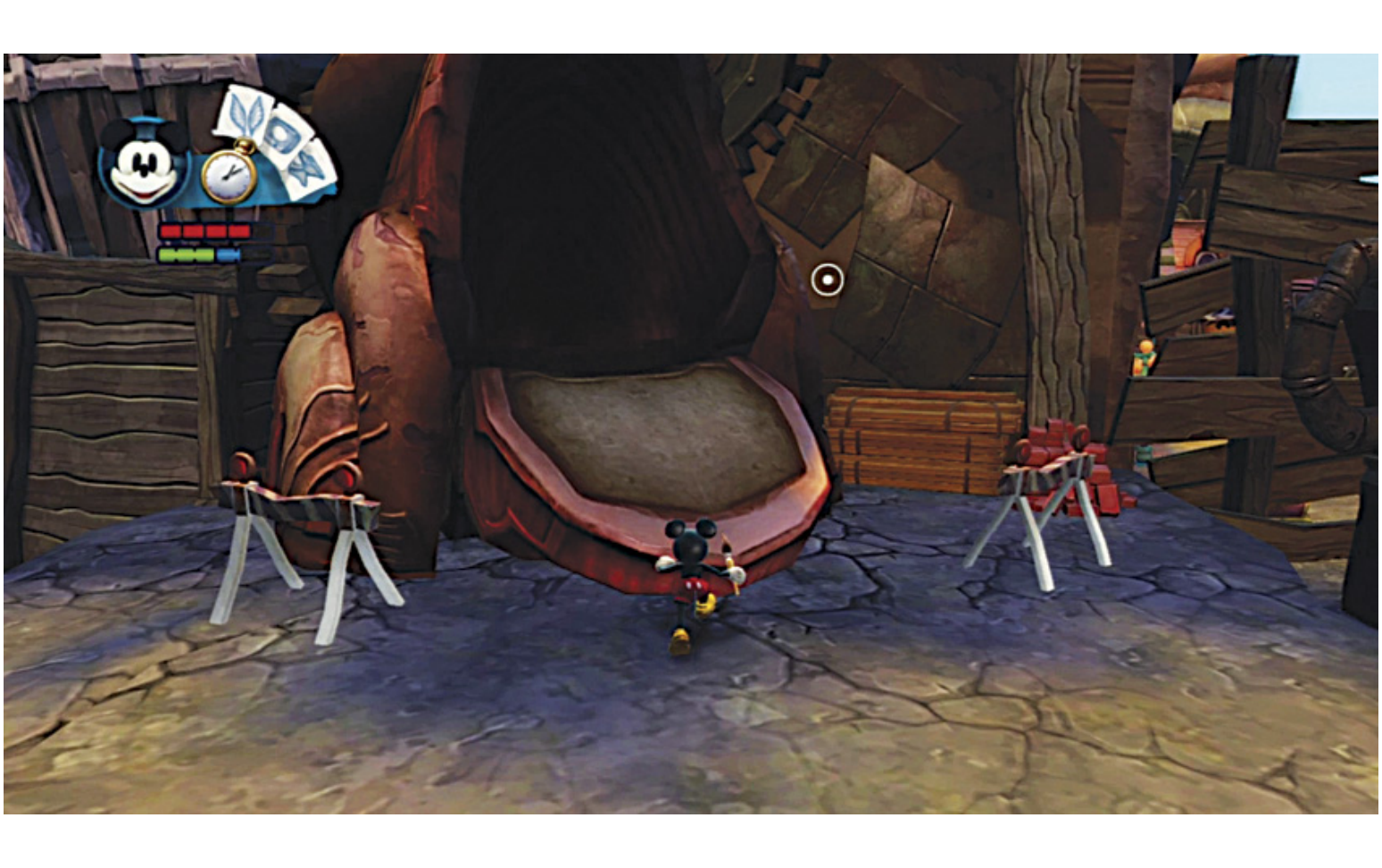
Stop by and pay a visit to Gremlin Flynn in the arcade. You can fix the game machines by acquiring both pins from a boss fight. One boss pin is given when you defeat it, and the other can be purchased from the Pin Trader after that. Talk to Flynn with the two Dragon Pins to fix a machine. You can then use the fixed arcade machine to give you E-tickets as a reward.



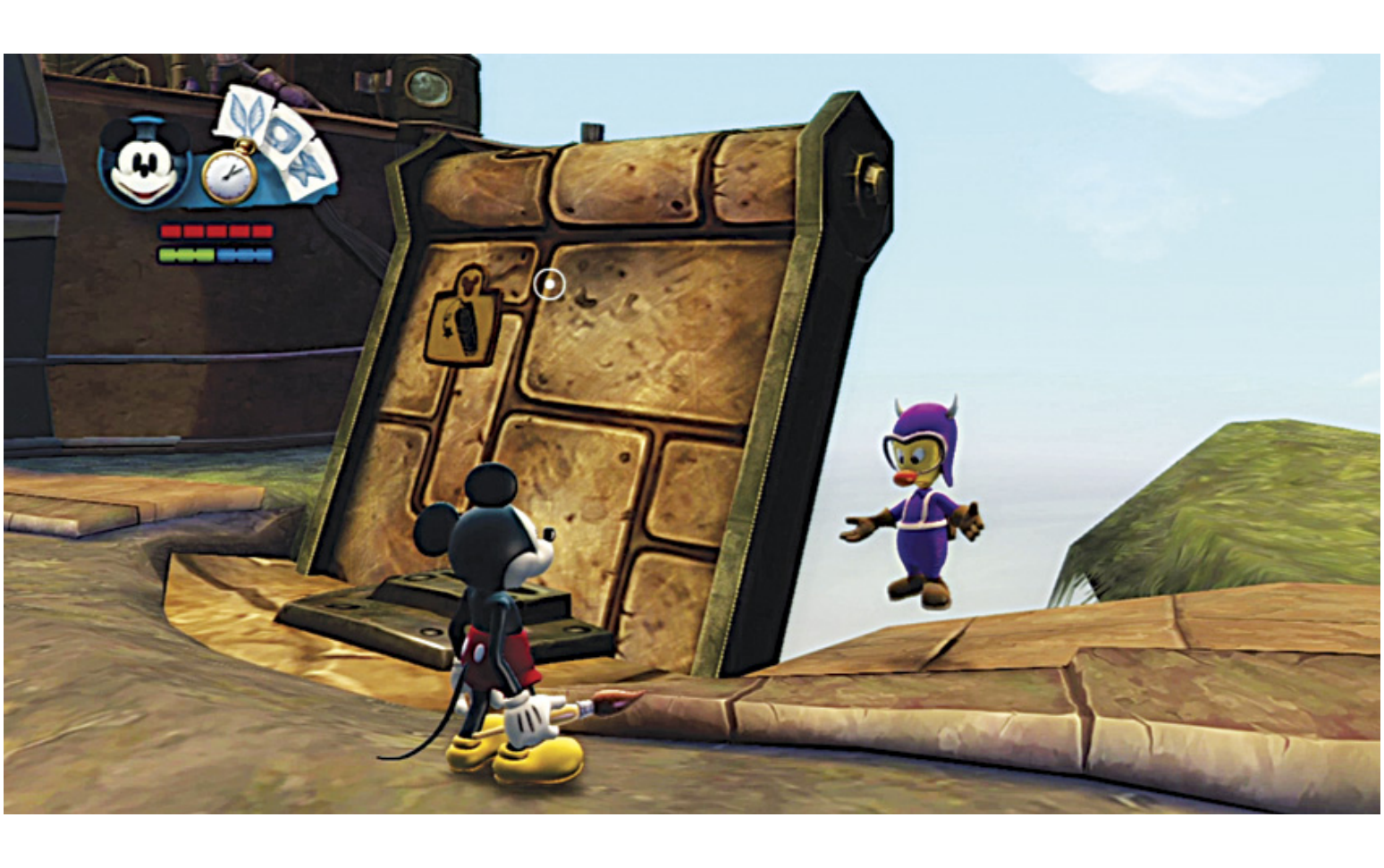
After you finish checking out all the shops, it's time to help Jamface repair the town. Head down the tunnel to the back area near the D.E.C. entrance.



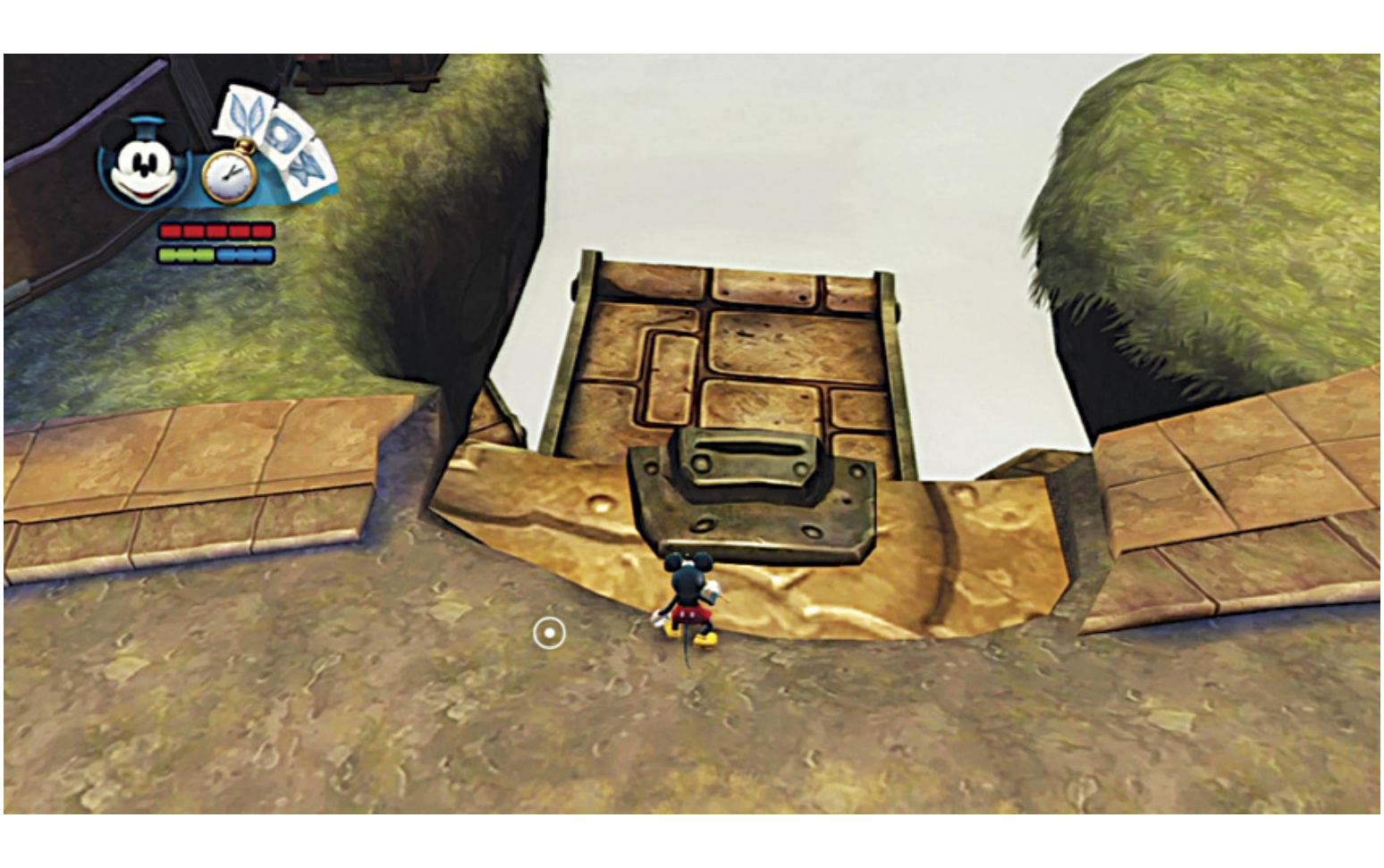
Look for the broken fish head building with a mouth full of junk. Jamface can repair this building for you if you donate some Scrap Metal to the cause. If you wish to sabotage the building instead, you can break the machine that is connected by a wire running to the right.



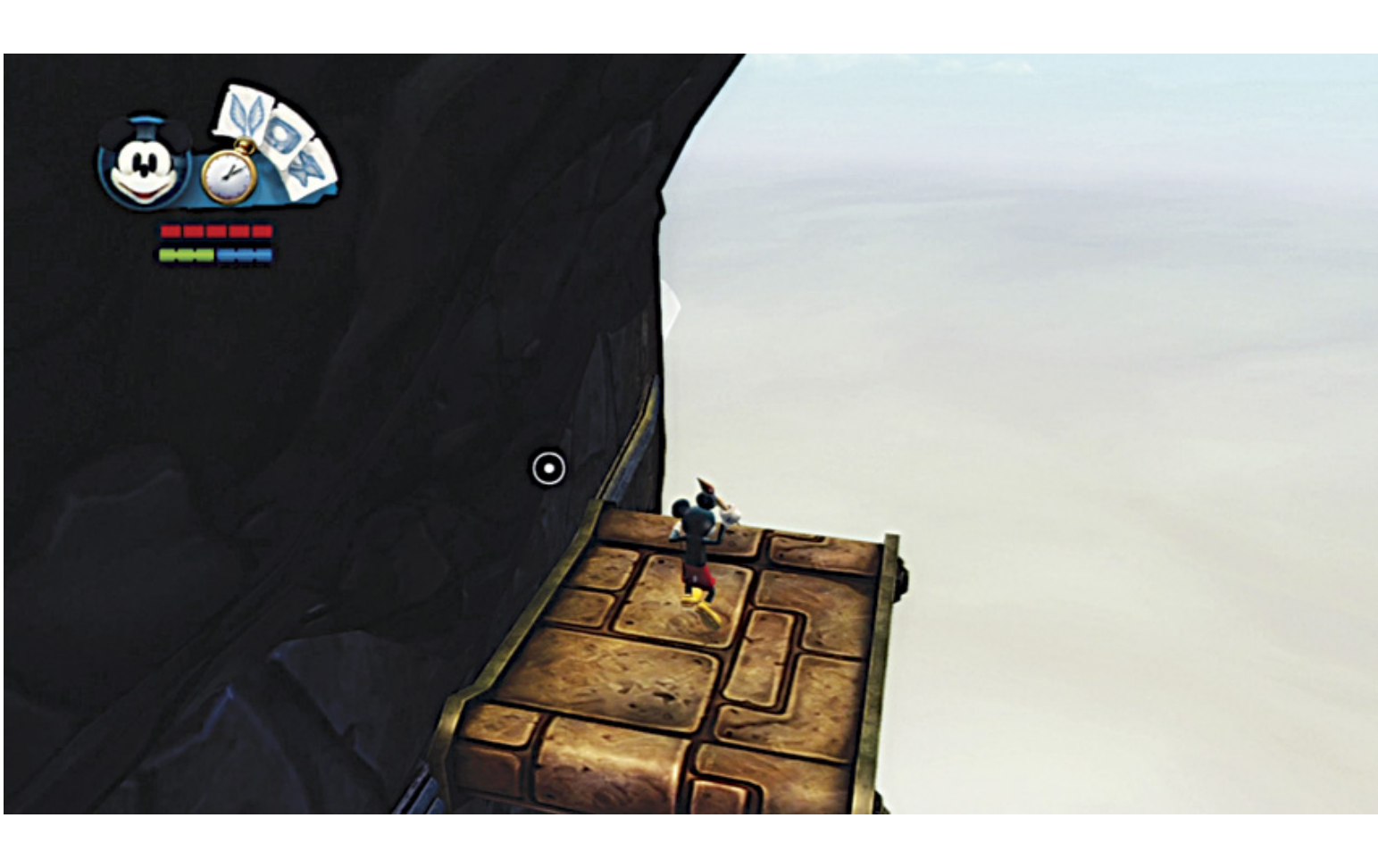
You have to leave the town after you give Jamface the Scrap Metal, as the repairs take time to complete. When you come back later, the fish head will be open and allow you access to the Underground (Propeller Room).



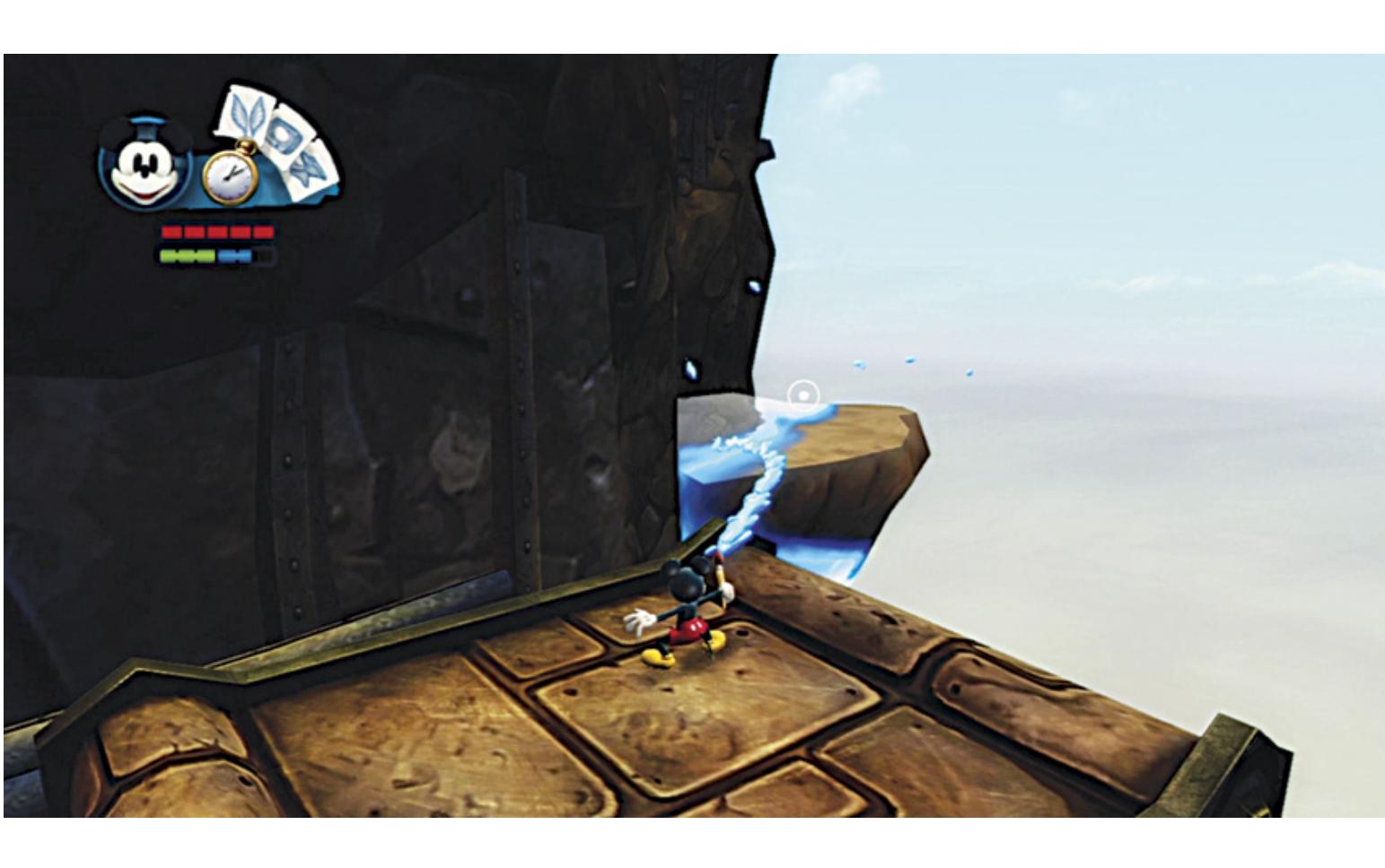
Back near the projector area, check out the drawbridge-like device that Jamface wants to repair. You can give him Scrap Metal to repair it or drag some fireworks over and blow up the device for Scrap Metal.

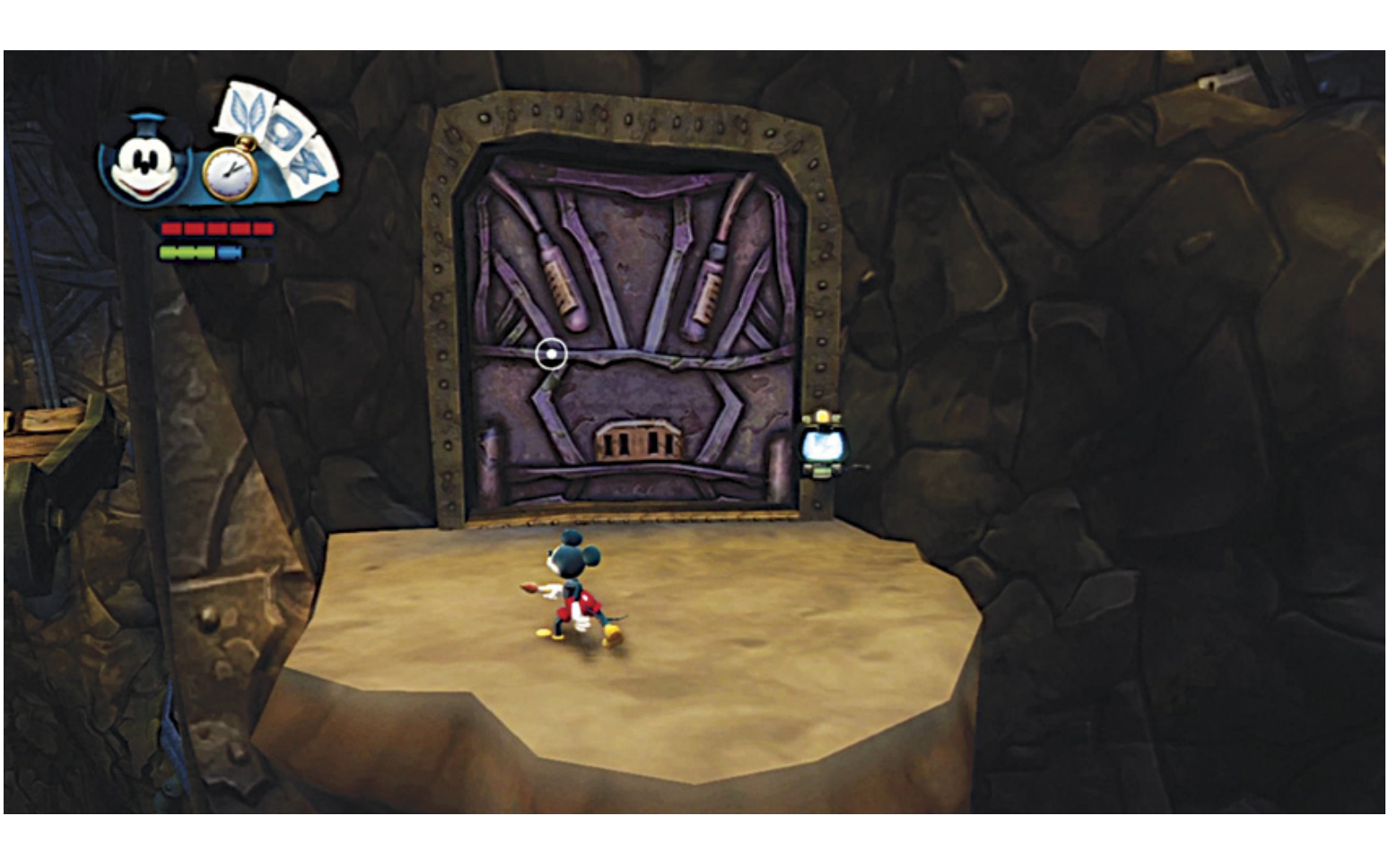


After Jamface repairs the device near the projectors, it turns into a moving elevator down to a secret entrance.

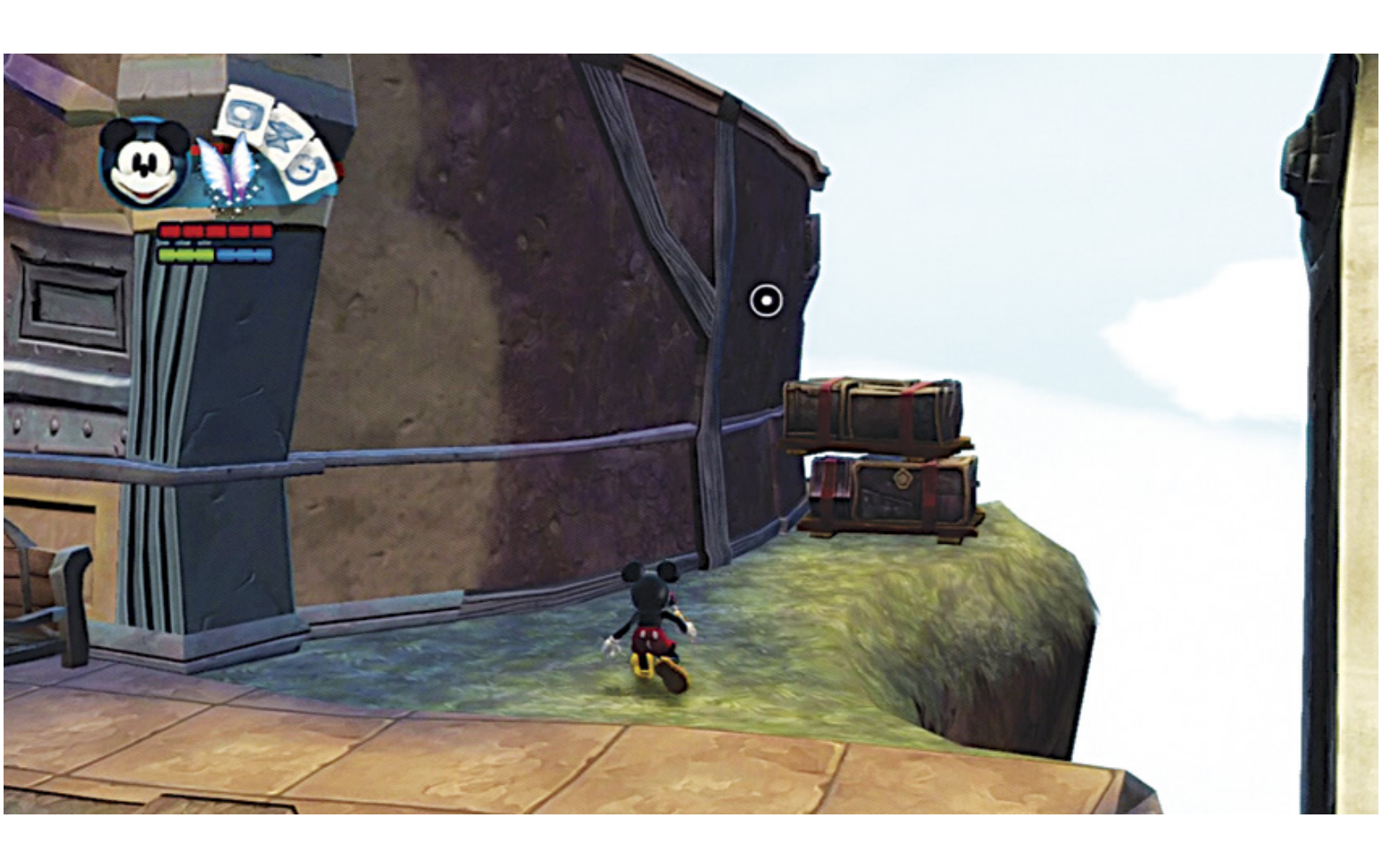


Ride the first platform to be lowered to another moving platform.

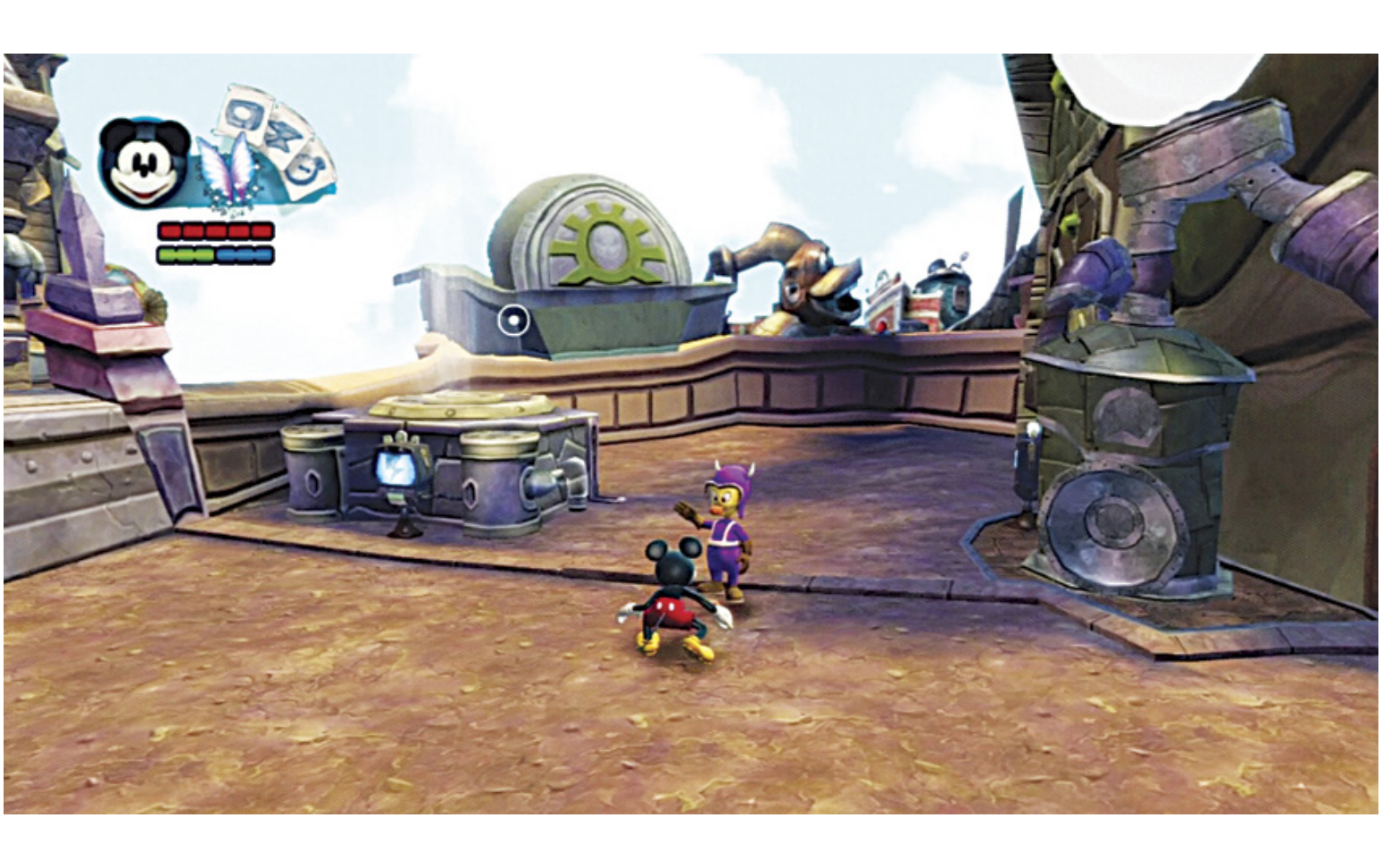




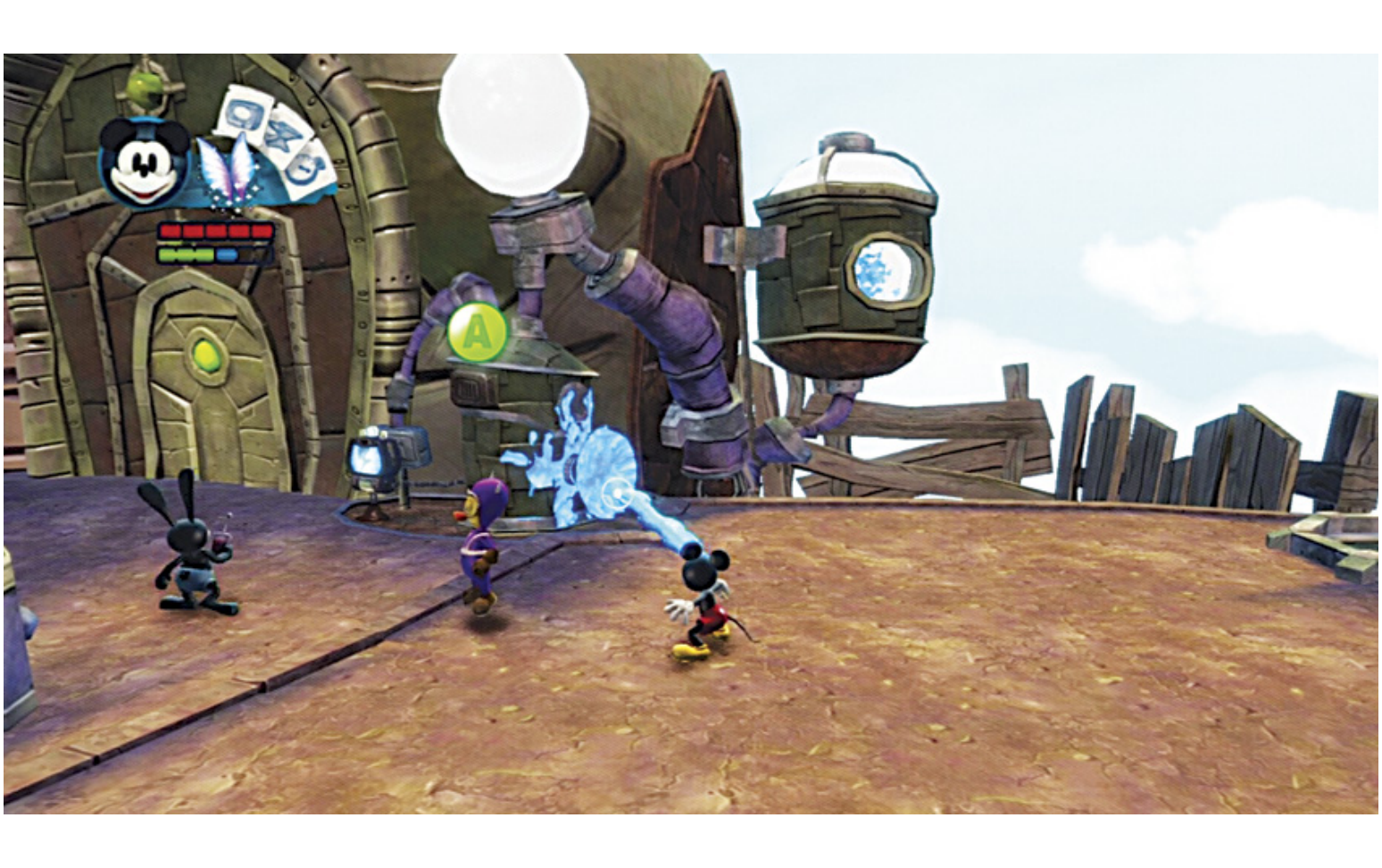
When the second platform stops moving around the cliffs, paint one final ledge and leap over to it. Oswald can open this door to another side room in the Underground (Widget Room).



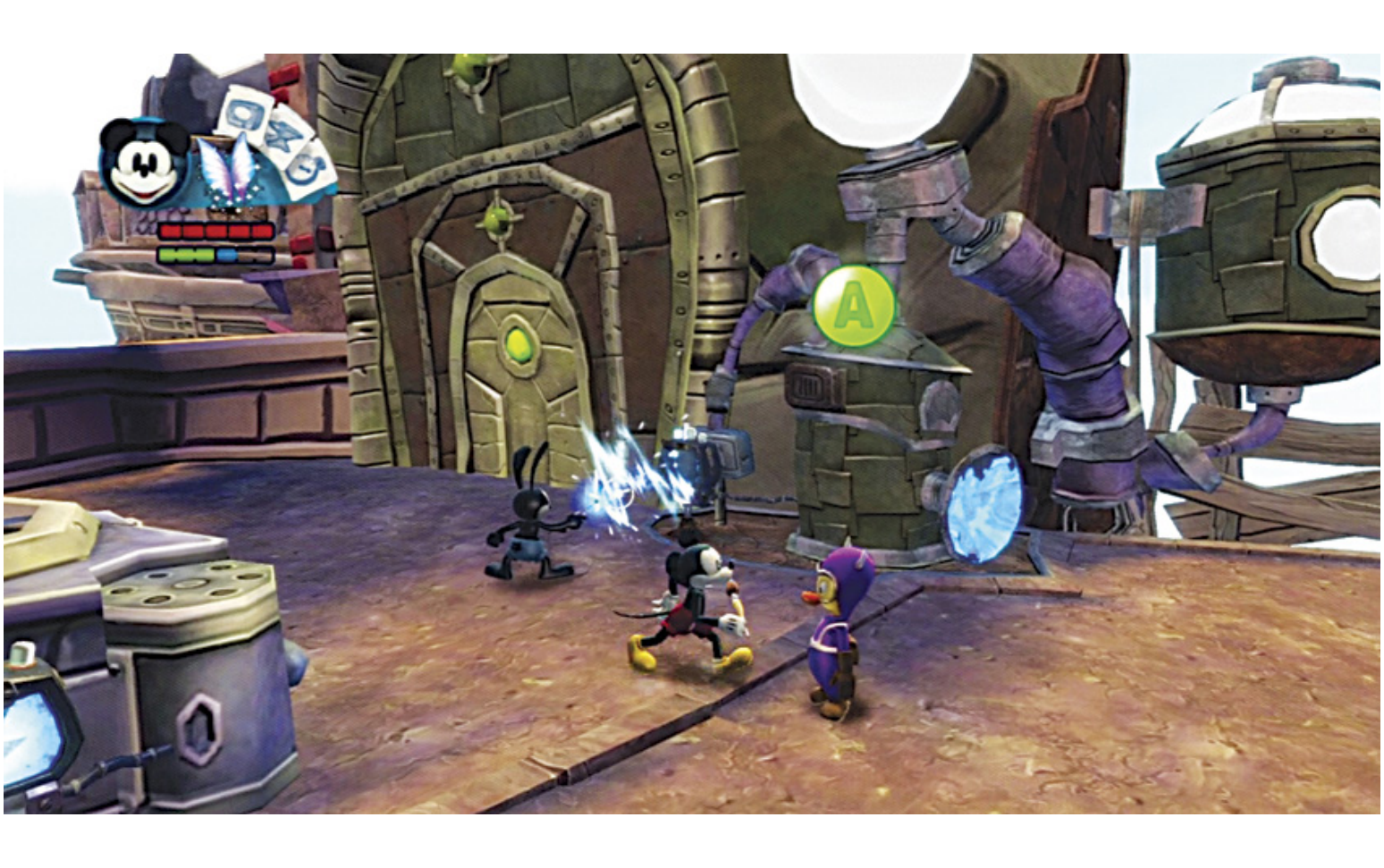
The last machine in need of repair is on the roof of the Ice Cream Parlor. Use the stack of boxes around back to reach the roof.



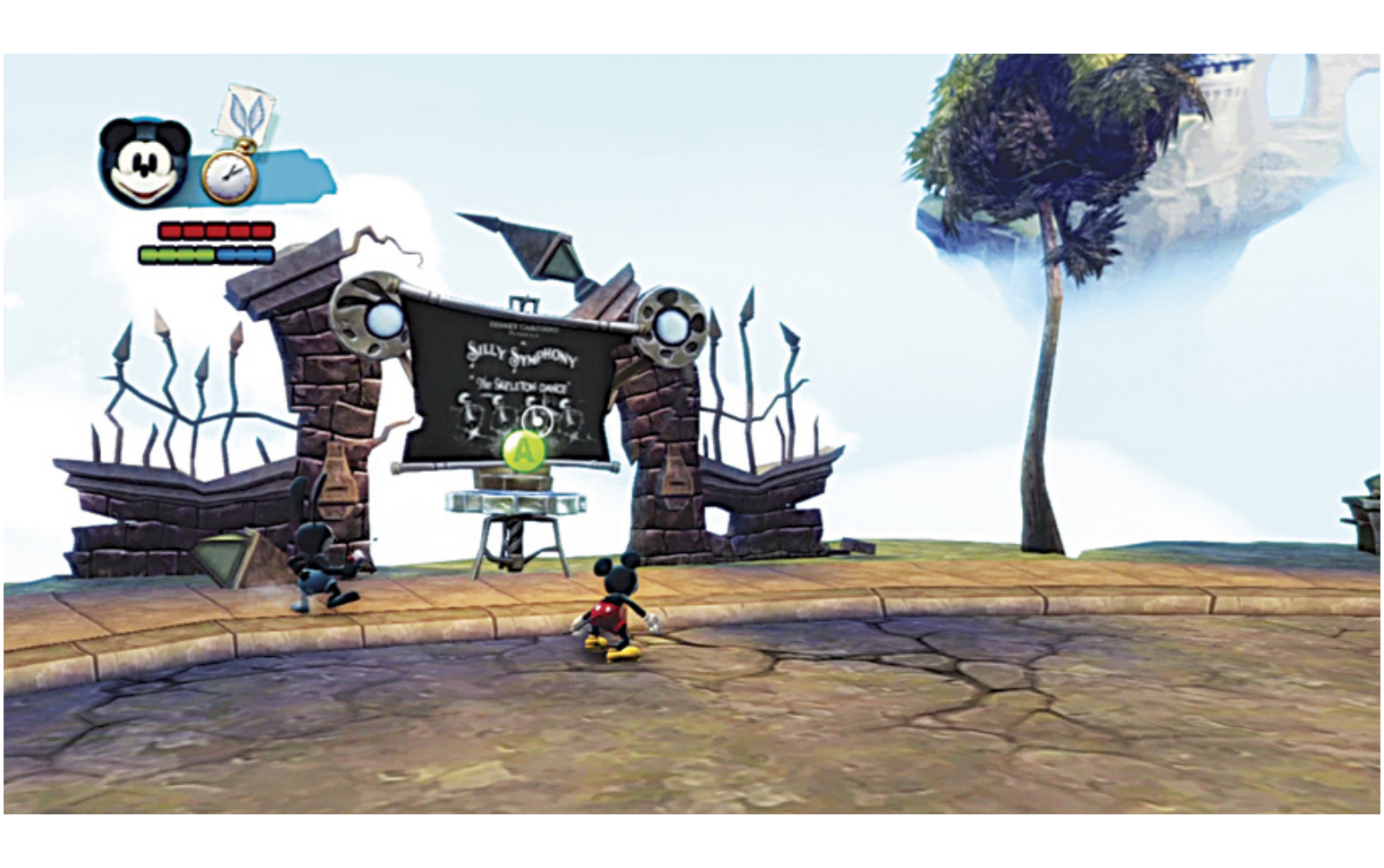
Jamface informs you that this last entrance to the Underground has broken down and he needs you to help repair the machine. Rather than doing the repairs himself, he tells you the machine's tank needs Paint to refill it.



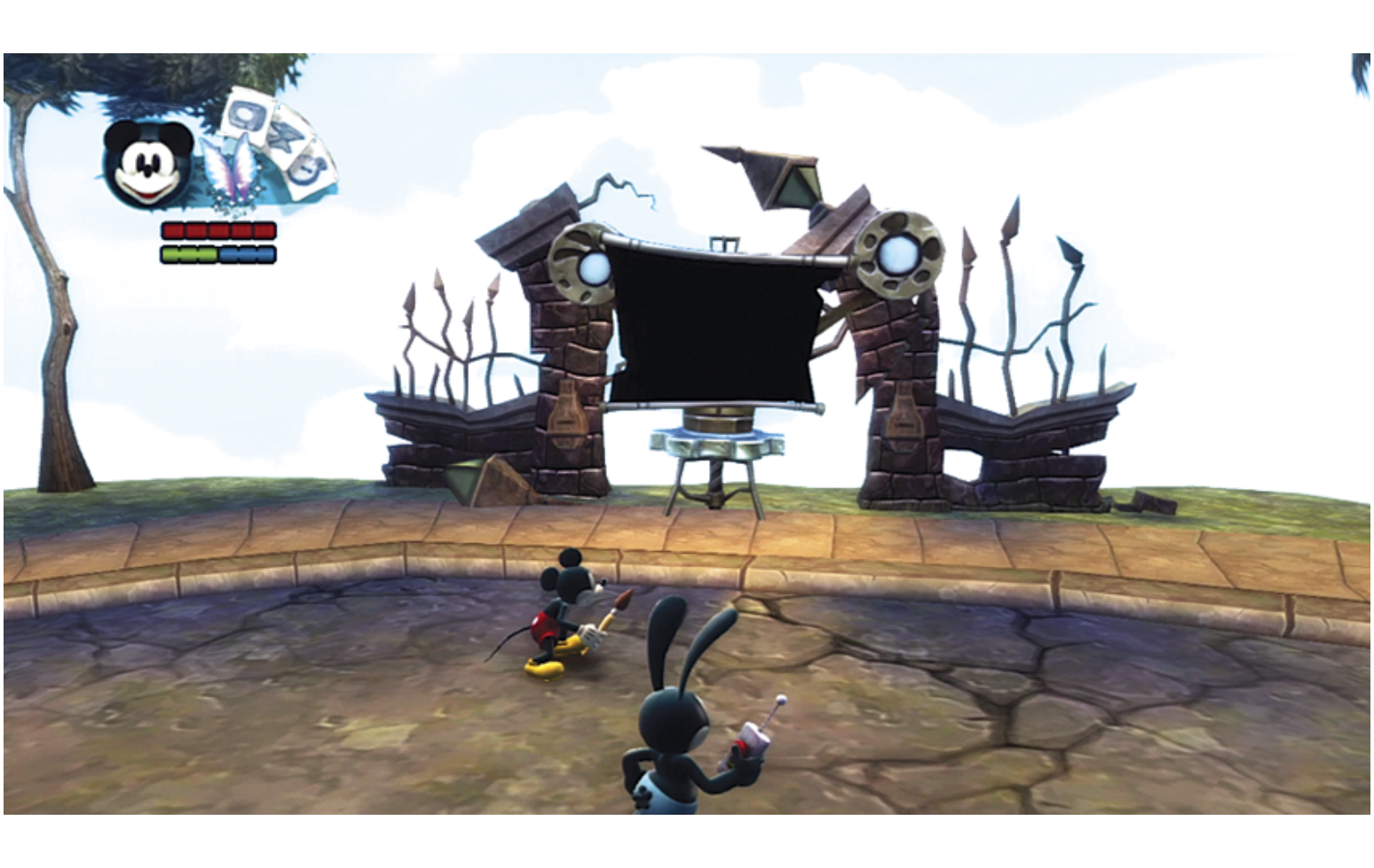
You can choose to use Paint on the funnel of the machine to fill it back up, or fill it with Thinner to destroy the machine.



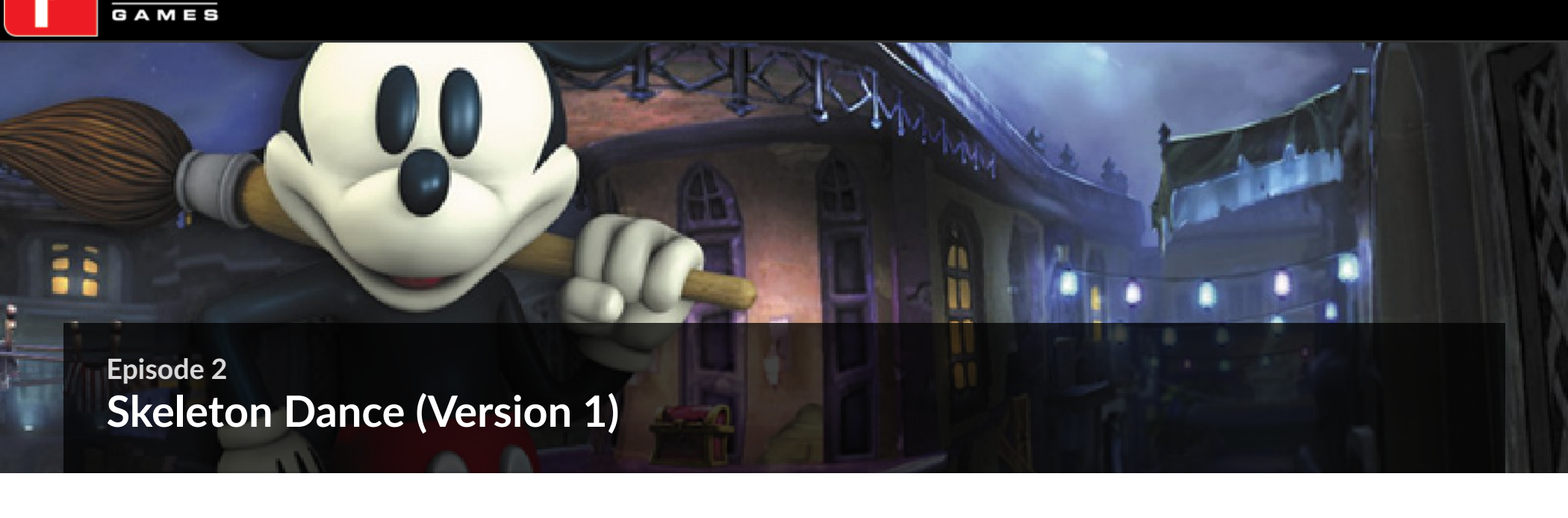
Finish up by having Oswald power up the machine, and take the entrance down to the last room of the Underground.



After all your tasks in town are complete, head over to the projector area.



The second projector from the left is the first version of the Skeleton Dance. When you are ready to leave, take this projector over to Bog Easy.



Episode 2

Skeleton Dance (Version 1)

Skeleton Dance (Version 1)

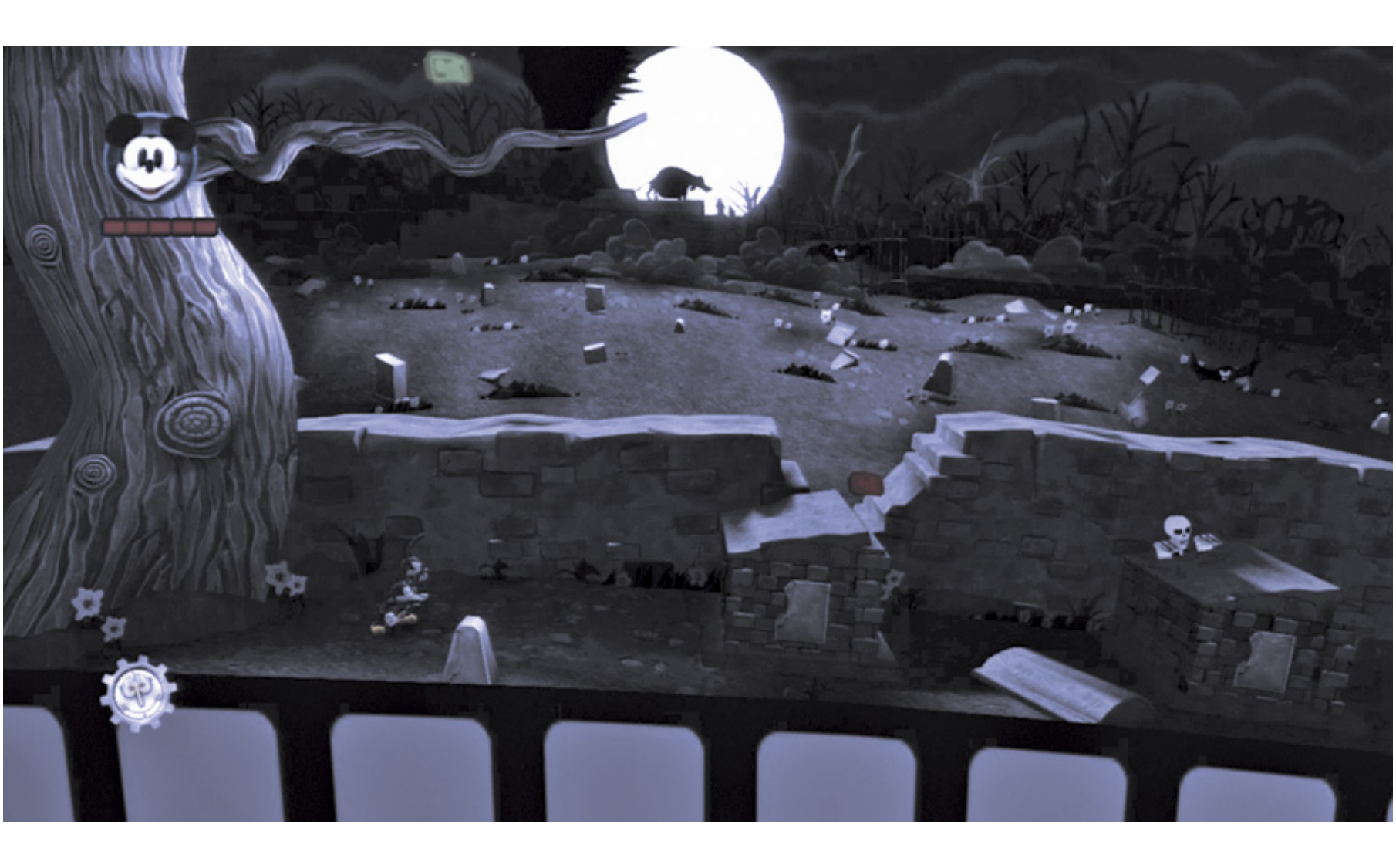
LEVEL BREAKDOWN

Collectibles

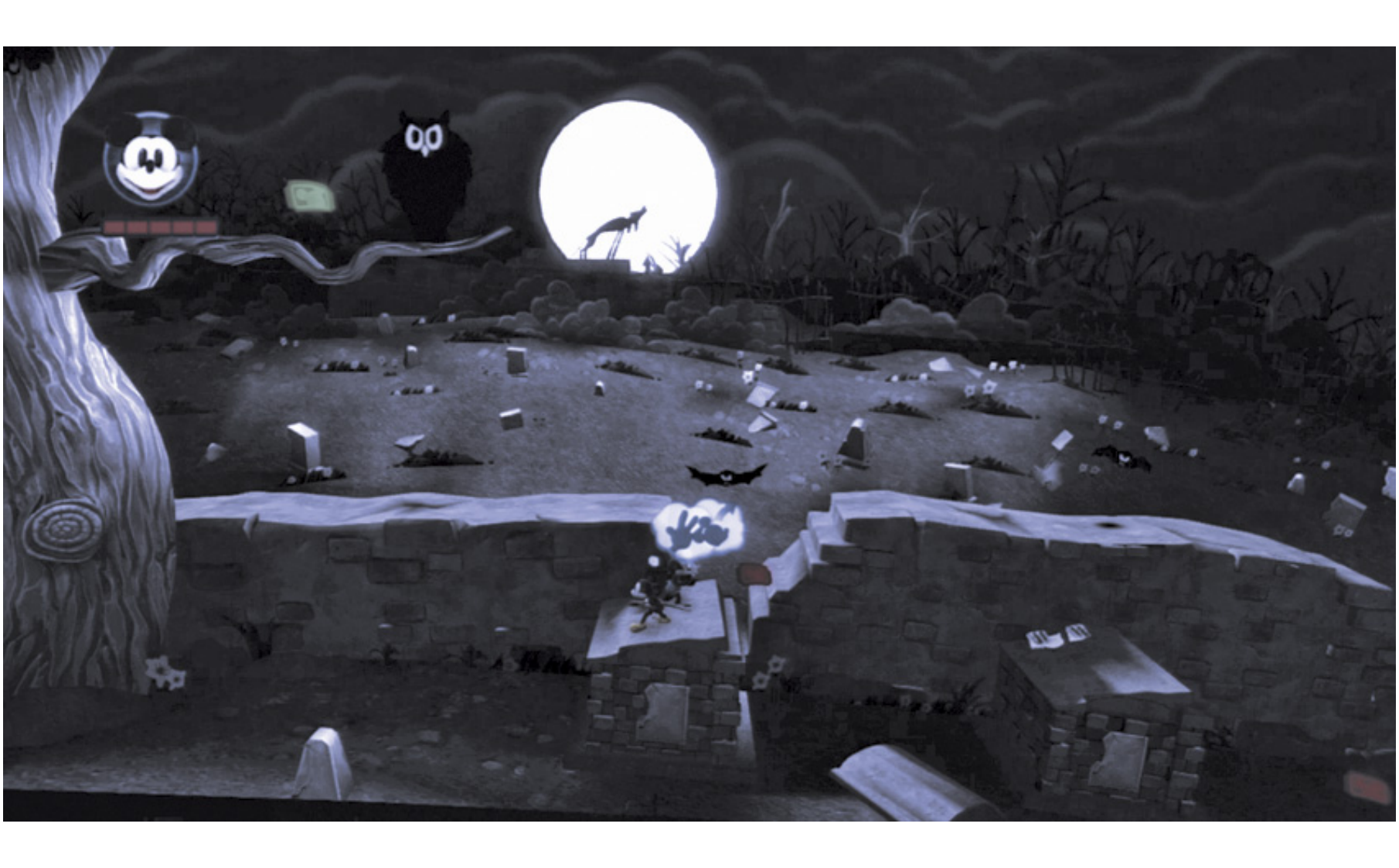
- Film Reel
- Golden E-ticket
- Gold Pin

Note

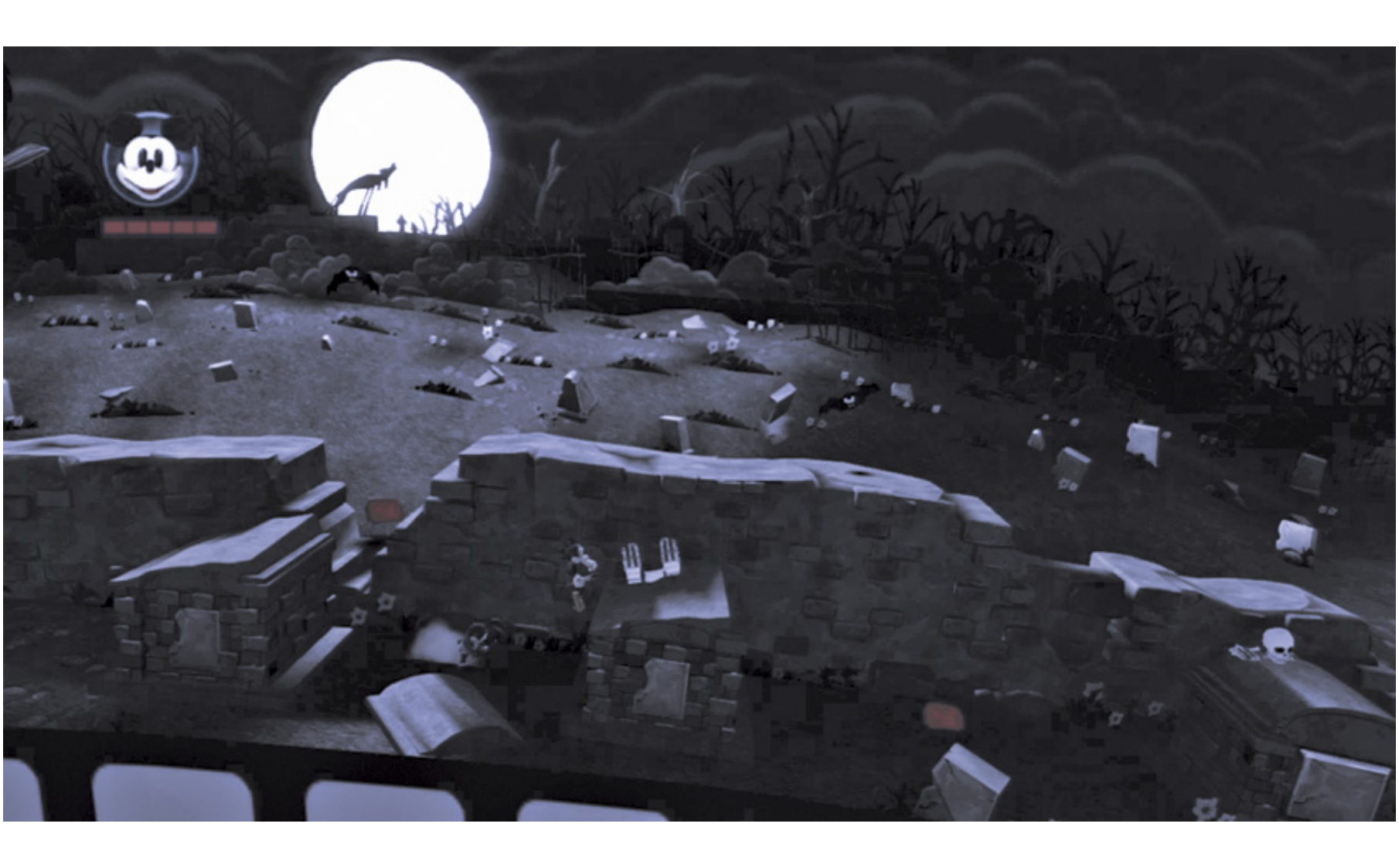
Skeleton Dance (Version 1) allows you to travel between Mean Street North and Bog Easy.



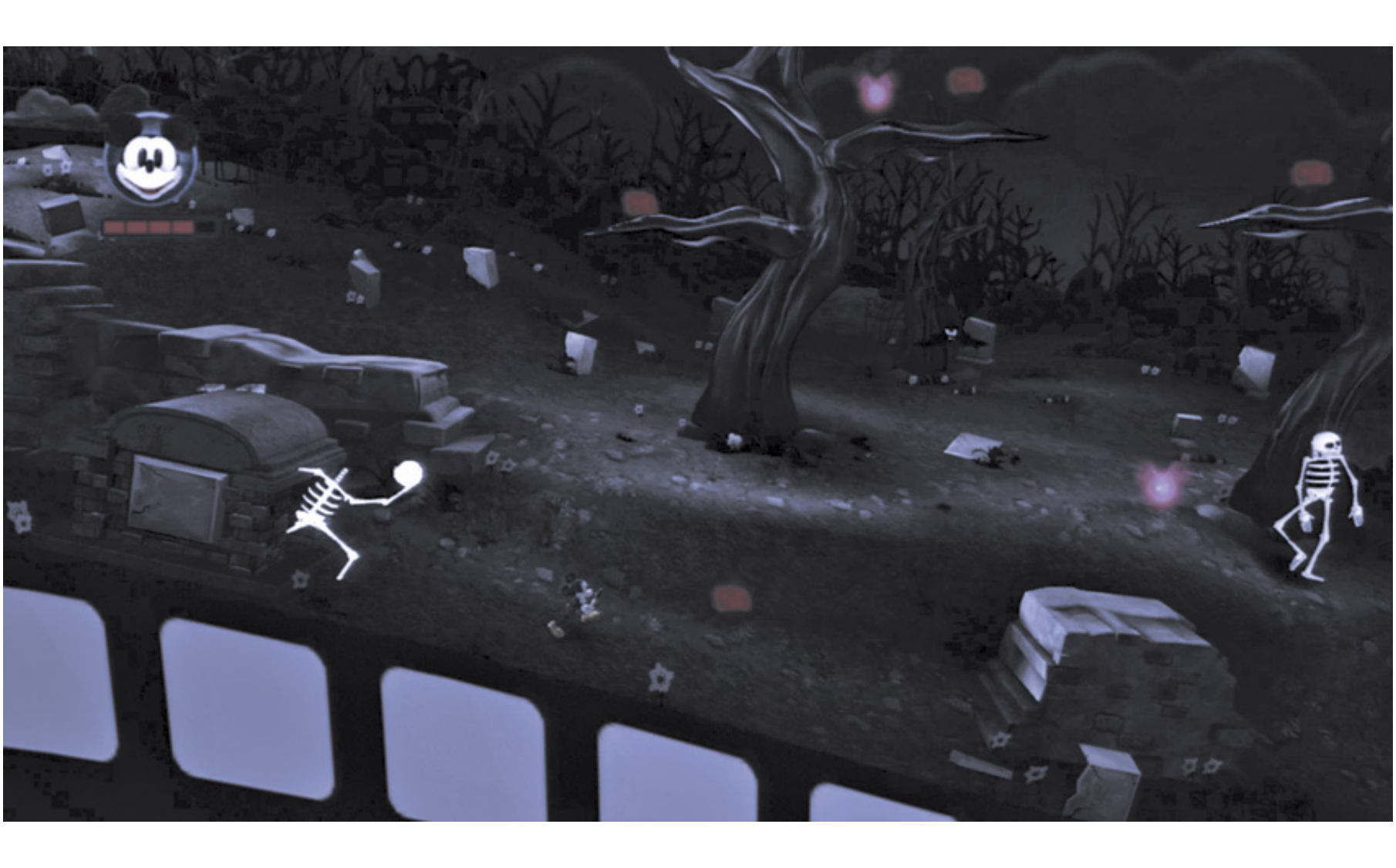
The lower path starts out behind the wall of a creepy graveyard. Above you will see a branch with an owl and a green E-ticket.



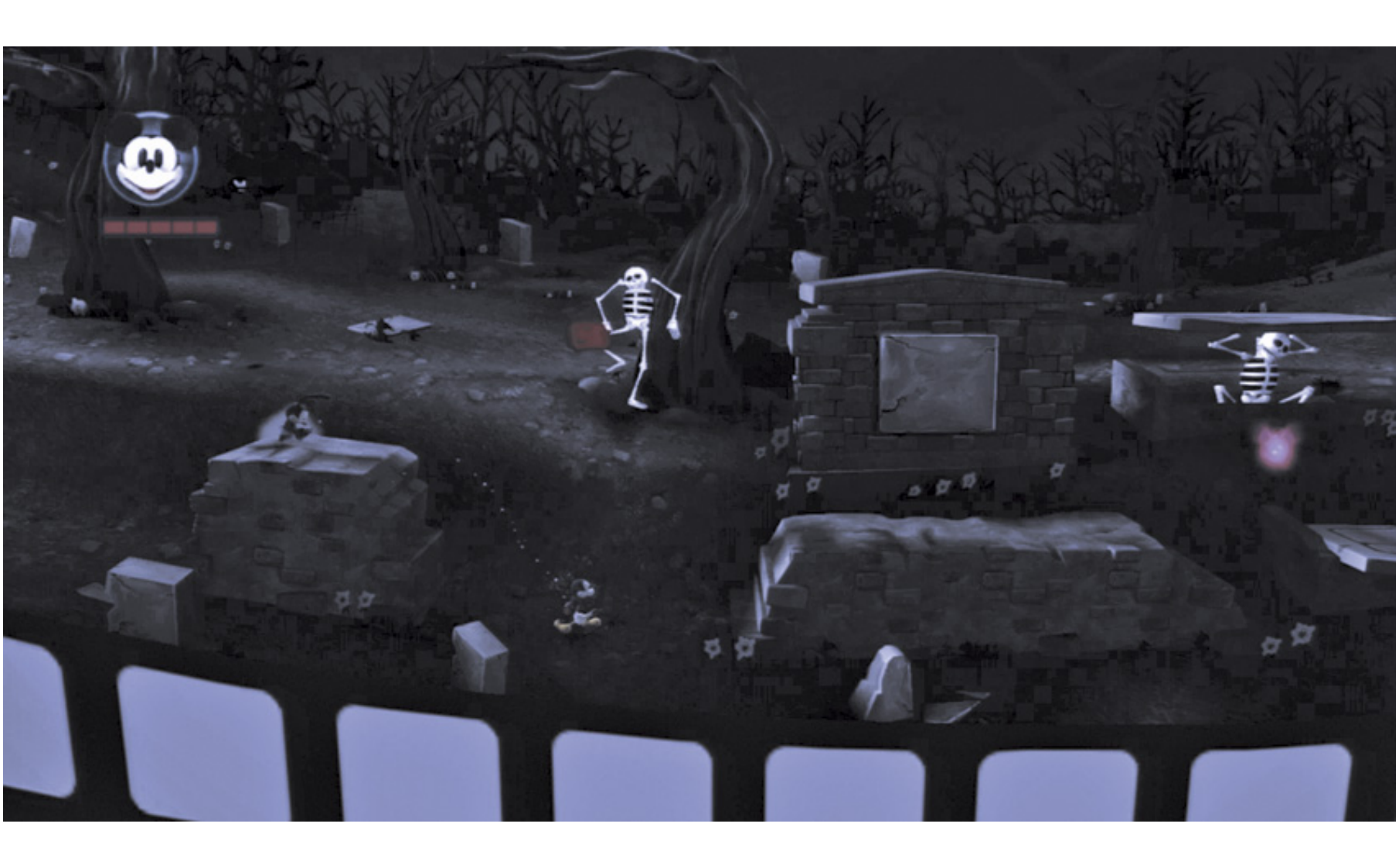
Jump up on to the first platform and have Oswald toss you up to the branch with the owl. Grab the green E-ticket and drop back down.



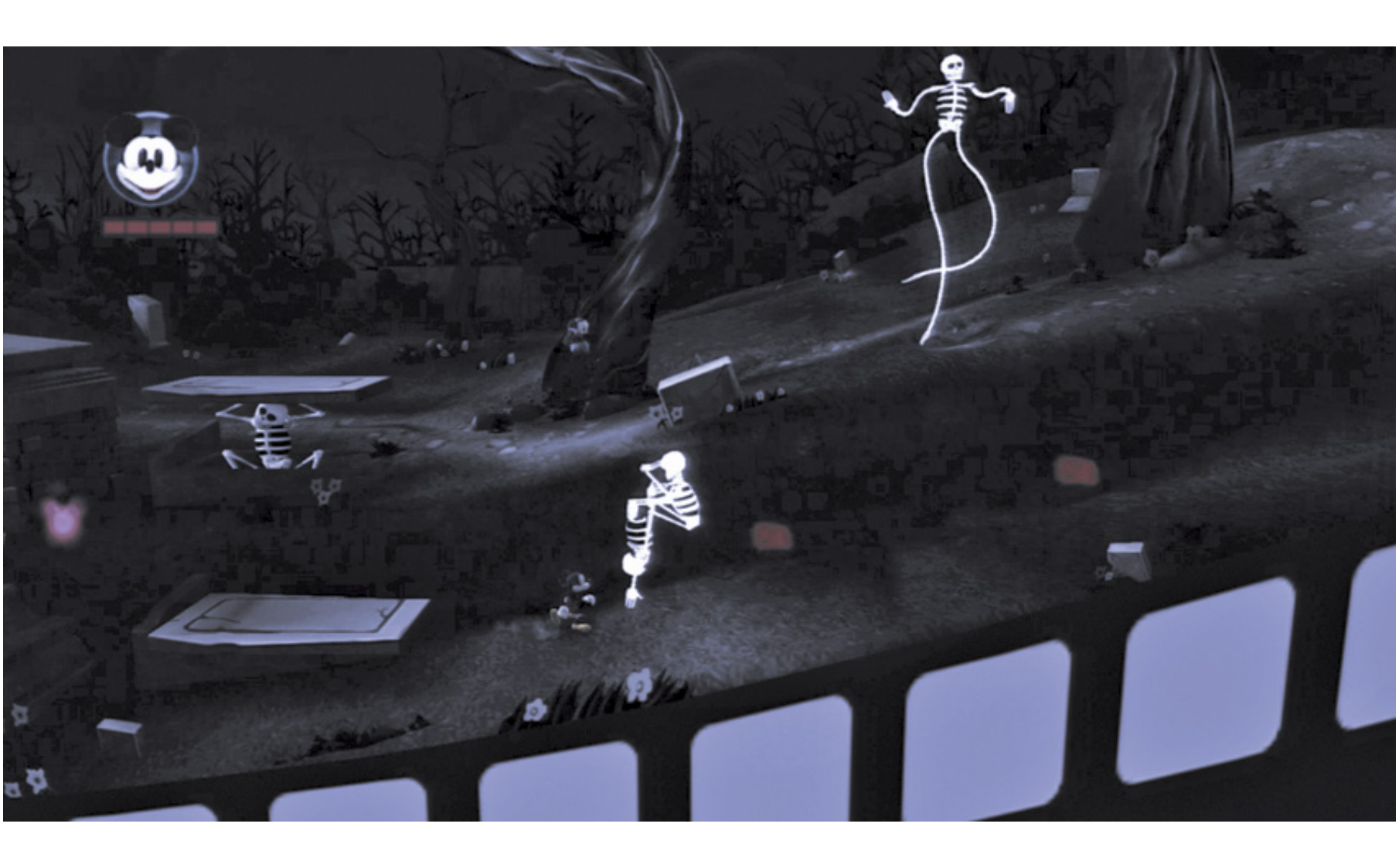
Continue onward, avoiding the skeletons that poke out on top of each platform. You can jump over them or hop on top when they hide.



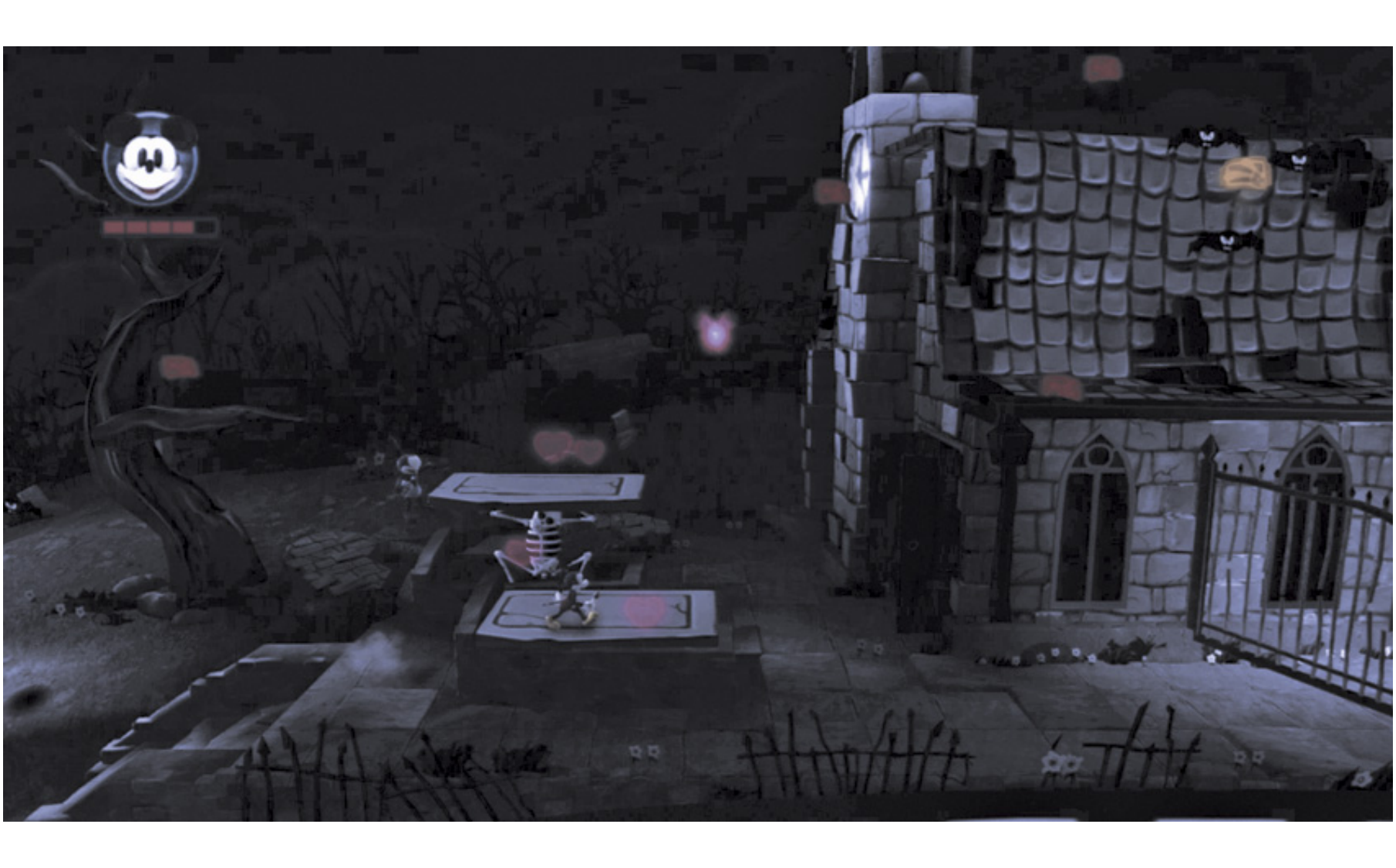
Ahead is a skeleton that will roll his skull along the ground. When he picks up the skull, jump past him and run to the pile of stones.



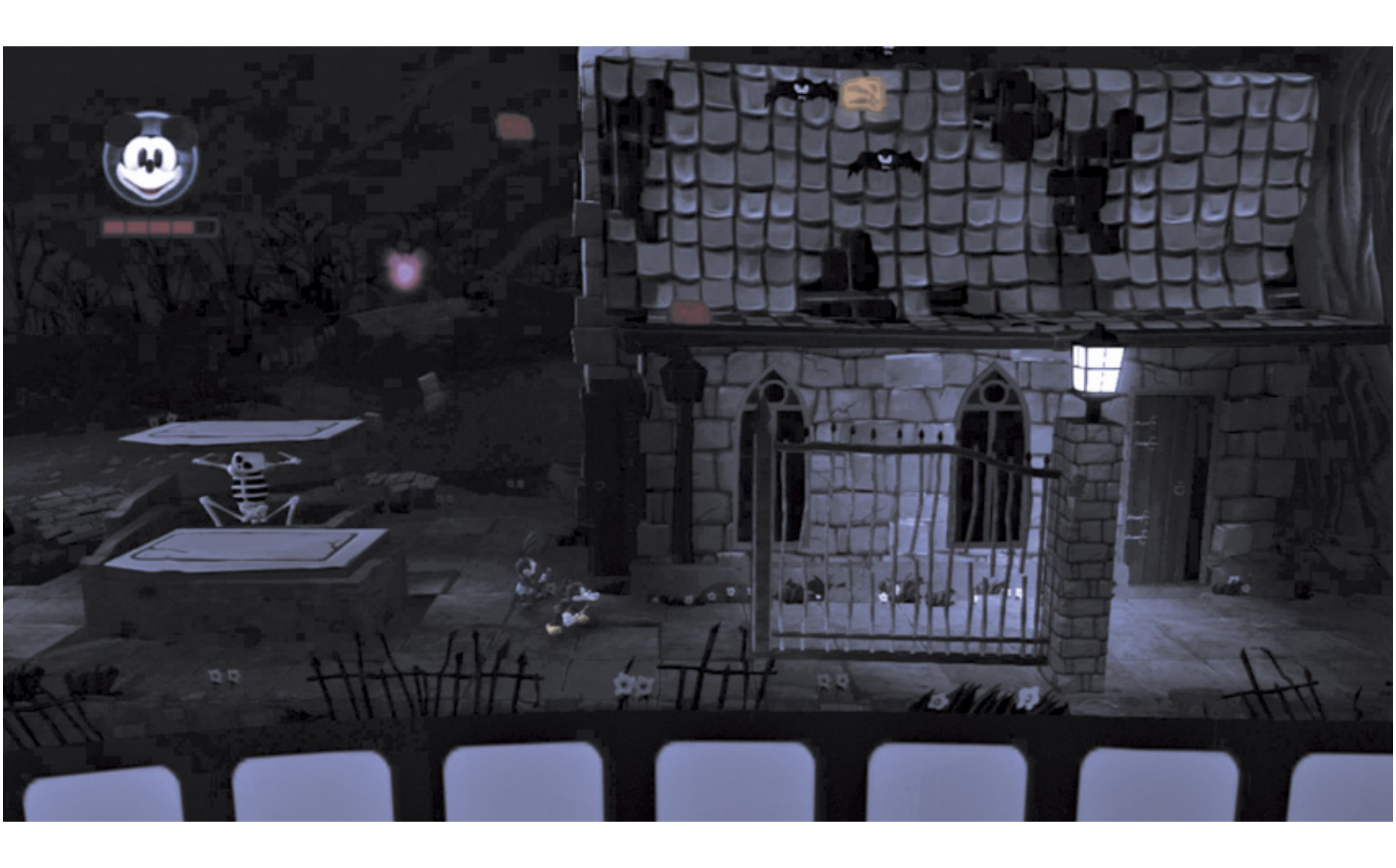
Next is a skeleton that will walk between the lower and upper paths. When the skeleton moves to the opposite path, run past him.



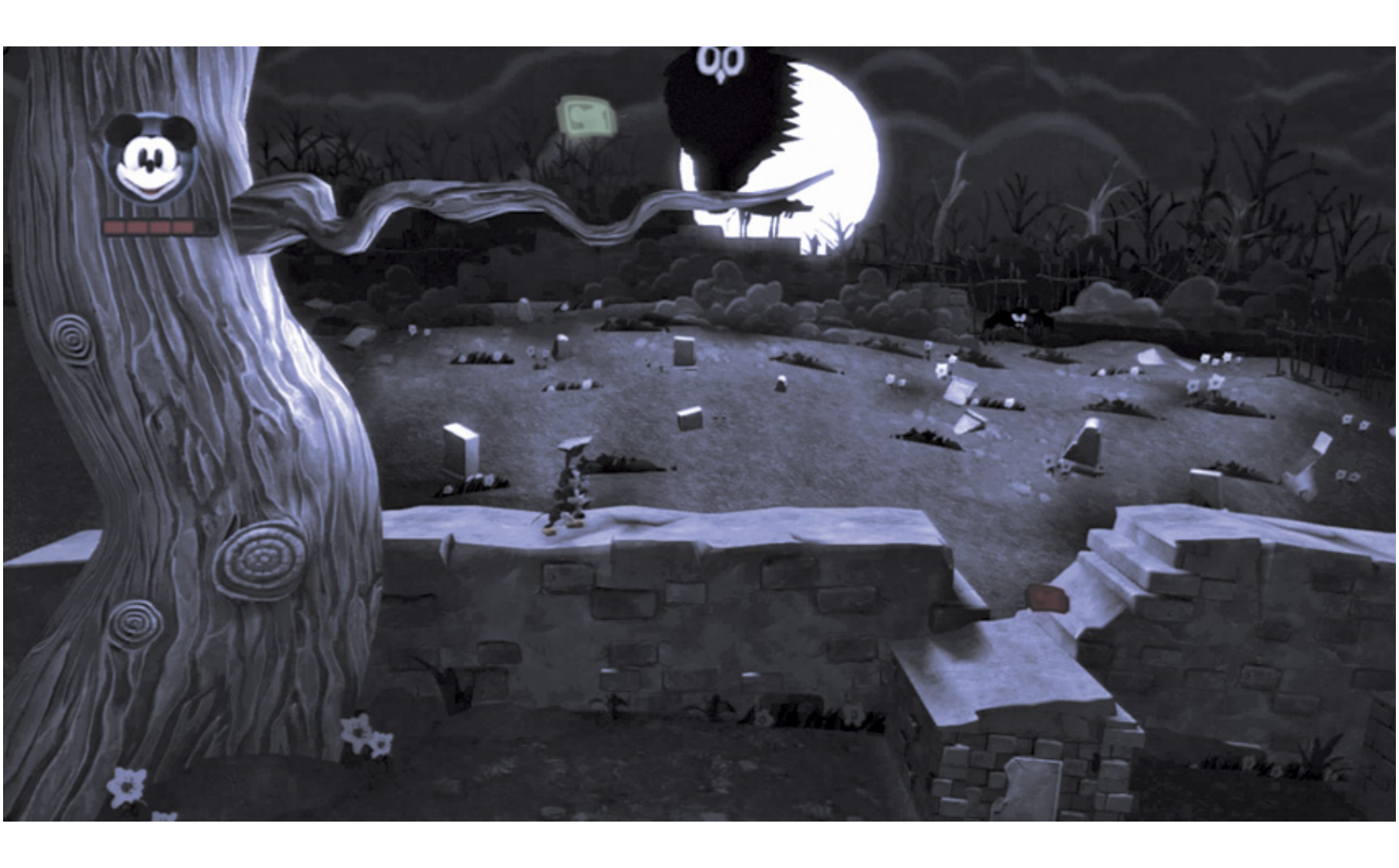
When you approach the pair of bouncing skeletons, wait next to where they land. Once they hop up in the air, run under them.



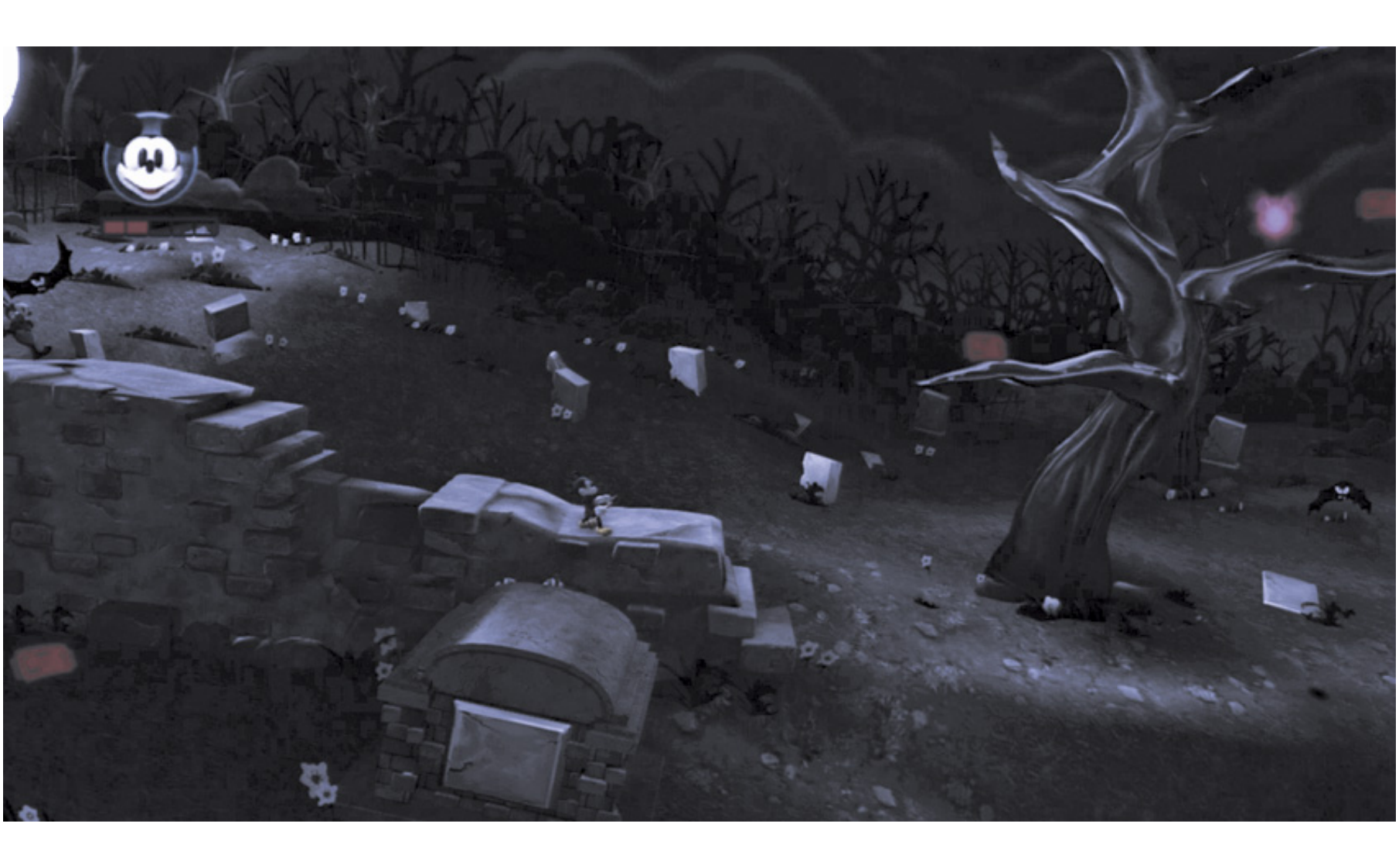
As you near the small church, you see a pair of tombs with skeletons pushing the lids up. On the lower path, you can jump up to the lower roof but can't get to the golden E-ticket because of the bats guarding it.

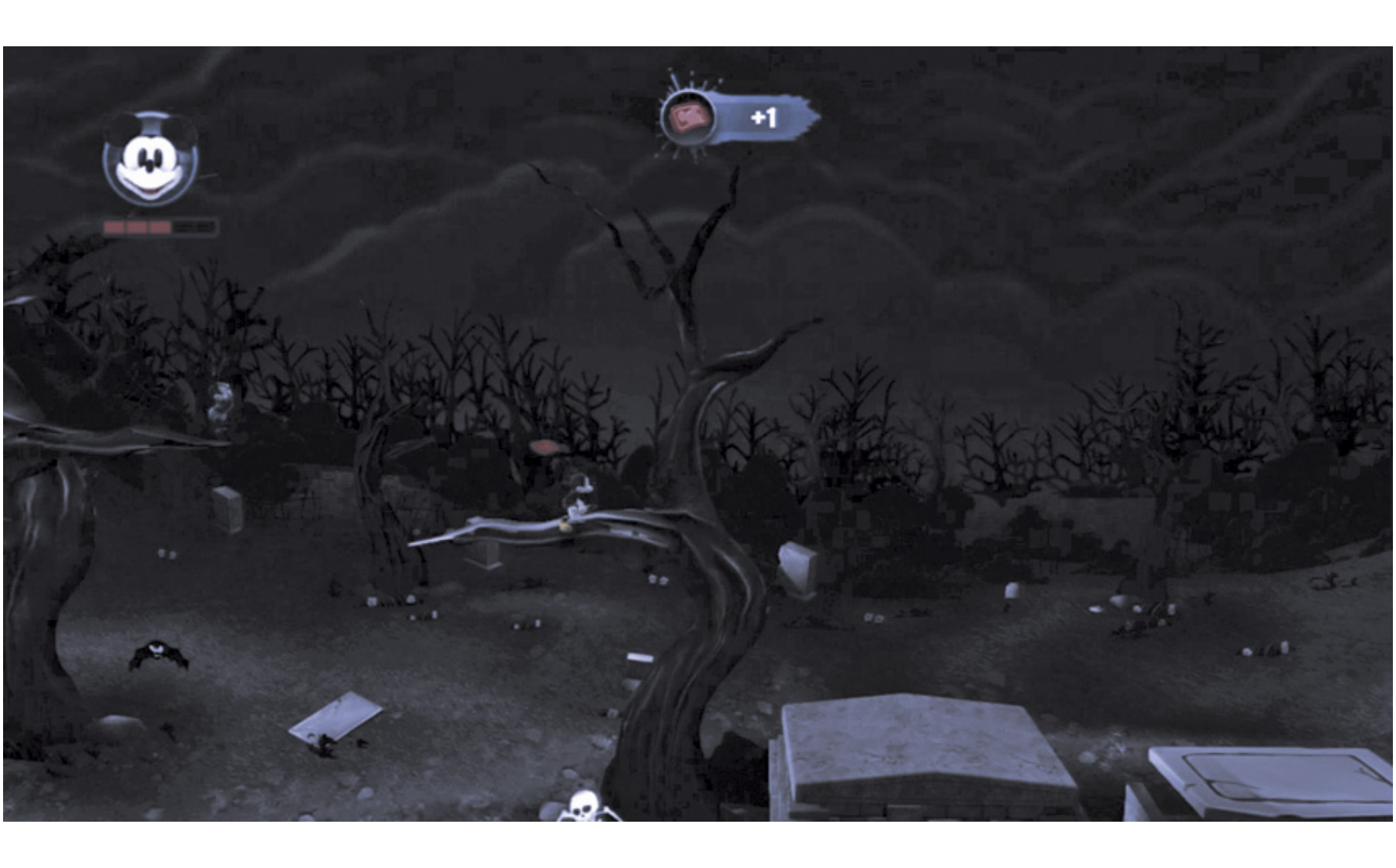


Finish up this level by passing through the gate to the projector.

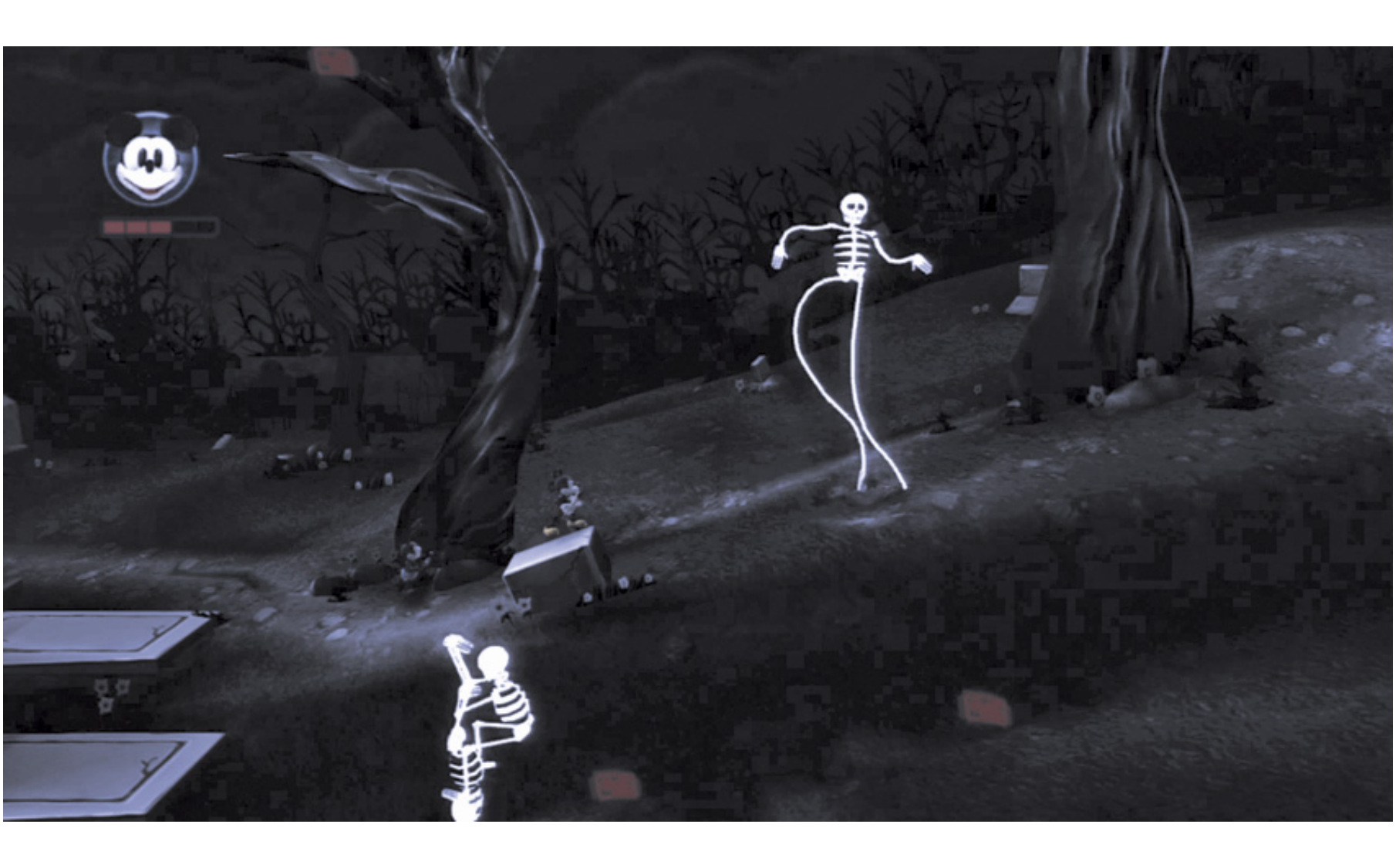


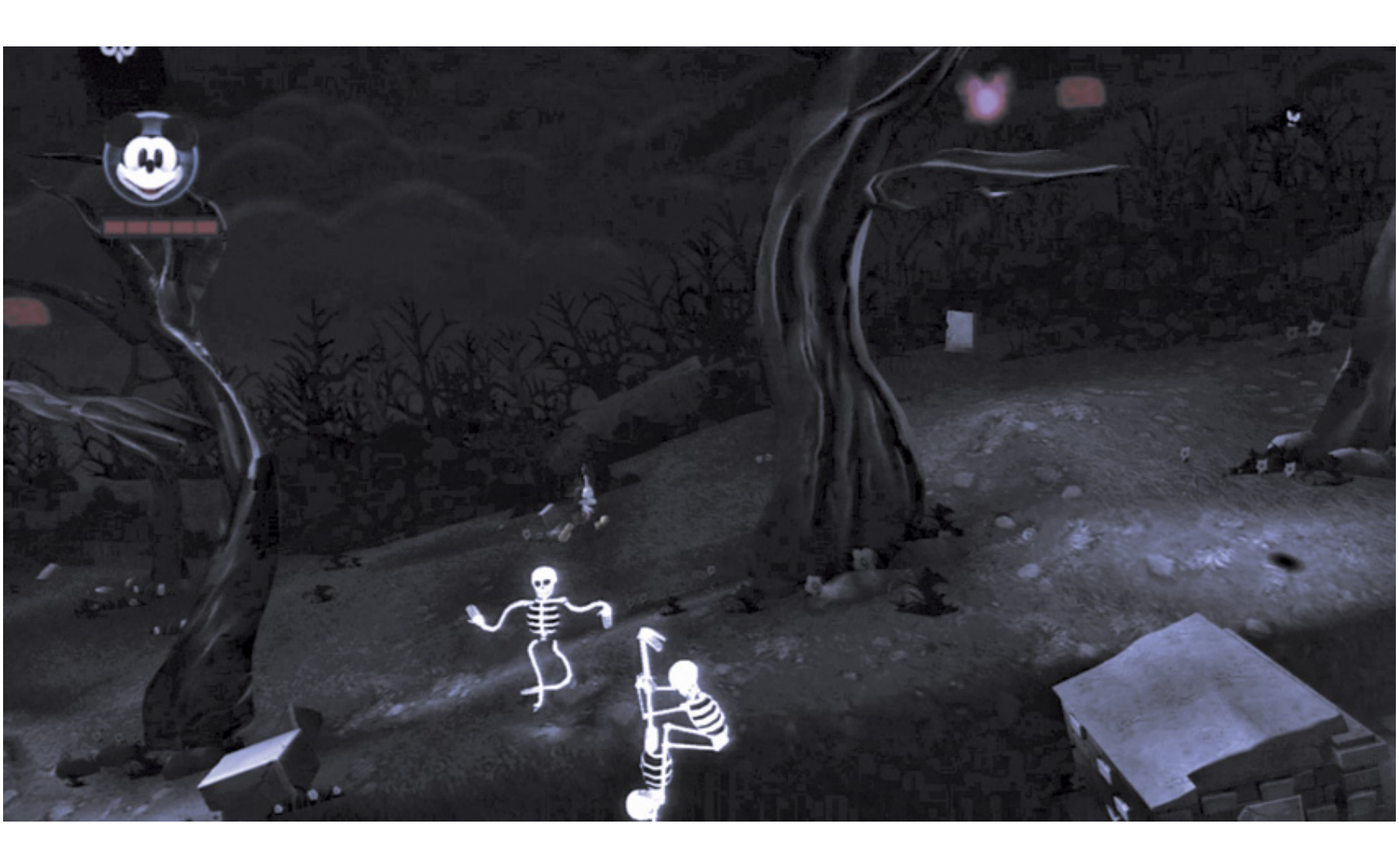
The upper path has you start out on top of the wall.



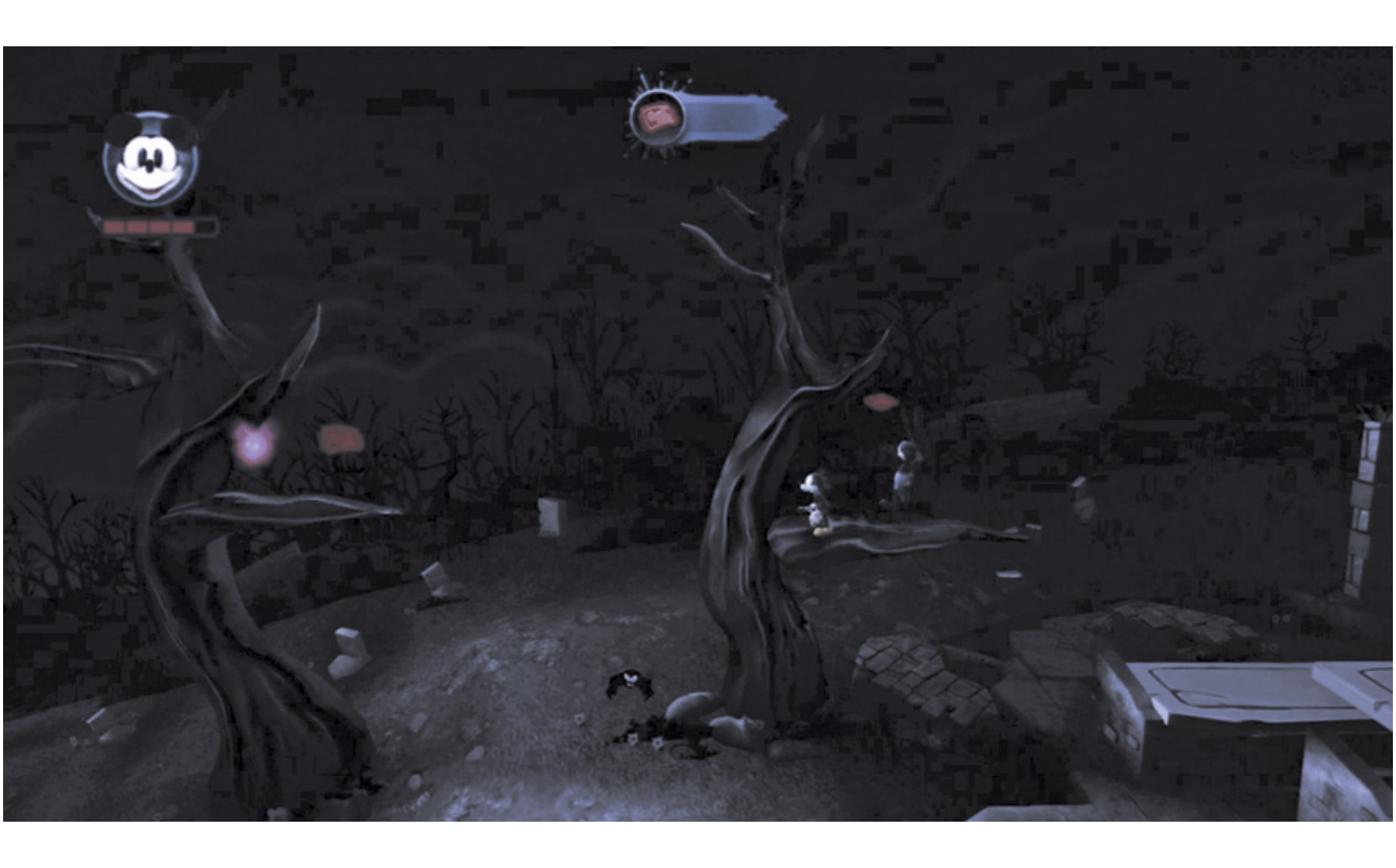


Follow the wall until you get to the end of it. You will see a tree with some E-tickets and a low-hanging branch that you can reach. Jump to the branch and collect the E-tickets. Keep jumping from branch to branch.

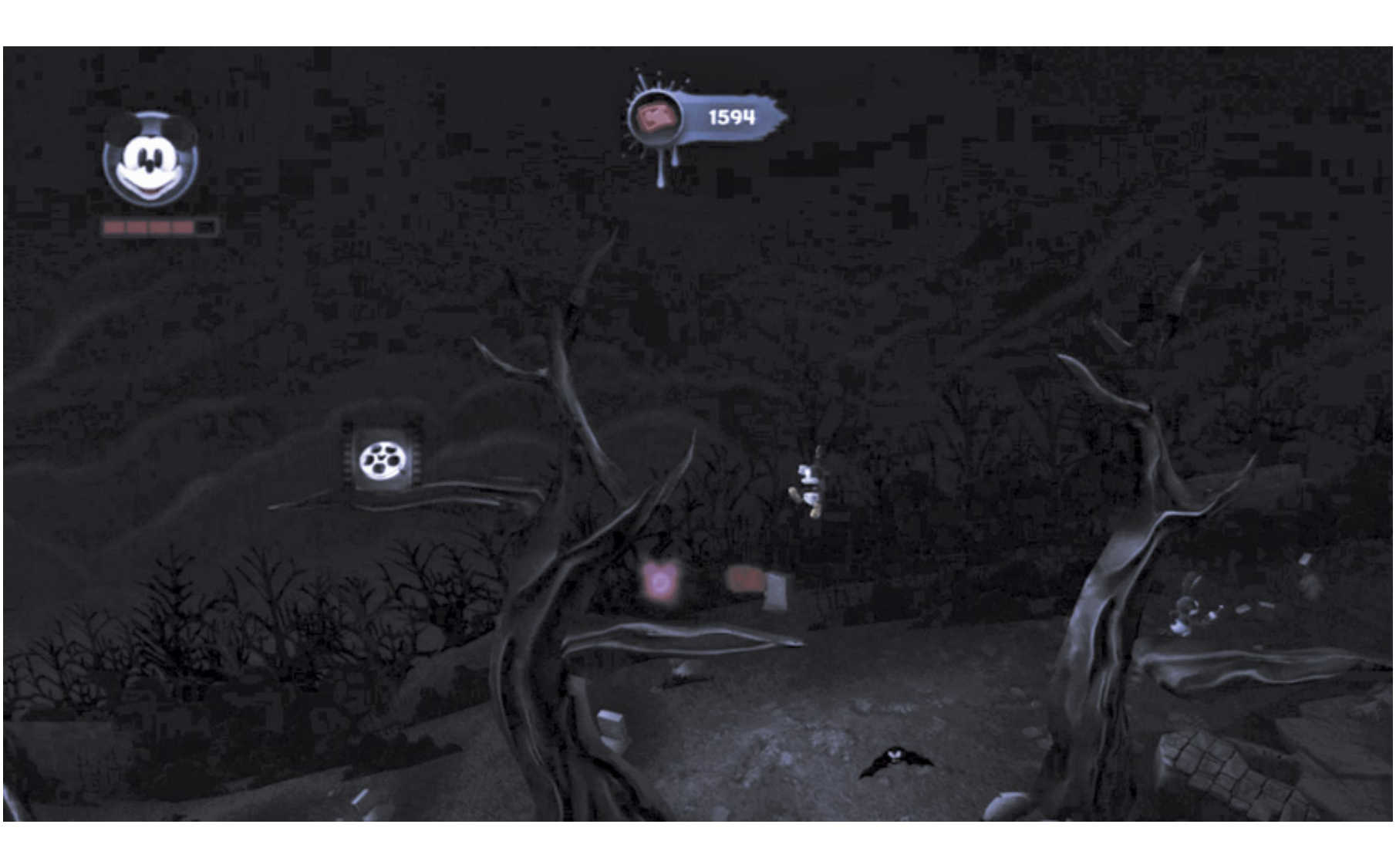


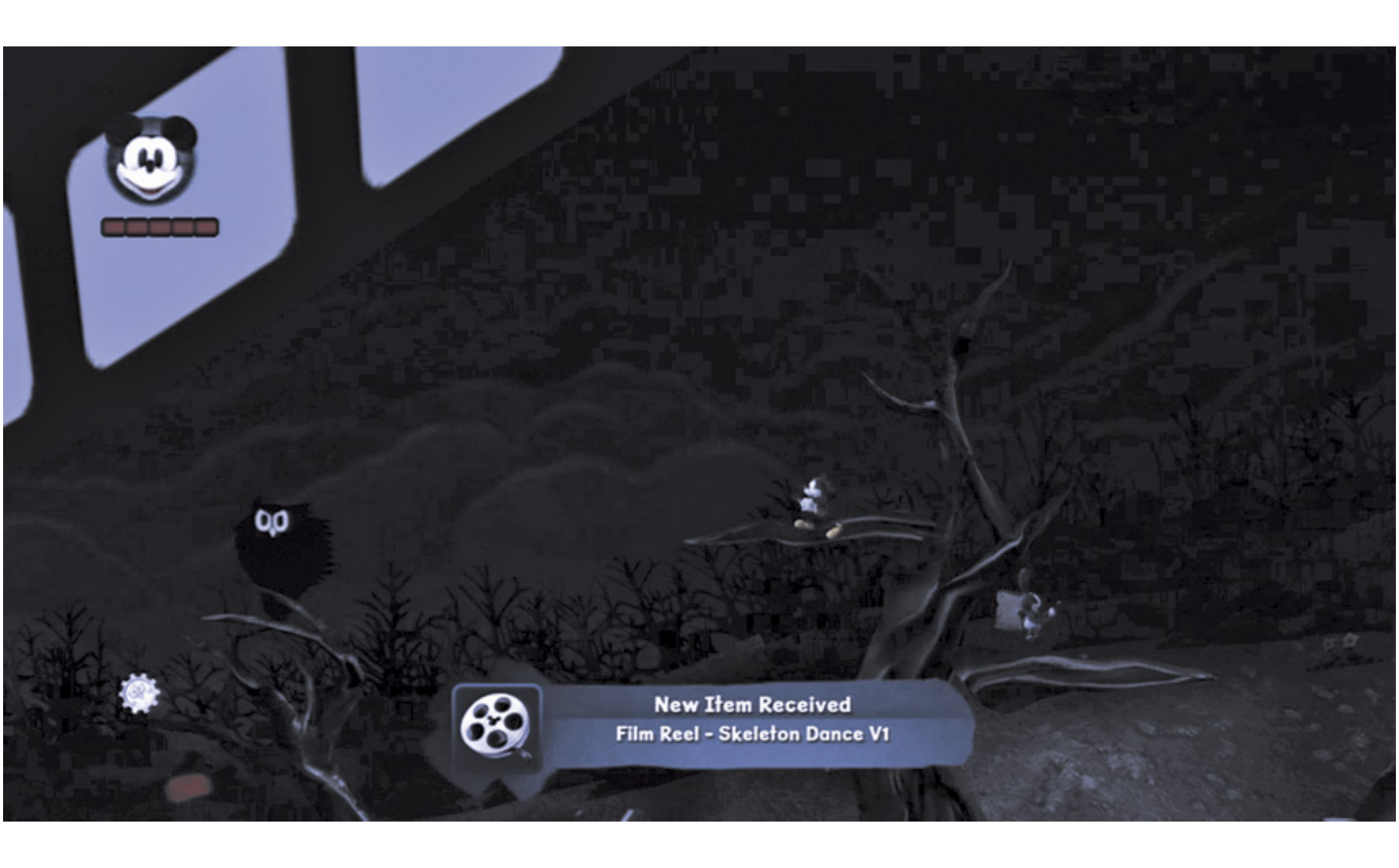


Shortly after dropping from the last branch, you encounter a skeleton that stretches up high with long legs. When the skeleton drops, you can jump over him and continue on.

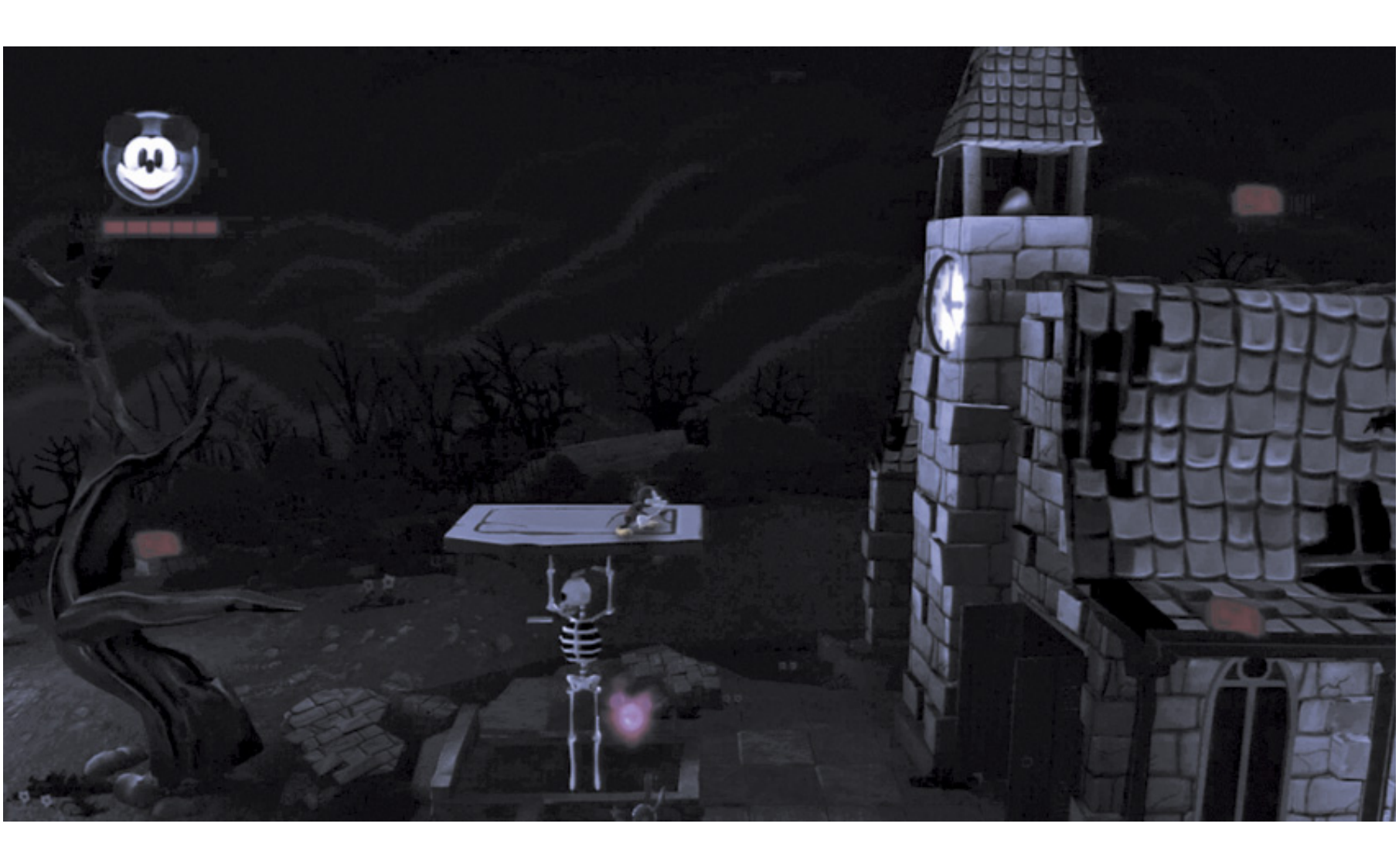


When you reach the next tomb, jump up to the nearby tree branch on the left. Double-jump or glide over to the next tree branch and collect any E-tickets along the way.

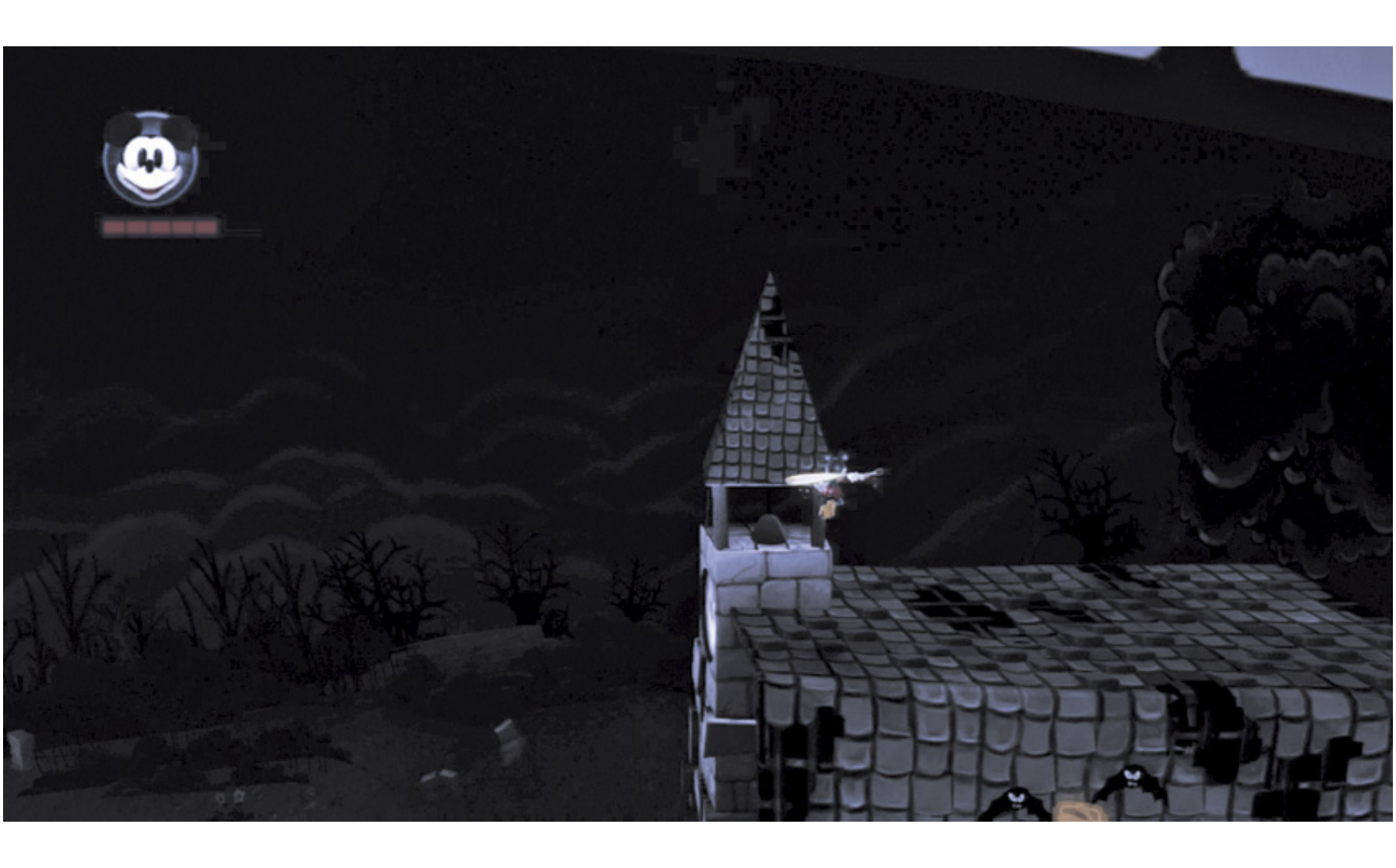


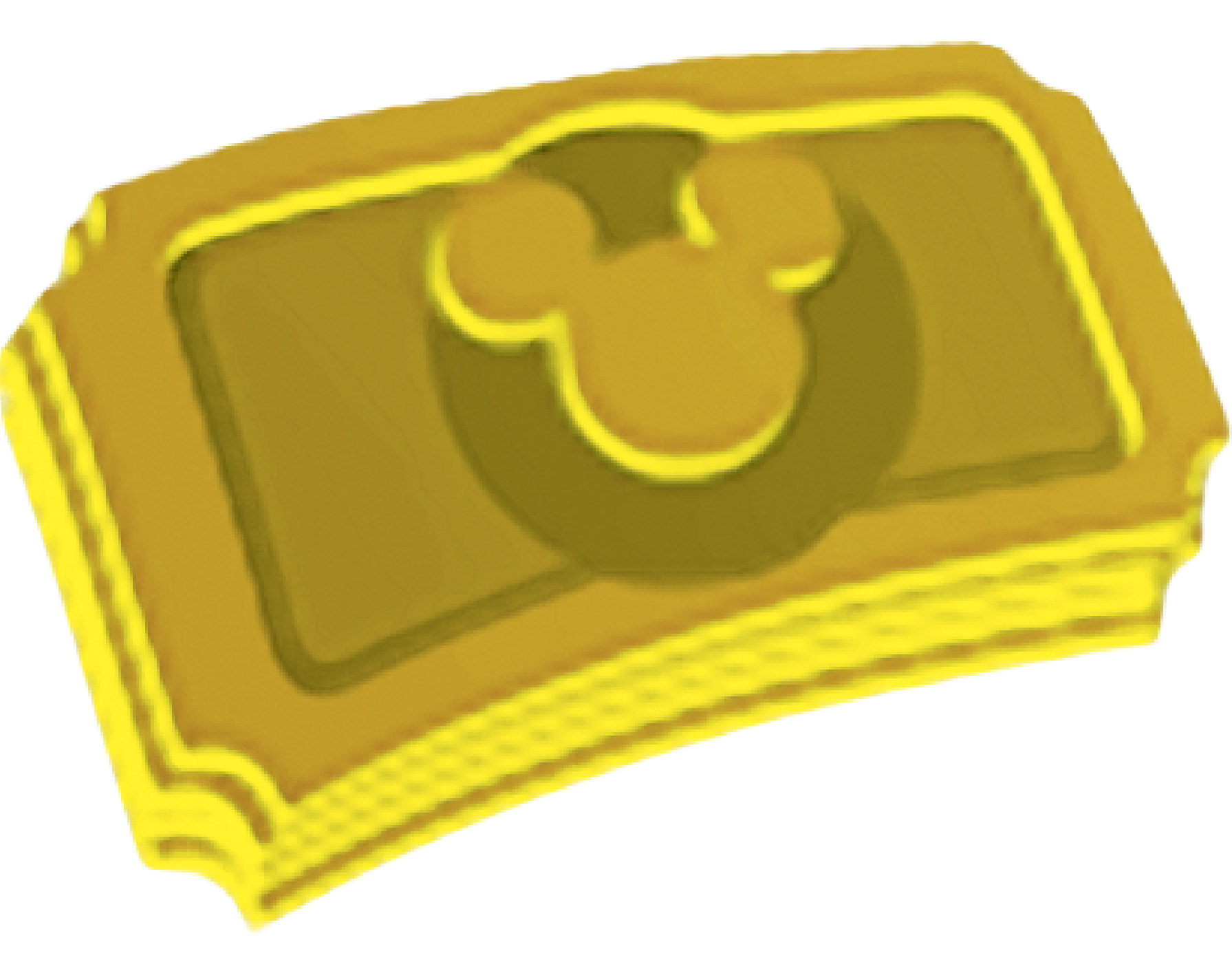


This last tree has a Film Reel at the top. Pick up the reel and head back to where you jumped on the tree branch.

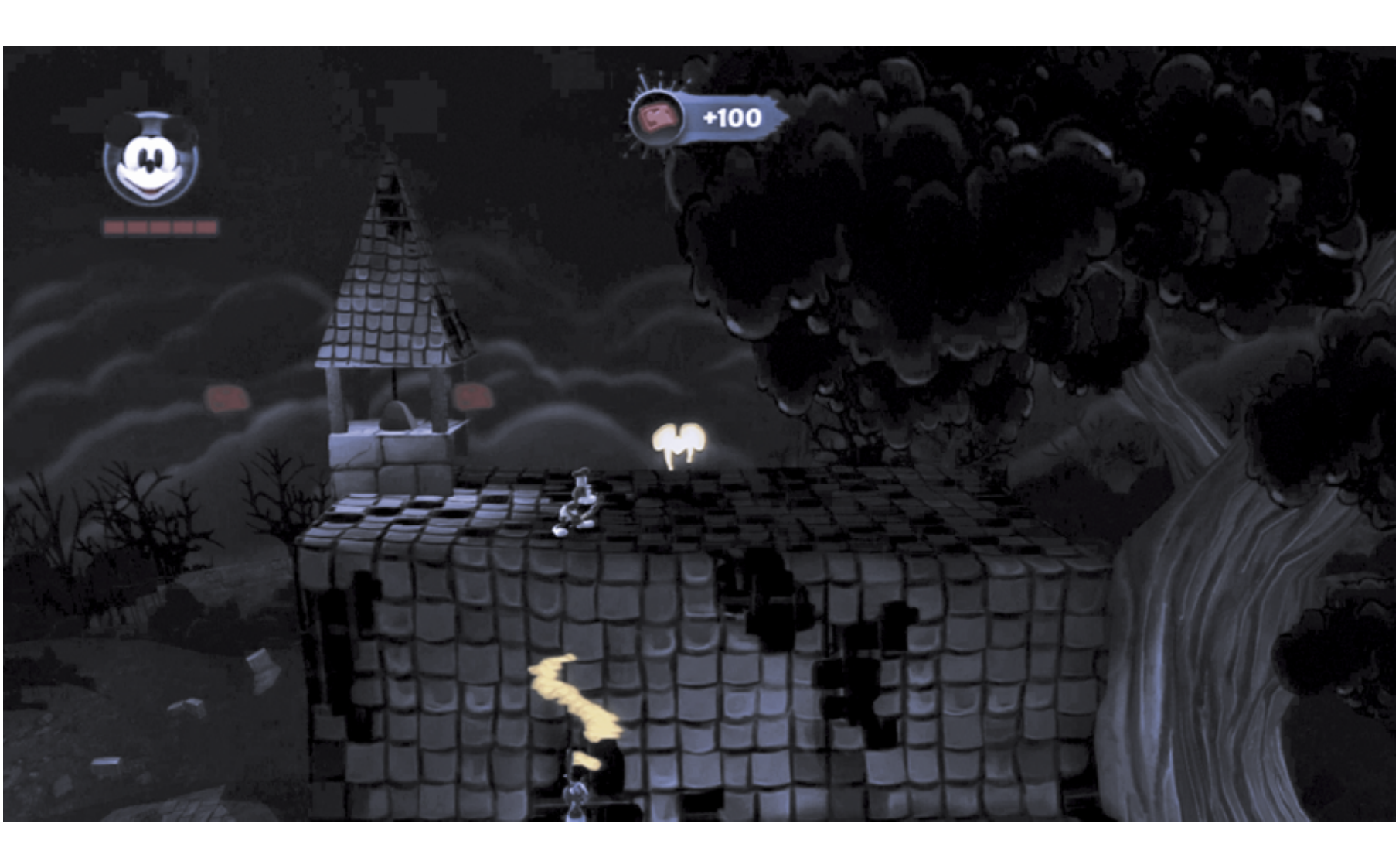


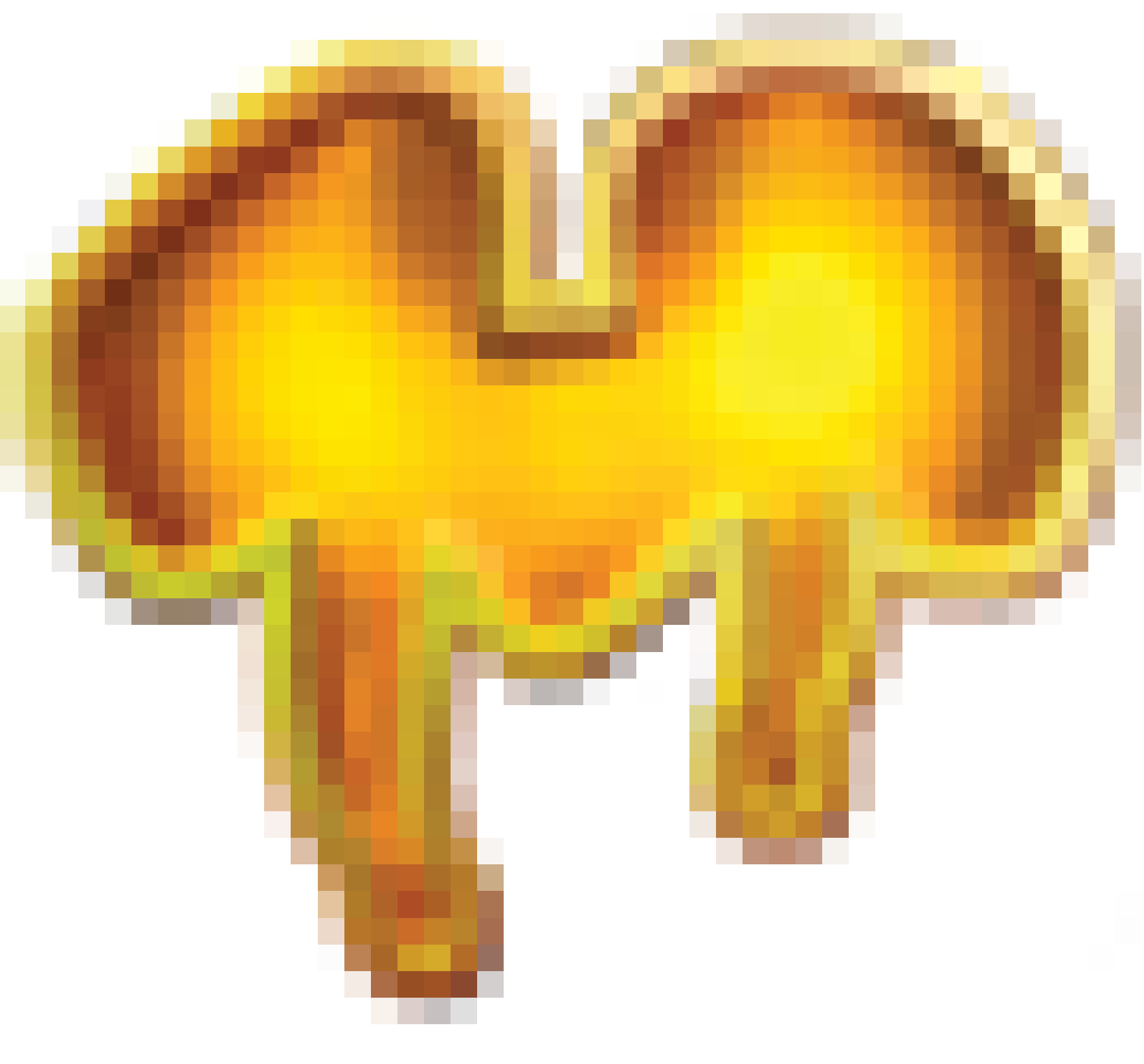
The tomb here has a skeleton in it that pushes up when the tomb on the lower path is jumped on. Stand on the tomb and have Oswald (on the lower path) jump on the lower tomb. When he jumps on the lower tomb, the upper one will rise up, allowing you to jump over to the church roof.



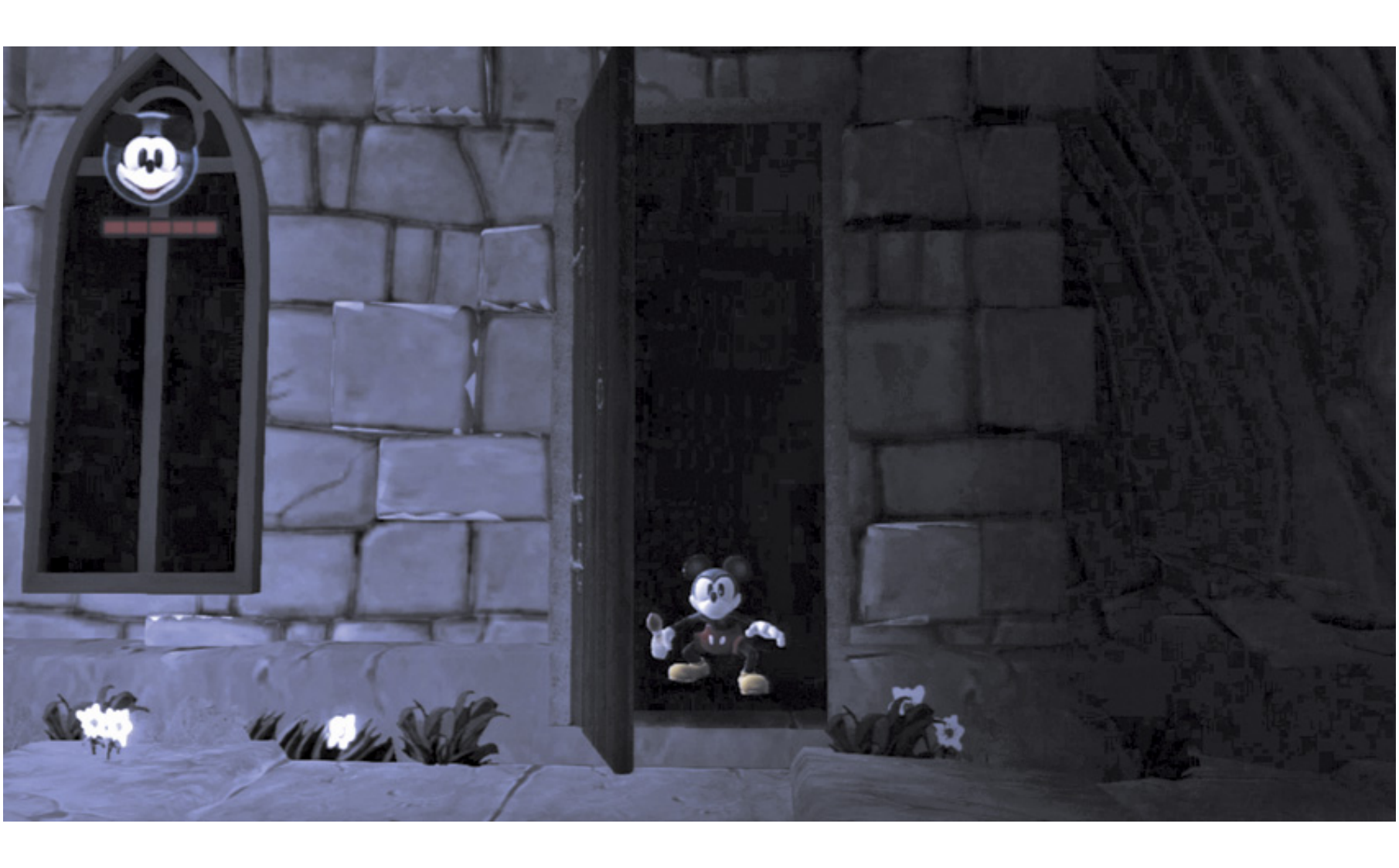


After you jump up to the church roof, Spin Attack the bell to scare away the bats guarding the nearby golden E-ticket. Once the bats are scared away, Oswald on the lower path can jump up to the lower roof and collect the golden E-ticket.



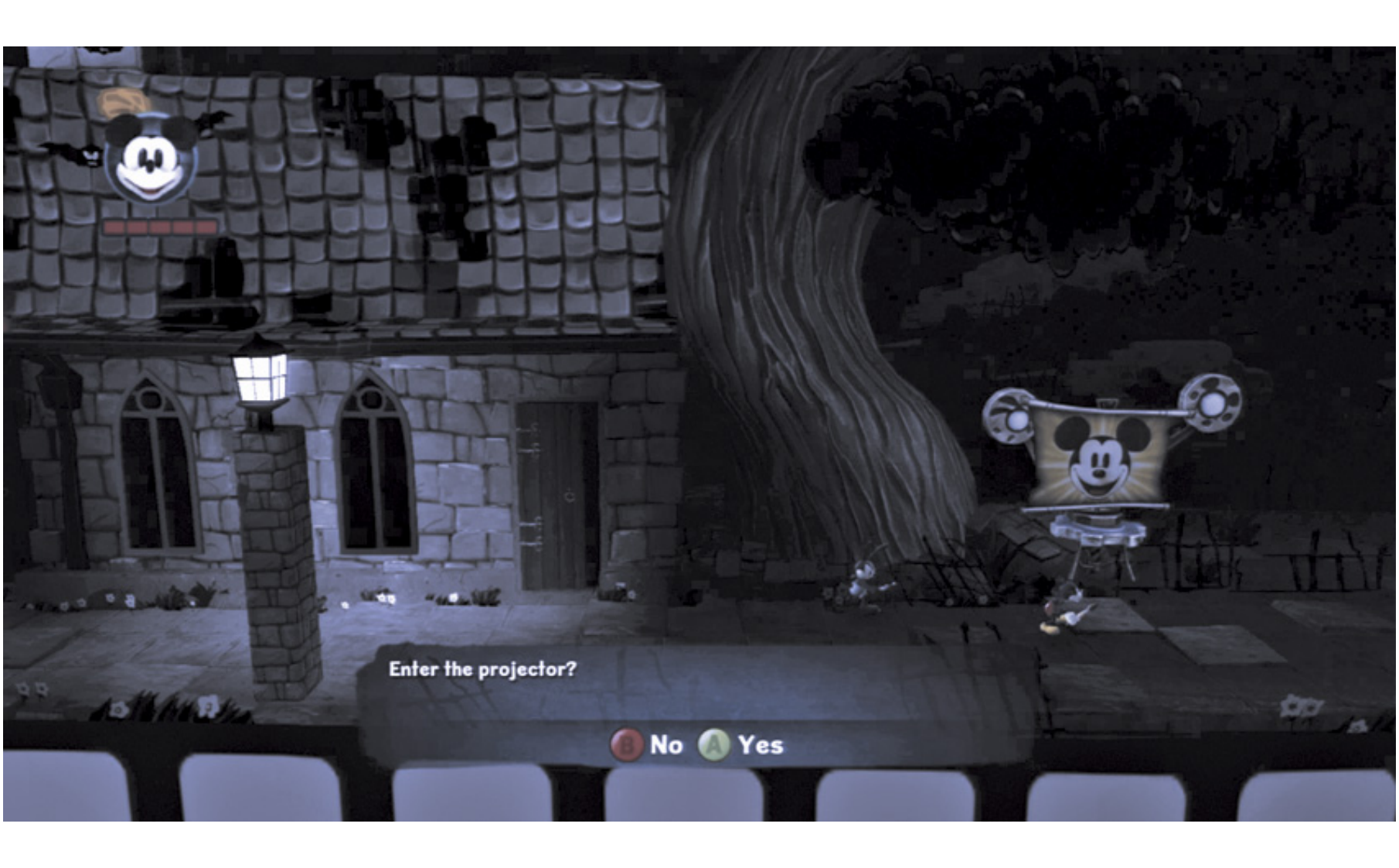


While on the church roof, you can also claim the Gold Pin if you are wearing the Steamboat Willie costume.



After you are finished collecting the items on the church roof, you can drop down and use the passage in the side of the church. You exit on the inside of the gate.

Directly ahead is the projector to Bog Easy.

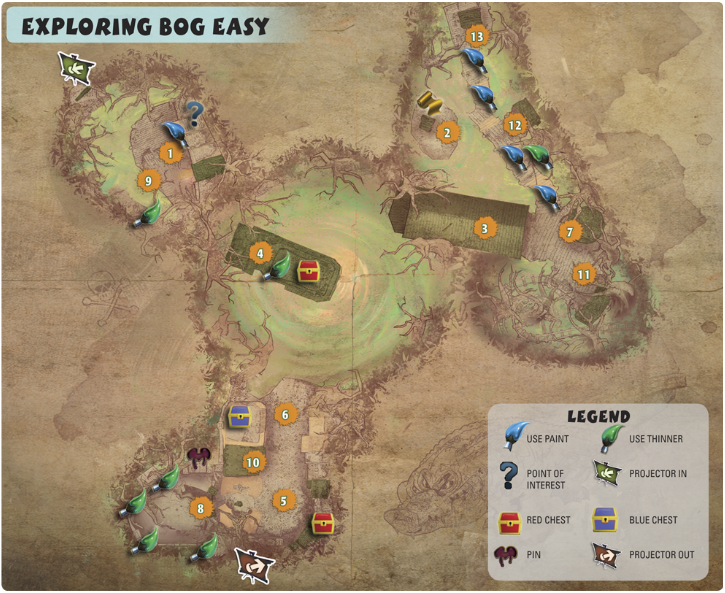


PRIMA GAMES

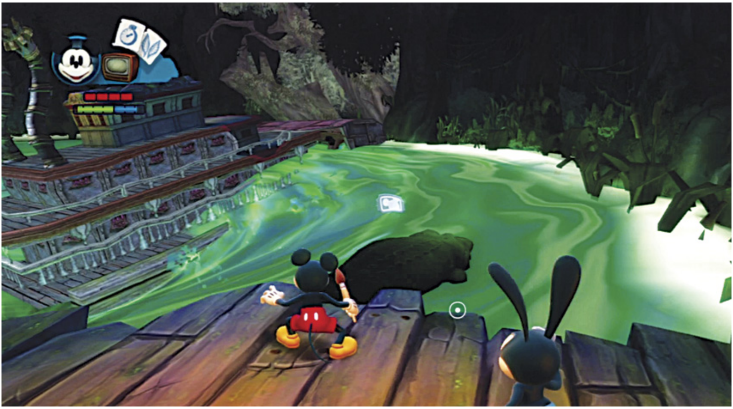
Episode 2

Bog Easy

EXPLORING BOG EASY



LEVEL OVERVIEW



Ghost Ian can help you track down Prescott, but Ian currently resides in Blot Alley. You must pass through the Spooky village called Bog Easy to reach Blot Alley. When you first get there, Bog Easy has been overrun by hacked Beetleworx, creating some hurdles in your path.

LEVEL BREAKDOWN

Challenges

- Not-So-Sleepy Hollow
- Things Are Worxing Out

Collectibles

- 20,000 Leagues Under the Thinner Pin (visit 2)
- Bog Easy Conductor Pin (visit 2)
- Concept Art 29 (visit 2)
- golden Cloth
- Gold Pin (visit 2)
- Gotcha! Pin (visit 2)
- Jumpstart Pin (visit 2)
- Knight Breastplate
- Music to My Ears Pin (visit 2)
- Perfect Harmony Pin (visit 2)
- Silly Symphony Pin (visit 2)
- Silver Pin

- Steamboat Willie Shoes

Enemies

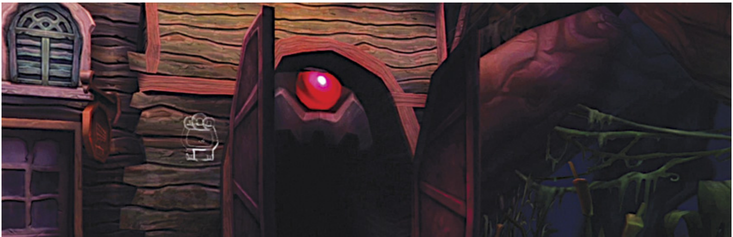
- Hoppers
- Spinners

Quests

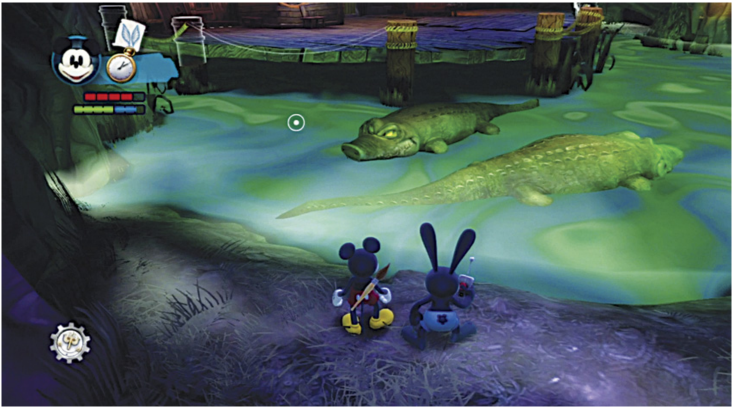
- A Friend in Deed (visit 2)
- Creative Threedom
- Donald’s Date (visit 2)
- Finding the Hidden Heroes
- Operation Gremlin Drop
- Out of Toon (visit 2)
- The Wasteland Limited (visit 2)

Things to Do

- Reprogram or shut down the Beetleworx Replicators
- Rescue the Gremlin
- Check out the shop and buy the TV Sketch
- Collect the golden Cloth
- Find the hidden green E-tickets
- Ride the whirlpool steamboat and find the Steamboat Willie Shoes
- Collect the Knight Breastplate and Silver Pin
- Break through the wall to Blot Alley
- Return for a second visit and complete the side quests

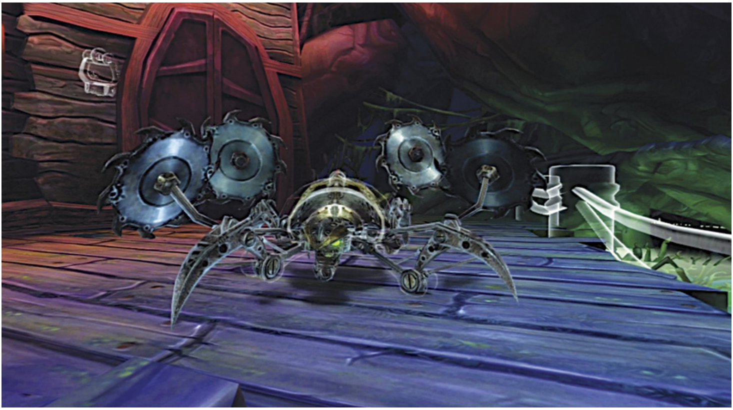


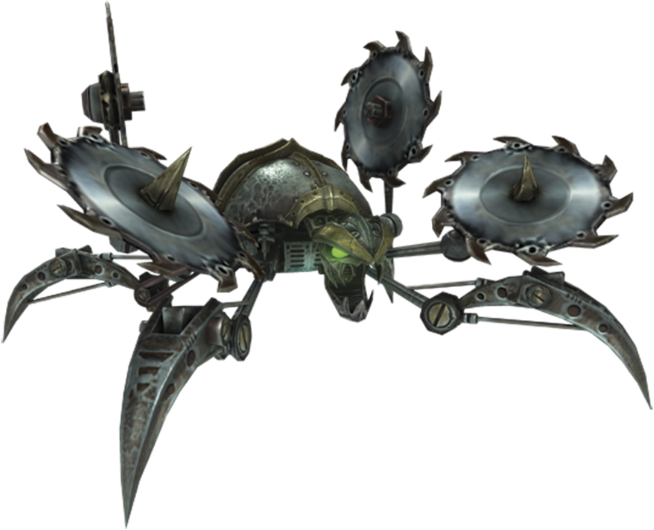
Bog Easy's first area is a Shanty Town ruled by a Beetleworx Spinner Replicator. The Spinner terrorizes the local shopkeeper, Metairie, and it's up to you to save her.



Start off by leaping across some crocodiles to reach the pier.

Spinner



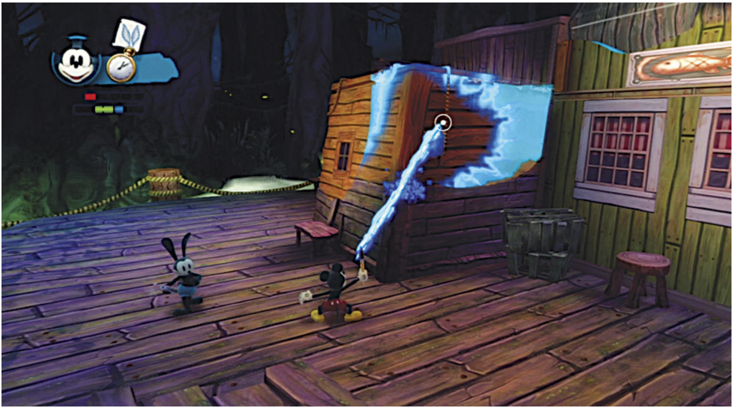


Spinners have a circle of cutting buzz saws, so it's best to give them a wide berth. When you have to get in close, Mickey should double-jump or Oswald should glide to the flank and try to get behind it. As with the Hopper, use Thinner on the Spinner's armor to expose a weakness. When the Spinner flips over, avoid any sharp protrusions and Spin Attack to short-circuit it.

OPTIONAL QUESTS

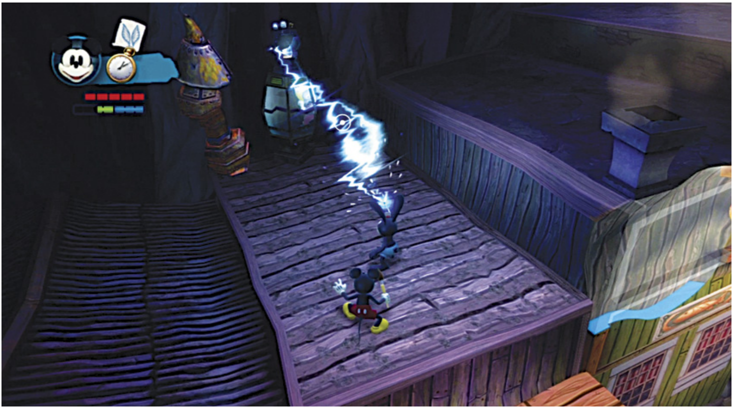
CREATIVE THREEDOM

Paint the small shack sticking out and use it to climb onto the roof. There is a phone box here for the Creative Threedom quest.



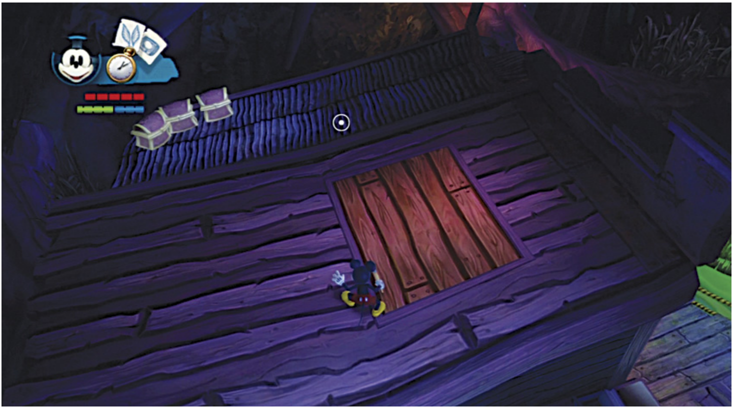
OPERATION GREMLIN DROP

Free Gremlin Sparks from his cage. Sparks will help you out with some tasks later on in this zone.

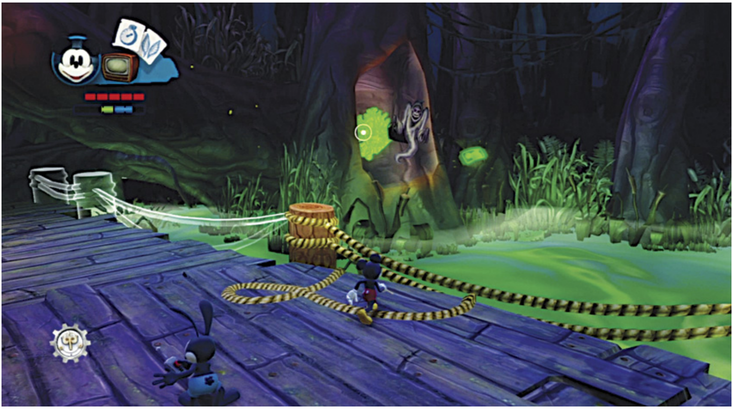


Tip

If you reprogram all the Beetleworx Replicators, the “A Friend in Deed” optional quest later on will be much easier.



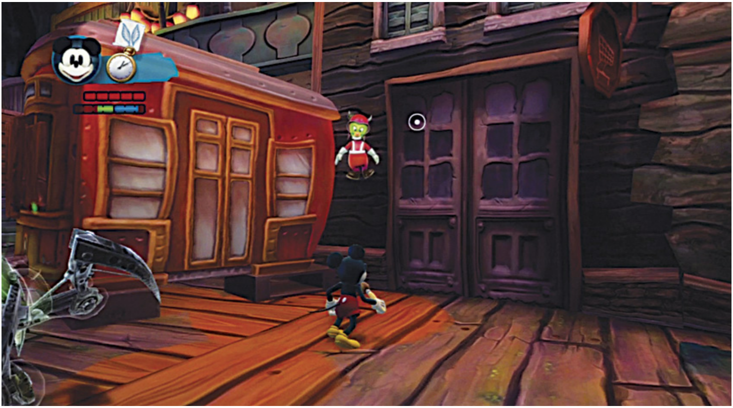
Look for the trapdoor on the top of the shop. If you don't want to help out in this area, you can use the trapdoor to slip by and ignore the Beetleworx.

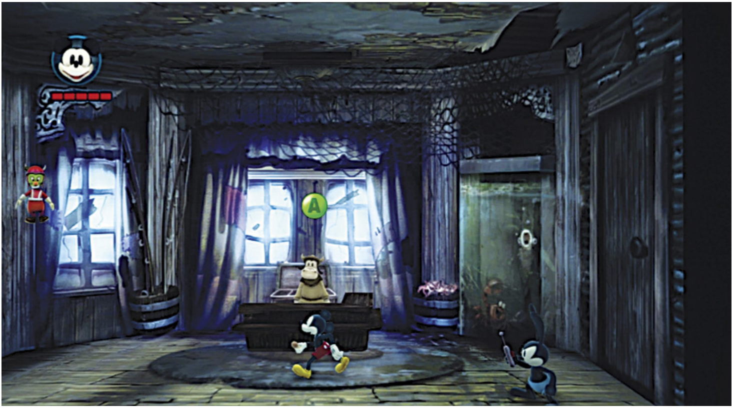


Thin out the tree to the right of the pier to free a trapped ghost and receive a green E-ticket.

Tip

There are three random loot chests here that can give you a quick boost of resources because they respawn each time you leave the area and come back.

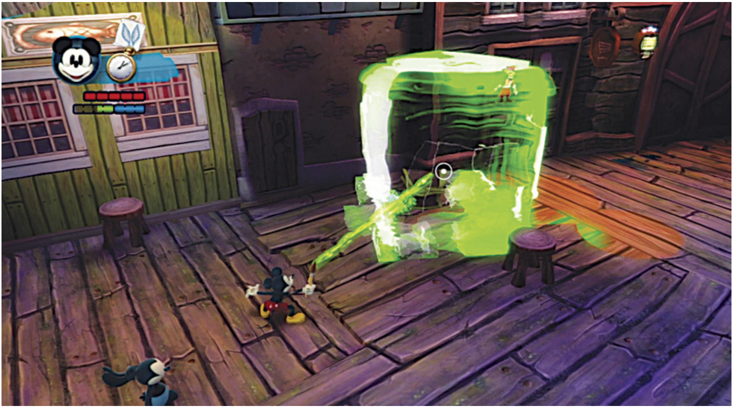




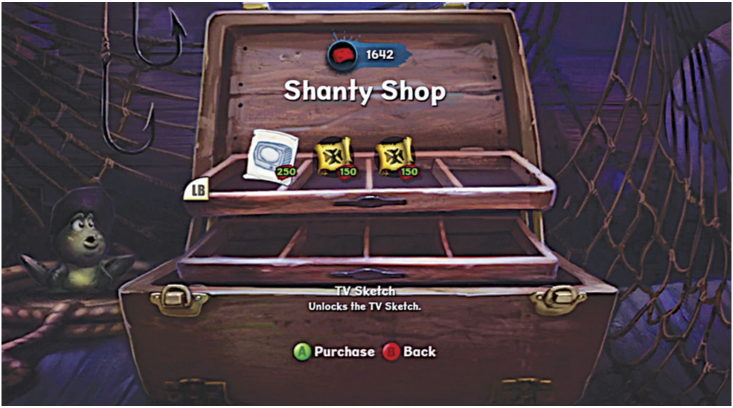
When you finish exploring the Shanty Town, enter the shop.

OPTIONAL QUEST

FINDING THE HIDDEN HEROES



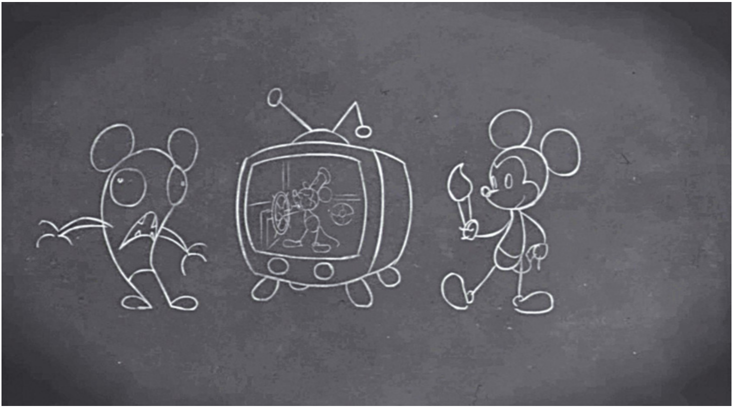
Search the floor next to the shop entrance for another hidden Mickey symbol. You will have to thin out a portion of the floor to find it.



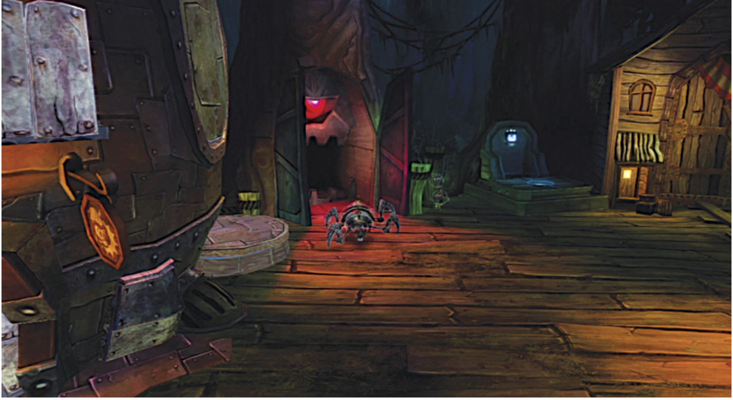
TV Sketch
Unlocks the TV Sketch.

The most interesting item for sale in the Shanty Shop is the new TV Sketch.

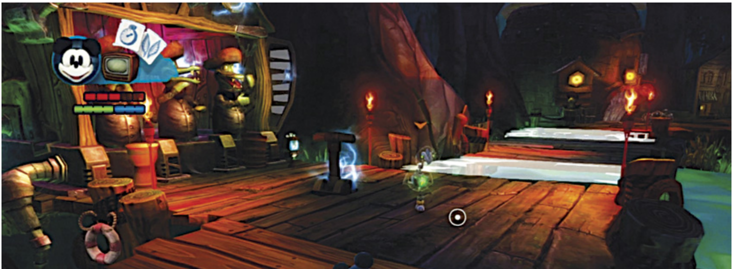
TV Sketch

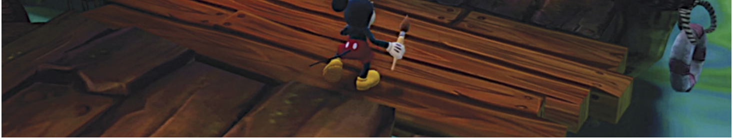


The TV Sketch allows you to position a TV to distract enemies and solve some quests. You can also use it as a portable platform to reach higher jumping spots, as a weight to activate pressure plates, and to activate certain electrical power stations.

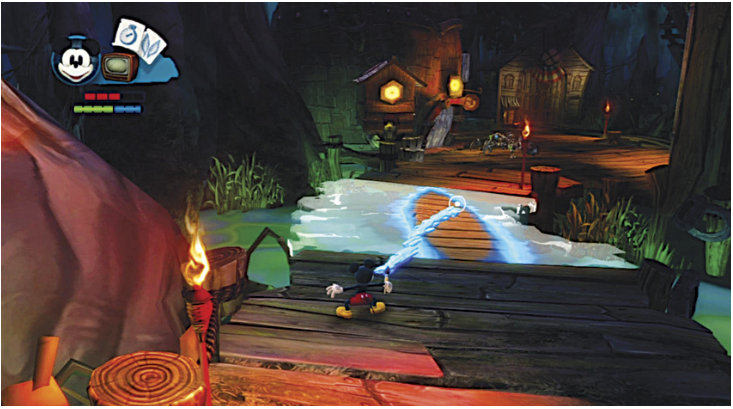


As soon as you enter the Docks, another Beetleworx Replicator activates far to the right of where you begin. Hoppers and missing sections of the boardwalk also litter the area.

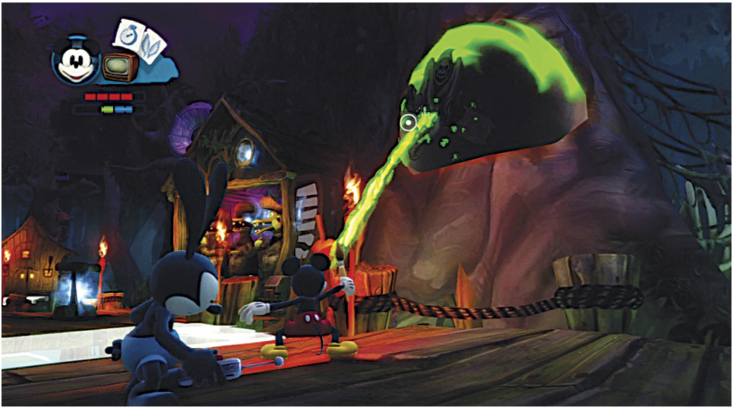


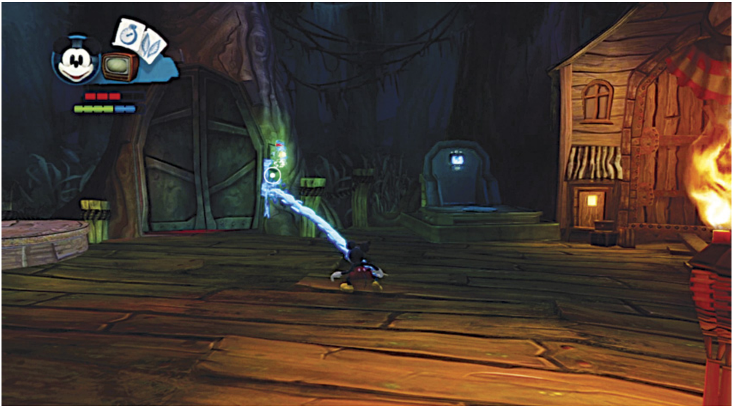


There is a golden Cloth directly to the left of the outhouse at the Docks entrance.



The missing portions of the boardwalk can be painted temporarily, but some frog statues will thin them out again. You have to move across quickly or just make the long jump without painting.

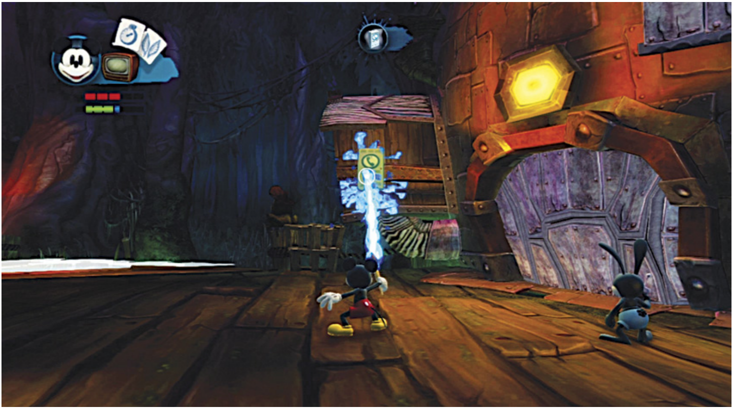




You can thin out the tree to the right of the band machine for a hidden green E-ticket.

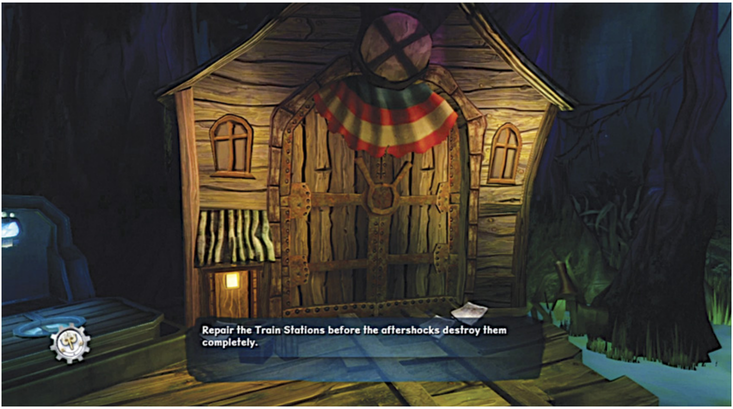
OPTIONAL QUESTS

CREATIVE THREEDOM



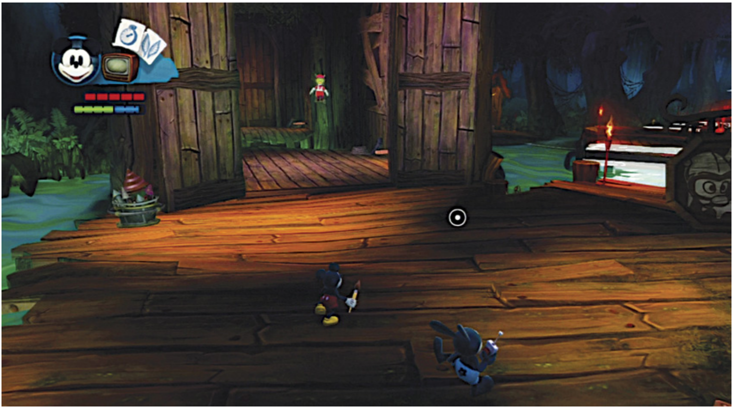
Paint in a phone box for Creative Threedom on the Docks.

FINDING THE HIDDEN HEROES

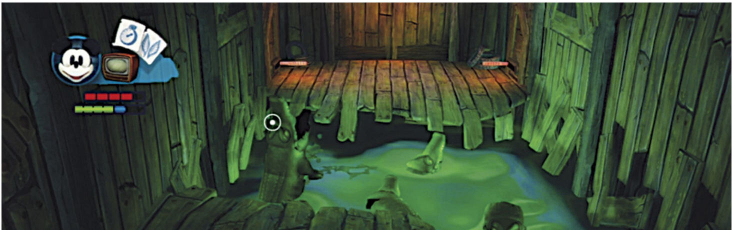


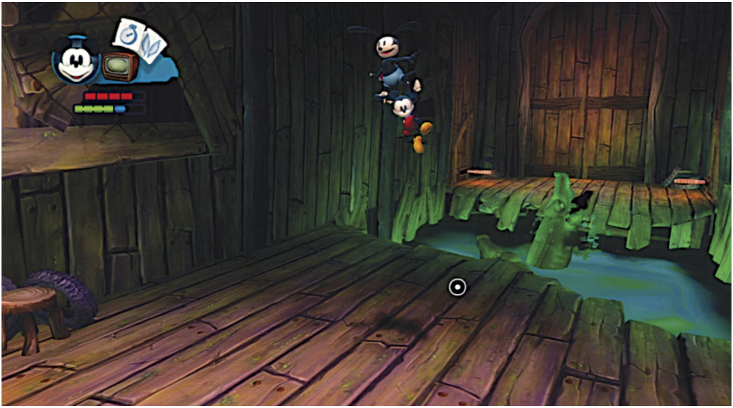
Repair the Train Stations before the aftershocks destroy them completely.

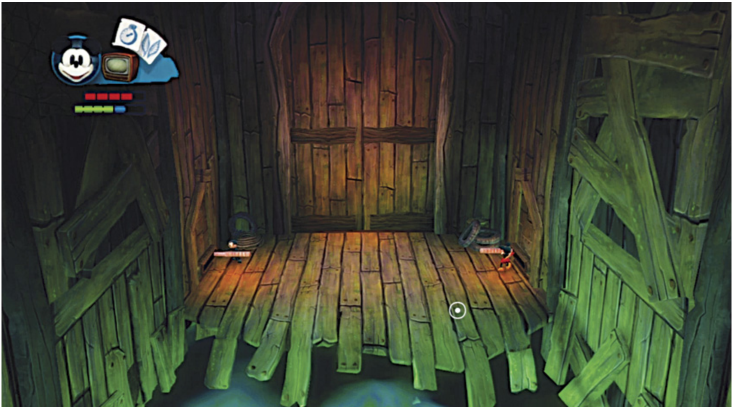
Track down a hidden Oswald symbol on the train station's large doorway.



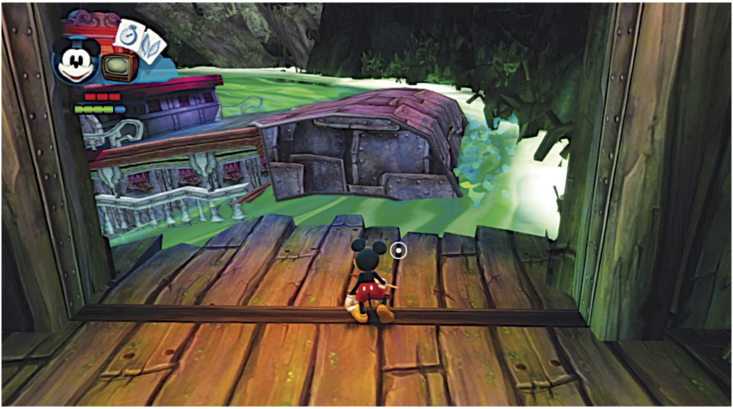
After you take care of the Beetleworx, head into the covered bridge.



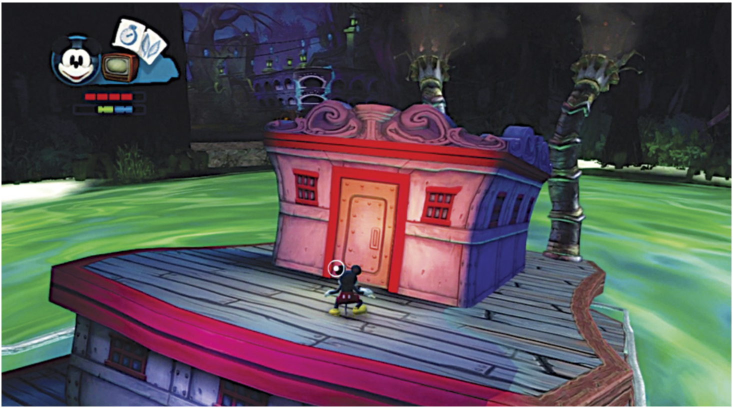




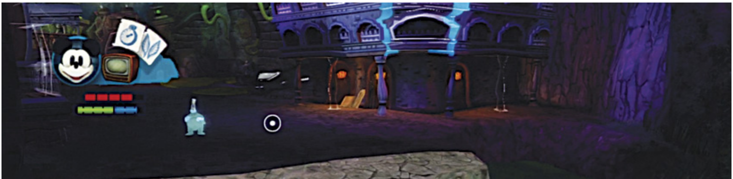
The bridge has been broken in half and has a moat of crocodiles between each side.

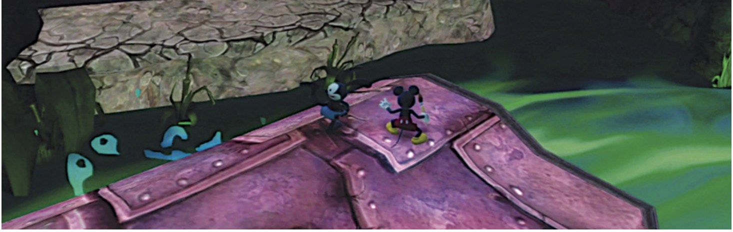


A steamboat spins in the whirlpool. When the boat swings by, hop on for a ride.



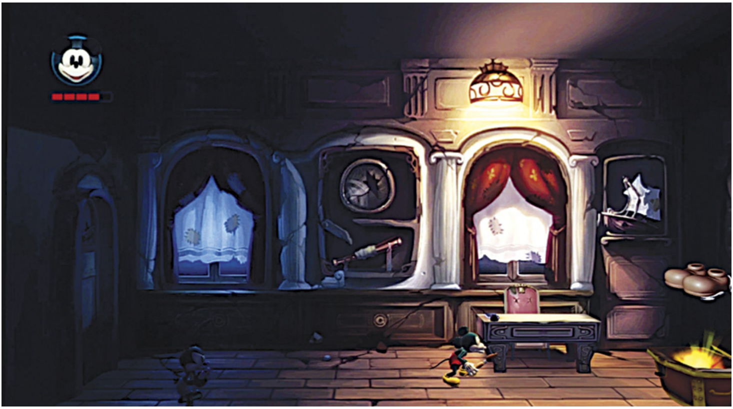
Thin out the top cabin of the boat to expose a usable doorway.



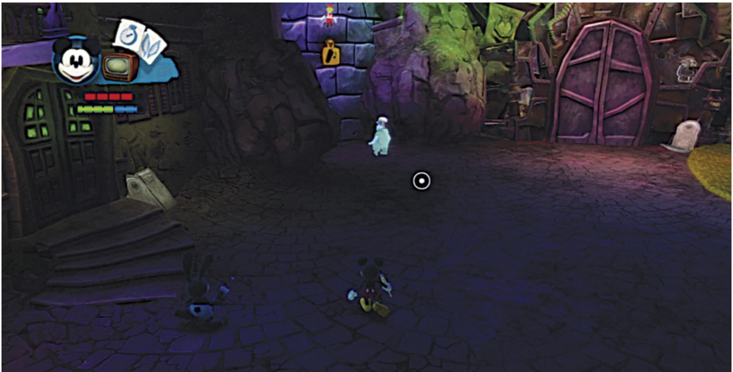


Ride the boat around to the shore of Old Town.

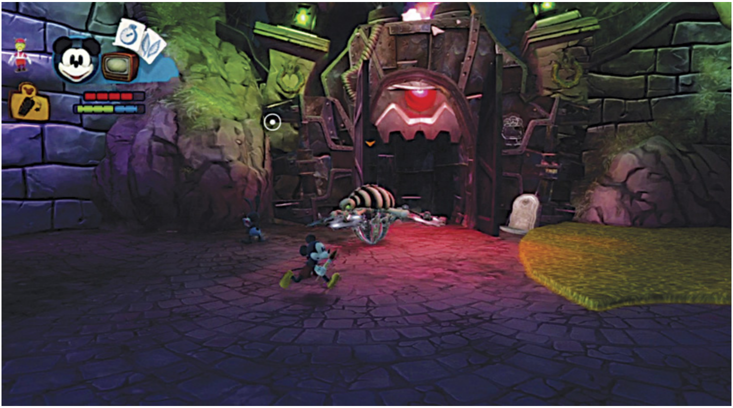
Steamboat Willie Shoes



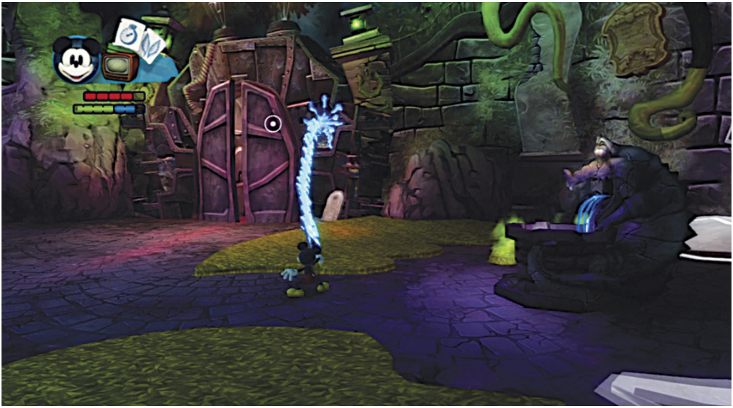
Inside the steamboat cabin, you find a red chest with the Steamboat Willie Shoes.

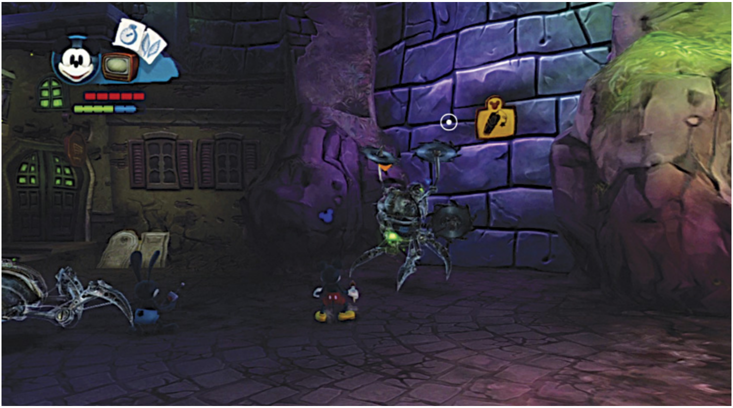


Ghost Ian sees you approach and runs off through a wall to return to Blot Alley.

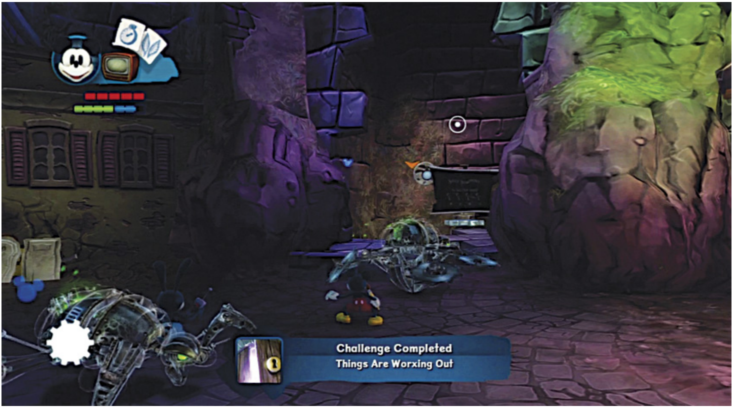


Another Beetleworx Replicator guards Old Town. As before, you can reprogram or destroy the Replicator.





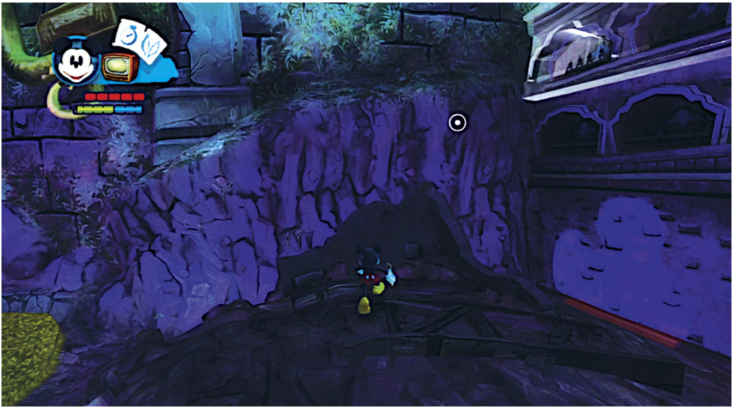
If you reprogram the Spinners, one of them will break through the wall and reveal the projector to Blot Alley. As an alternative, you can use the fireworks in the area to blow up the wall after dealing with the Spinners.



After you clear the path to the projector, you complete the Things are Worxing Out challenge.

OPTIONAL QUEST

FINDING THE HIDDEN HEROES

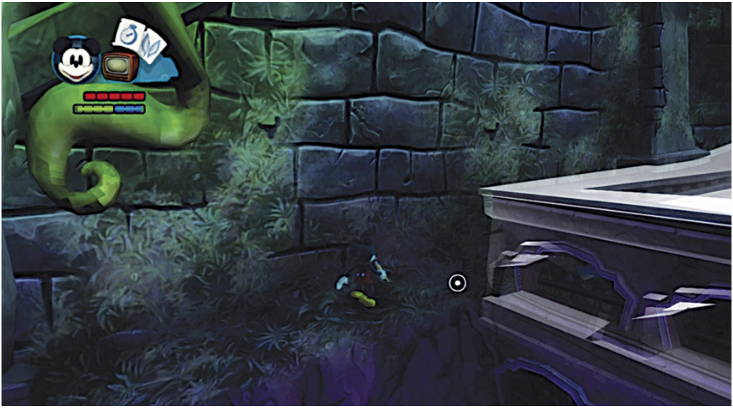


Seek out a hidden Mickey symbol on the side of the abandoned building next to the graveyard. This hidden Mickey isn't available later on, so pick it up now if you want it.

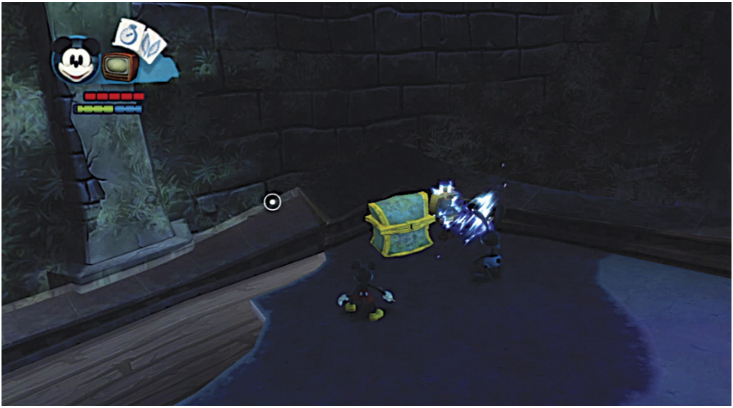
Things Are Worxing Out

Playstation 3 Trophy: Bronze

Xbox 360 Gamer Points: 20

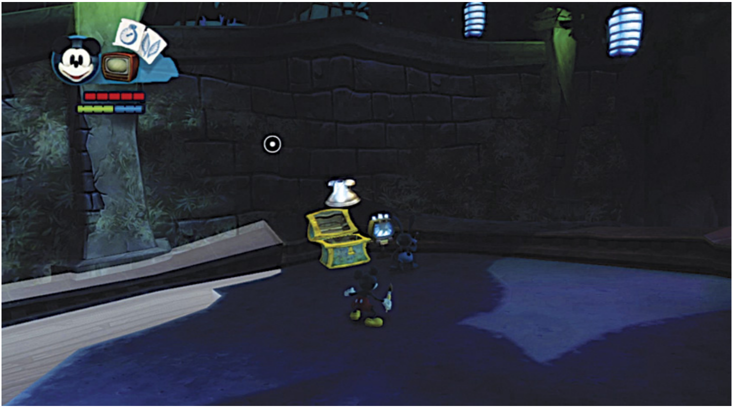


Before you leave, there are a couple more goodies to find. First look for the ridge to the right of the graveyard. You can jump up to the ridge and then onto the roof of the abandoned building.



Find the blue chest on the roof that Oswald can zap open.

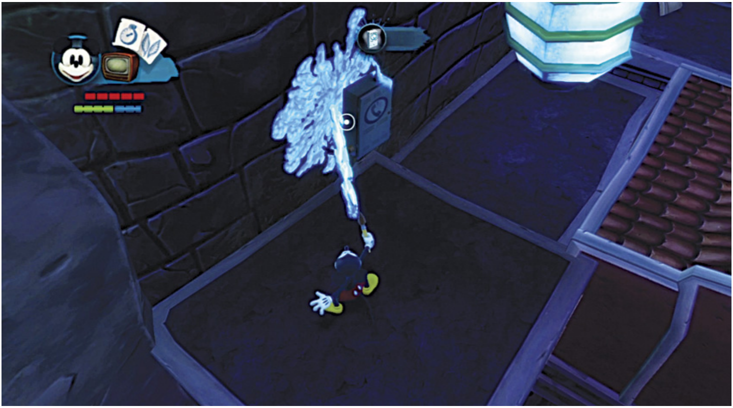
Knight Breastplate



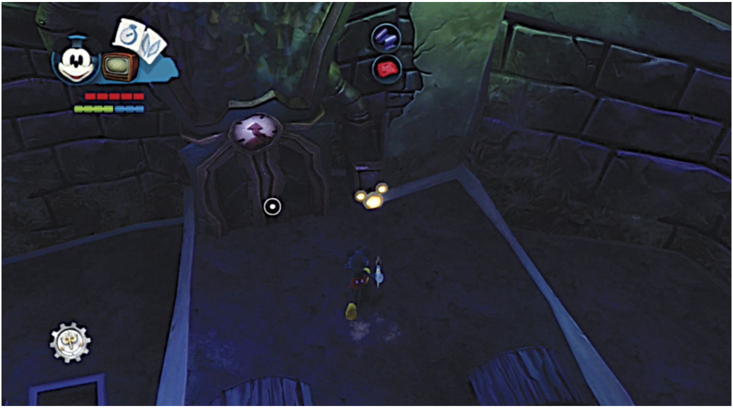
The breastplate for Oswald's Knight Costume lies inside the blue chest on the roof of the abandoned building.

OPTIONAL QUEST

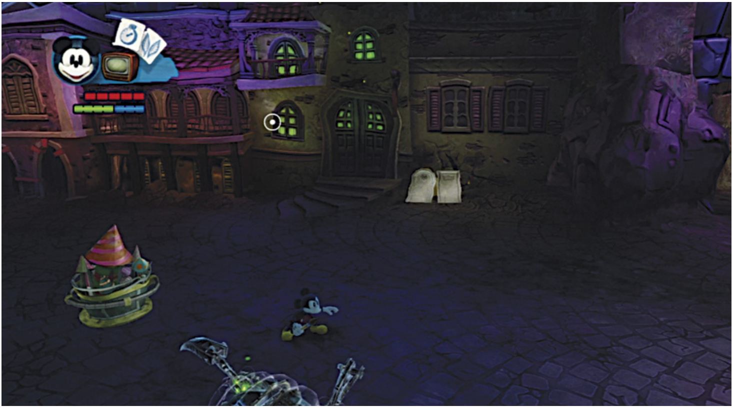
CREATIVE THREEDOM



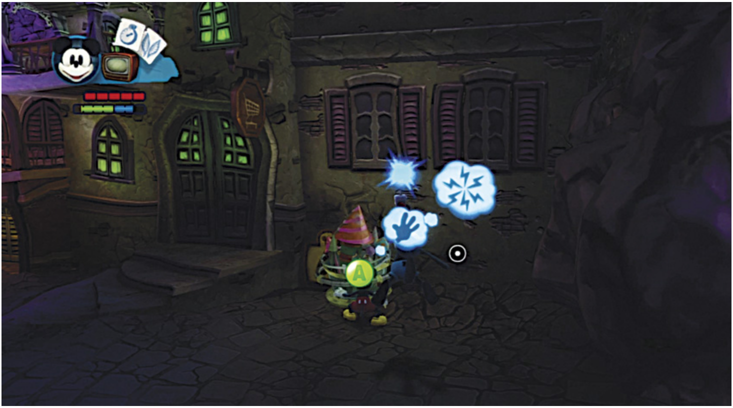
The final phone box can be found up on the roof in Old Town.



Thin out some of the buildings across the street to get up to the next roof. Move over to the fireworks dispenser, then grab a bucket of fireworks and drag them to the ground.

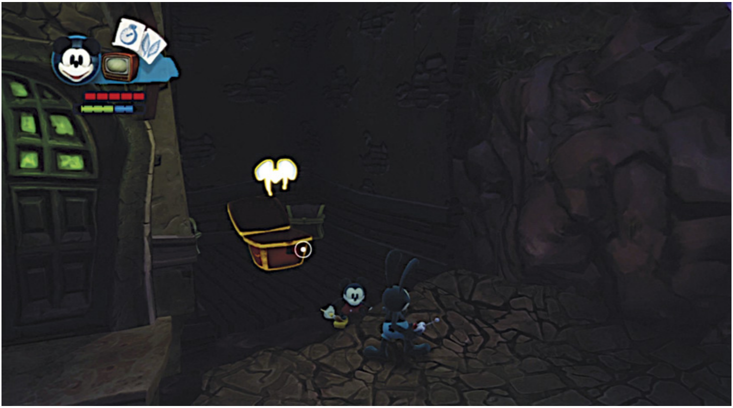


A cracked wall covered up by some breakable tombstones crumbles down to the left of the projector.

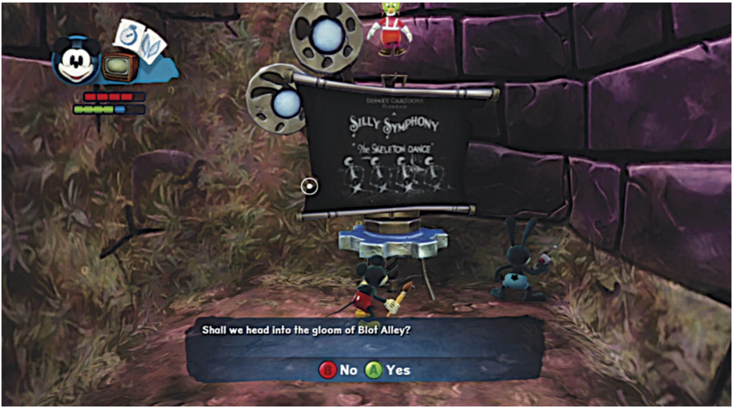


Smash the tombstones and use the fireworks on the cracked wall.

Silver Pin



There are a couple random loot chests behind the breakable wall and a red chest containing a Silver Pin.



Shall we head into the gloom of Blot Alley?

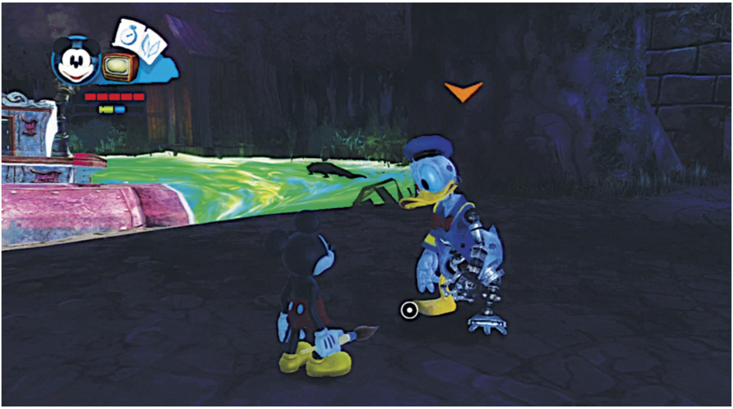
Head off through the second version of the Skeleton Dance projector to Blot Alley.

Note

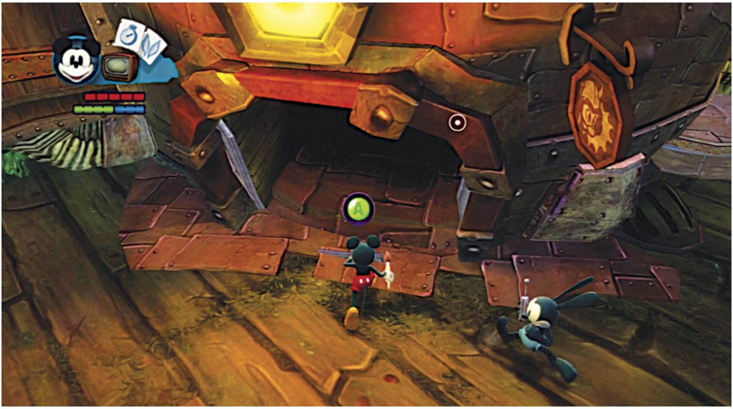
The second visit to Bog Easy has several side quests, so you might consider coming directly back to Bog Easy for the second visit before exploring Blot Alley.

OPTIONAL QUEST

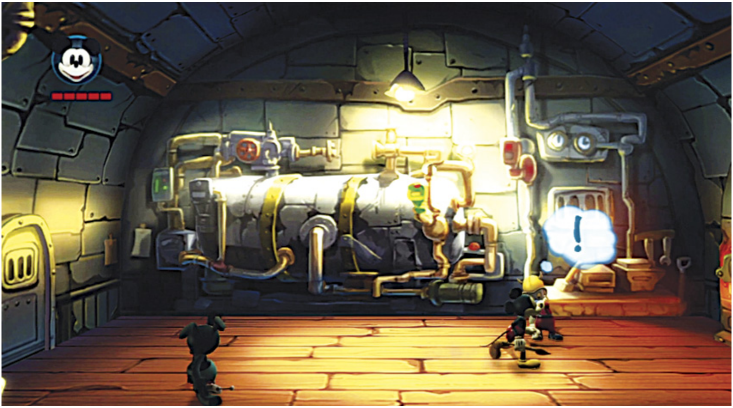
DONALD'S DATE (VISIT 2)



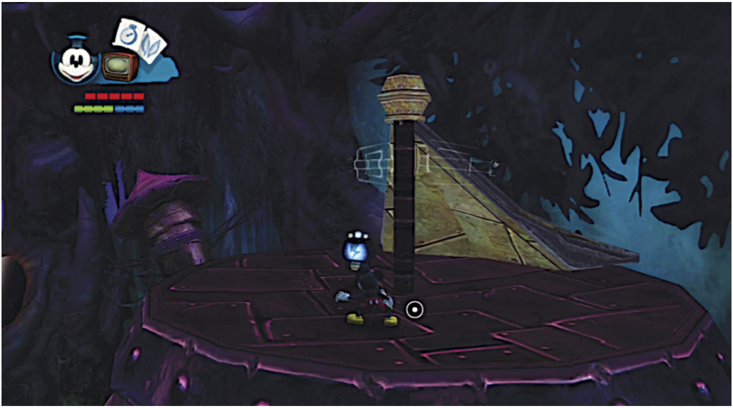
The first quest you receive on your second visit to Bog Easy is to help Animatronic Donald fix his broken boat so he can get to a date with his girlfriend, Animatronic Daisy.



To fix Donald's boat, you must visit the Gremlin Sparks (whom you saved earlier) at his forge in the Docks.



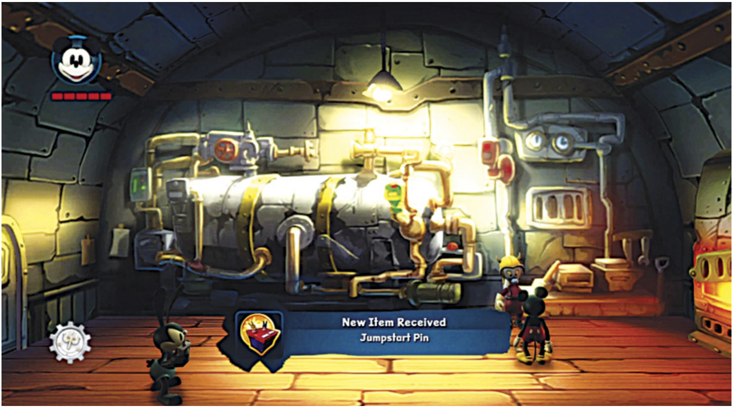
Before he can help, Sparks's forge must be repaired, which he can do for a large amount of Scrap Metal. If you would rather do it yourself, Oswald can power a temporary generator that extends some platforms on the side of the forge, allowing access to the roof.



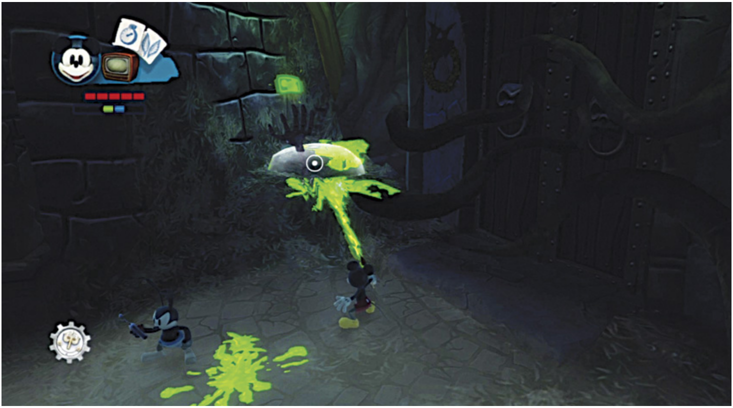
On top of the roof, you can choose to paint in a hinge to fix the forge or thin it out and pay Scrap Metal to Sparks to have him fix it. Oswald joins you and activates the forge once you have done your work.

Once the forge is repaired, Sparks tells you that he needs a gear to repair Donald's boat. He believes the gear may be in the possession of a ghost named Gilbert at the graveyard back in Old Town.

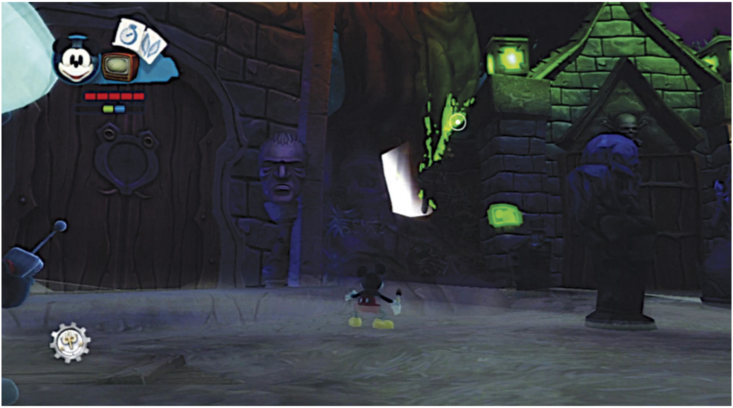
Jumpstart Pin (visit 2)



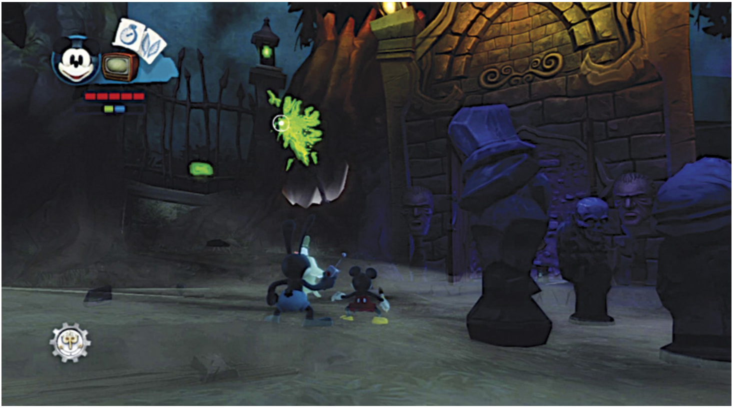
If you successfully repair the forge, Sparks rewards you with the Jumpstart Pin.



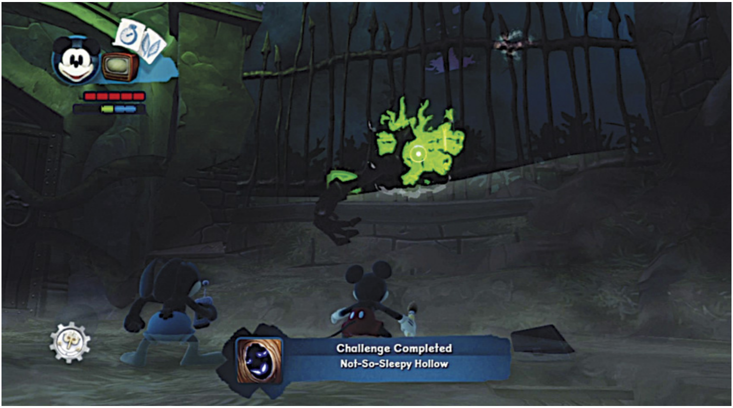
The graveyard in Old Town opens during your second visit. Several green E-tickets are hidden inside. The first sits under a thinnable mound of dirt to the left after you enter.



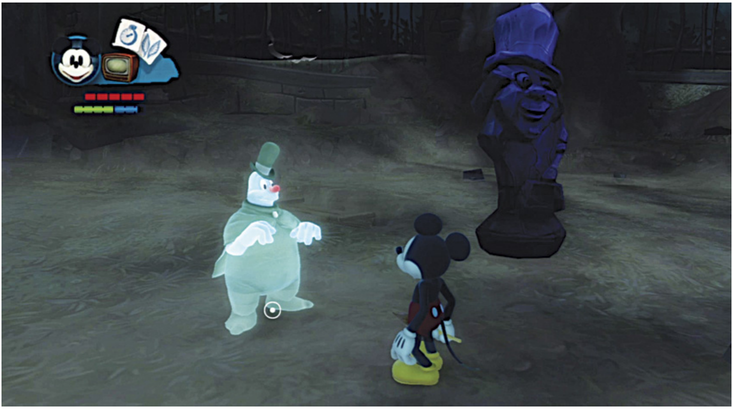
You can find another green E-ticket by thinning the tree between two crypts on the right side of the graveyard.



An additional green E-ticket rests inside the other tree to the left.



Find the last green E-ticket by thinning the emblem on the back fence of the graveyard. This completes the Not-So-Sleepy Hollow challenge.

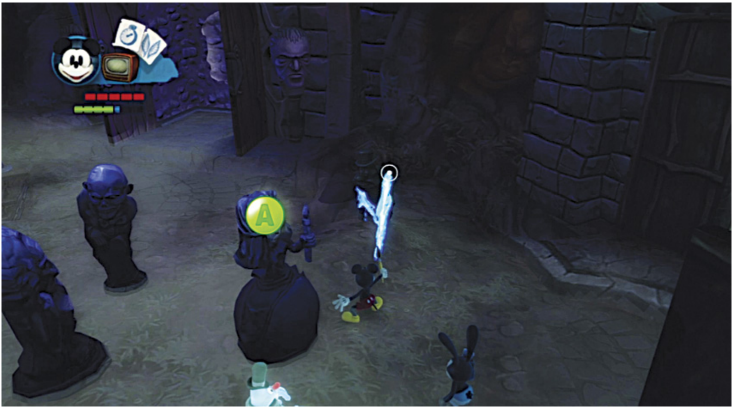


After you collect the loot in the area, talk to Ghost Gilbert and he'll have a proposition for you. He's angry at Sparks for refusing to build a Doom Buggy for him, so he wants you to return to Sparks with a fake gear. If you do this, it will ruin Sparks's forge and send Scrap Metal all over. Afterward, Sparks manages to complete Donald's boat; however, it won't have the improvements.

Not-So-Sleepy Hollow Challenge (visit 2)

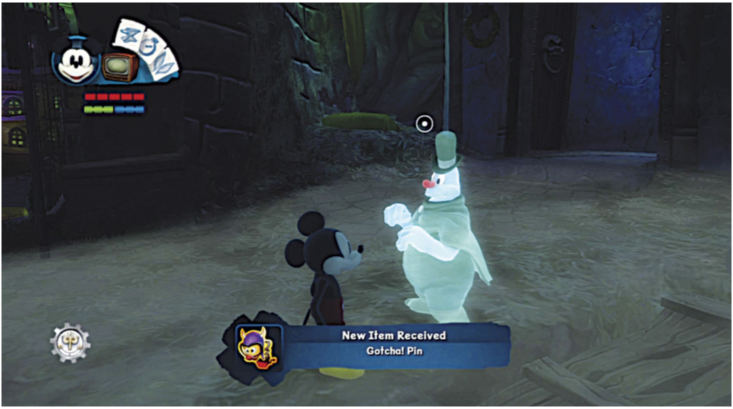
Playstation 3 Trophy: Bronze

Xbox 360 Gamer Points: 10



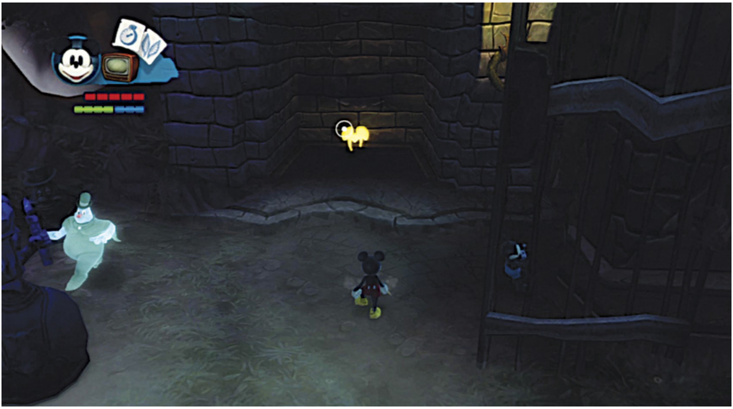
To find the real gear yourself, figure out the statue puzzle in the graveyard. A small unmovable statue on the right side can be painted. If you drag any of the large statues over to this one, it gives you a hint about where to move that statue.

Gotcha! Pin (visit 2)

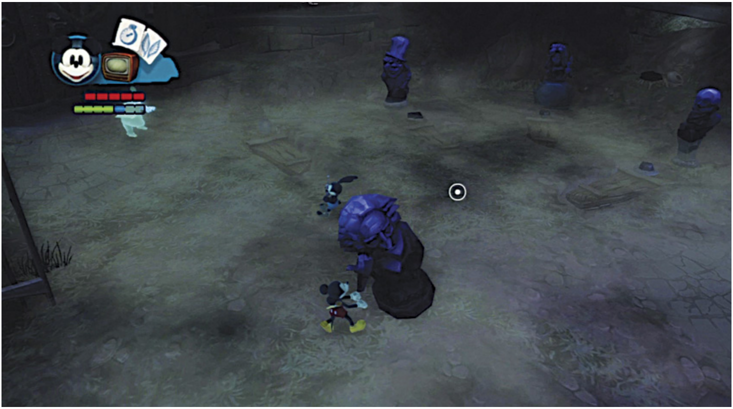


You receive the Gotcha! Pin from Gilbert if you choose to deliver the fake gear to Sparks.

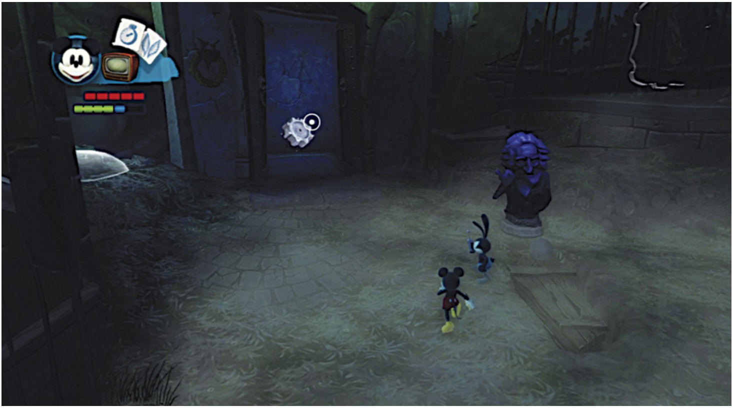
Gold Pin (visit 2)



There is a Gold Pin within the crypt inside the graveyard on the right. You must drag some fireworks over to blast through the wall for the pin.

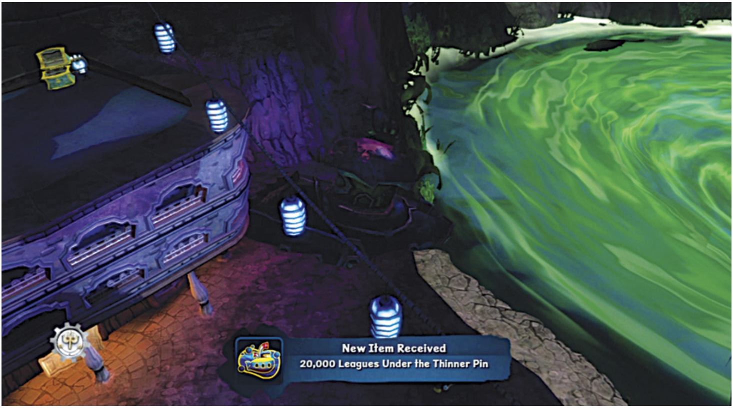


There are four statues and four graves, each with an object that meant something to the person buried there. The clues given by the smaller statue hint at which statue goes with which grave. When you move a statue by the correct grave, it slides into place. The correct order from right to left: bald man, woman, man with the hat, prisoner with long hair.



After you move the statues to the correct places, the Mausoleum on the left opens up and reveals the real gear.

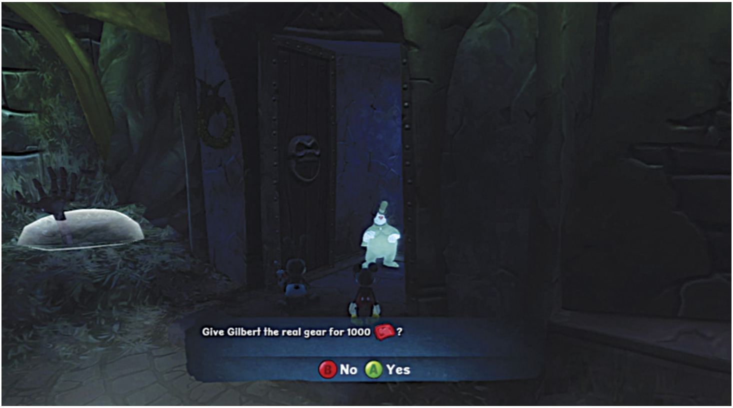
20,000 Leagues Under the Thinner Pin (visit 2)



New Item Received

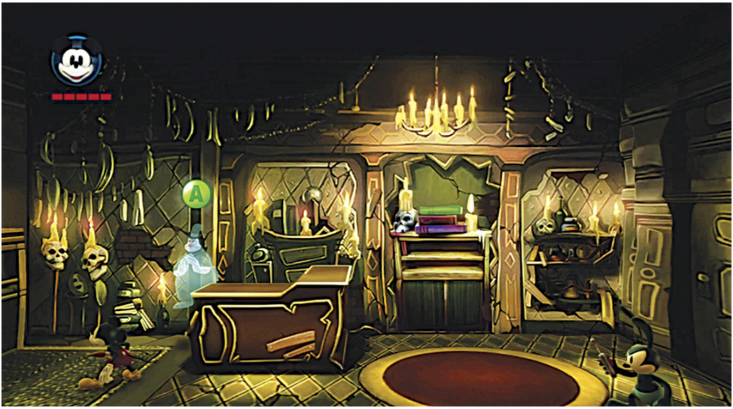
20,000 Leagues Under the Thinner Pin

If you return the real gear to Sparks, he not only fixes Donald's boat, but upgrades it to a submarine! You also receive the 20,000 Leagues Under the Thinner Pin for your hard work.



Give Gilbert the real gear for 1000 ?

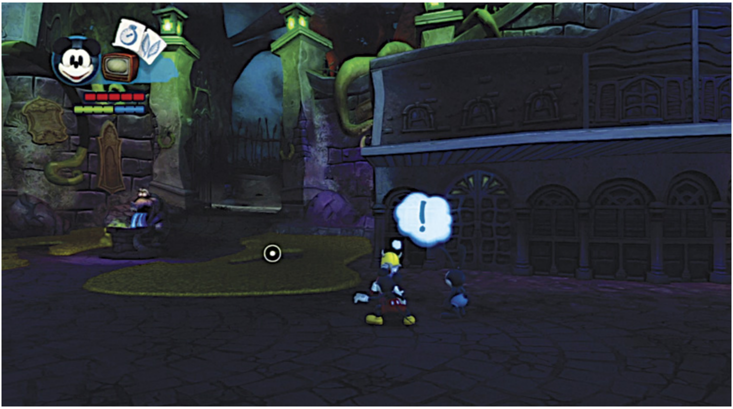
When you collect the real gear, Gilbert gives you one more opportunity to take his fake gear and deliver that instead. He is also willing to throw in a whopping 1,000 E-tickets to sweeten the deal.



In between tasks, you can check out the shop in Old Town called Le Bat En Rouge. The stock is slim for now, but more items become available later in the game.

Tip

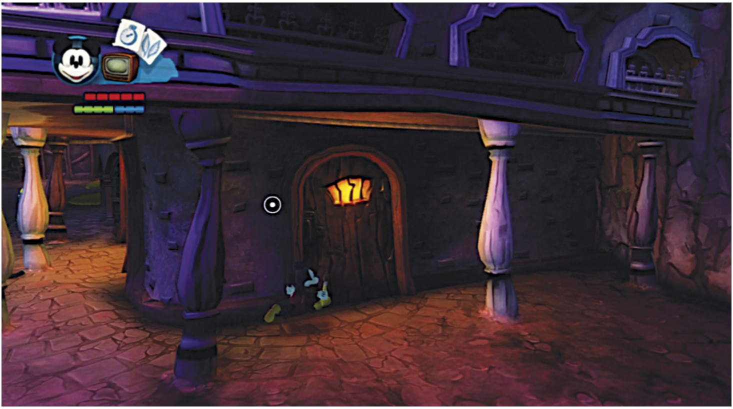
Daisy will reward you with the Diving Miss Daisy Pin in Episode 3 if you upgrade Donald's boat to a submarine.



After seeing Donald off, head over to the middle of Old Town and talk to Sparks. He can repair the abandoned building and put it into tip-top shape for a new inhabitant. If you reprogrammed all the Beetleworx during your first visit, the building will already be done for free! If you didn't, you'll have to pay him some Scrap Metal to get the job done. Once the building is finished, he gives you the deed to it.

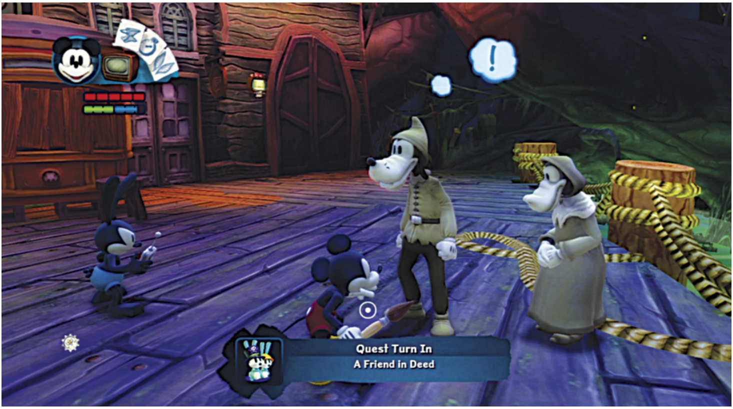
OPTIONAL QUEST

FINDING THE HIDDEN HEROES (VISIT 2)



After the abandoned building in Old Town has been rebuilt, find the hidden Oswald on the side wall.

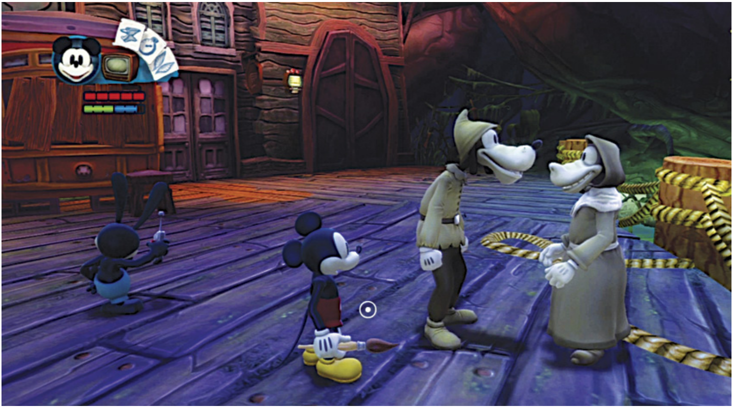
OPTIONAL QUEST A FRIEND IN DEED (VISIT 2)



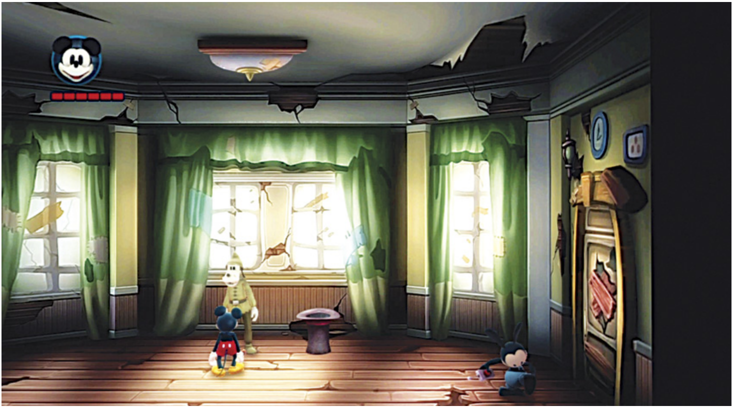
Return to the Shanty Town with the deed for the rebuilt building in Old Town. You have to decide whether to give it to Metairie or the magician Bertrand.

JUNCTION POINT

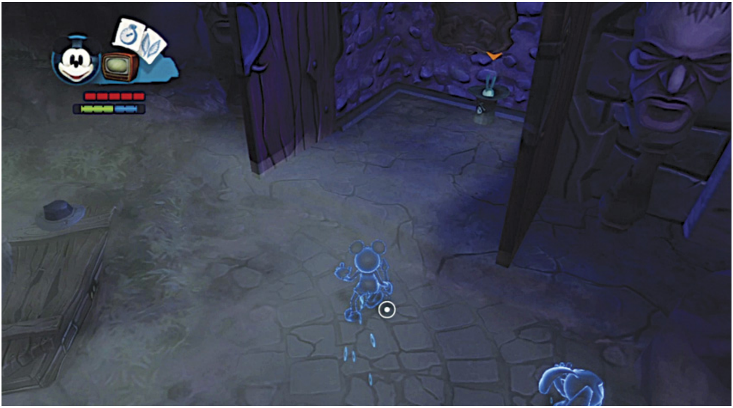
BERTRAND OR METAIRIE



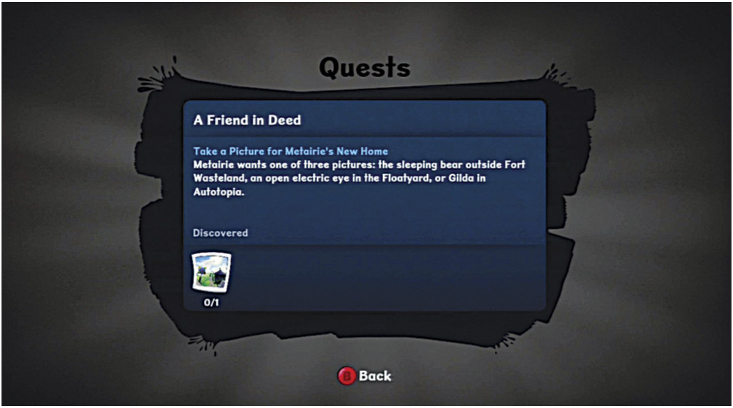
You have a choice when you finally gain the deed in Bog Easy. If you give the deed to Bertrand, he will open a magic shop at which you can play a game of chance to win E-tickets or a couple of rare pins. If you let Metairie have it, you will gain access to some concept art and, after performing a task for her, a piece of Mickey's Firefighter Costume. Whoever doesn't get the deed will leave town, and you'll miss out on their rewards.



Bertrand will open up a magic shop with the deed, but he lost his magic bunny. He left six magic hats scattered around Bog Easy, and he needs you to destroy the hats so the bunny will run out of hiding places and return home. There are two magic hats in each area of Bog Easy.



Most of the hats are fairly easy to spot while searching around Bog Easy. The most difficult one hides in the Old Town graveyard. It is located in a spooky crypt that shuts as you approach. You must use the Ink Well of Invisible Ink outside the graveyard gates to sneak into the crypt and smash the hat. After you find all the hats, Bertrand allows you to play his game of chance.



Quests

A Friend in Deed

Take a Picture for Metairie's New Home

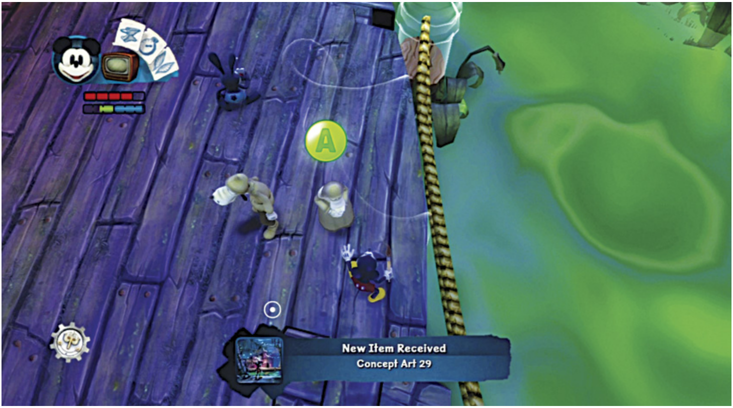
Metairie wants one of three pictures: the sleeping bear outside Fort Wasteland, an open electric eye in the Floatyard, or Gilda in Autotopia.

Discovered

0/1

At her new house, Metairie gives you the additional task of finding a rare photo for her picture frame. You can take a photo in one of three locations and bring it back to her. The reward improves based on the difficulty of getting the picture, Fort Wasteland should prove the easiest photo, Floatyard a little bit harder, and Autotopia the hardest. If you bring back all three pictures, you finish the Picture Perfect challenge.

Concept Art 29 (visit 2)

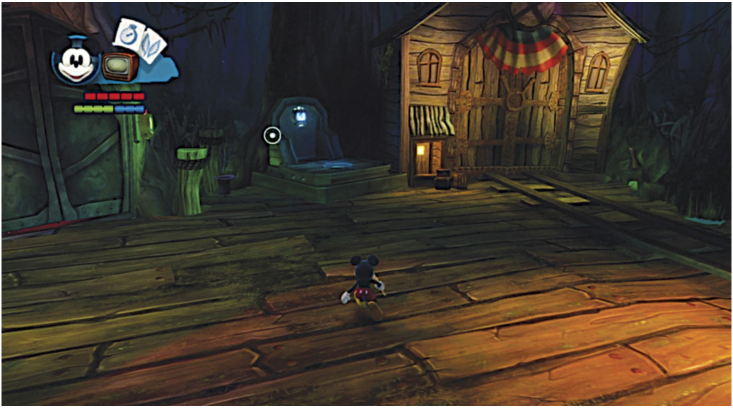


If you give the deed to Metairie, she rewards you with a piece of concept art. She also sells additional pieces of art at her new house.

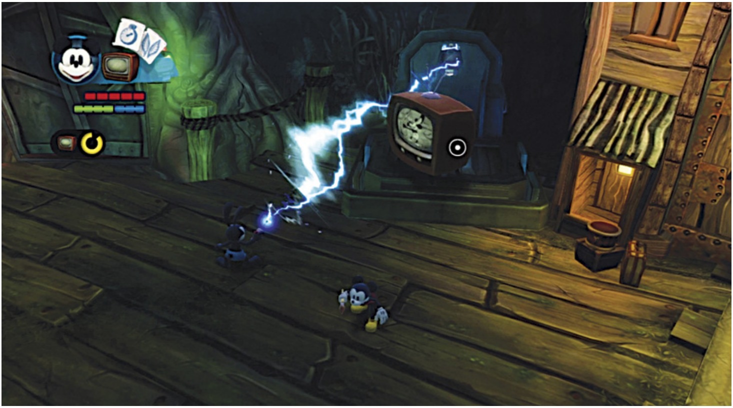
OPTIONAL QUEST

THE WASTELAND LIMITED (VISIT 2)

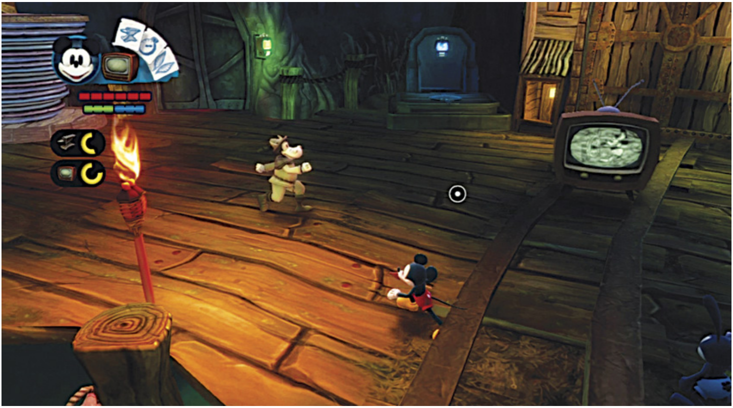
Return to the Docks and meet the local Train Conductor. He isn't at his post because the power went out, and he'd rather be watching TV anyway. You'll have to restore power to the station.



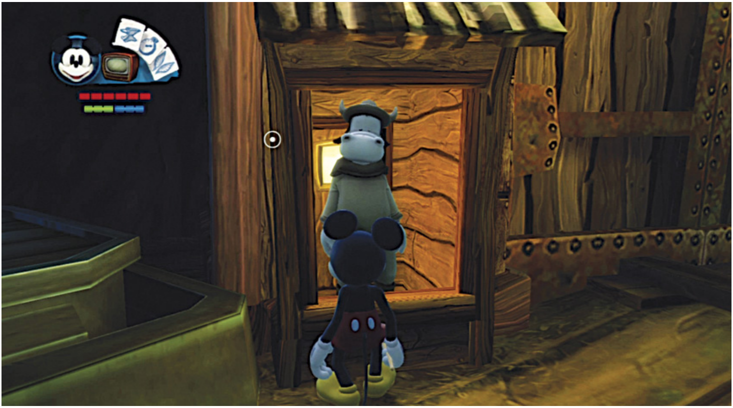
Head over to the right to see a power station next to the train station. If you don't already have the TV Sketch, you'll need to go buy it from the Shanty Town shop now.



Have Oswald shock the panel, and the clamps open up. Drop a TV on the platform to restore power to the train station.

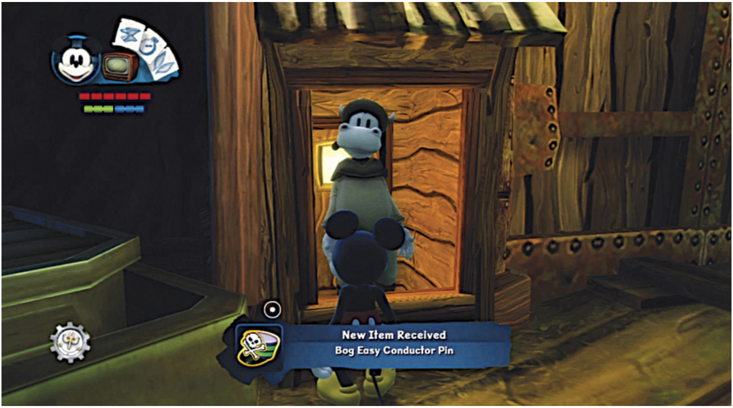


Even though power comes back on in the station, the Conductor still would rather watch TV than work. You have to lure him over to his post by dropping TVs along the way.



Once you guide the Conductor over near the station, he returns to his post and opens up the train service to any other repaired stations.

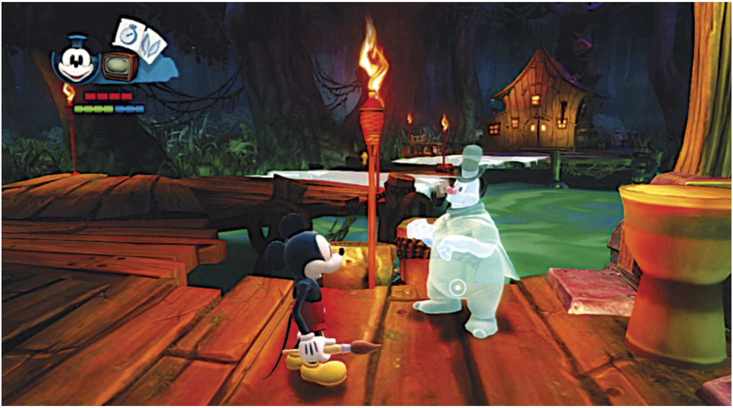
Bog Easy Conductor Pin (visit 2)



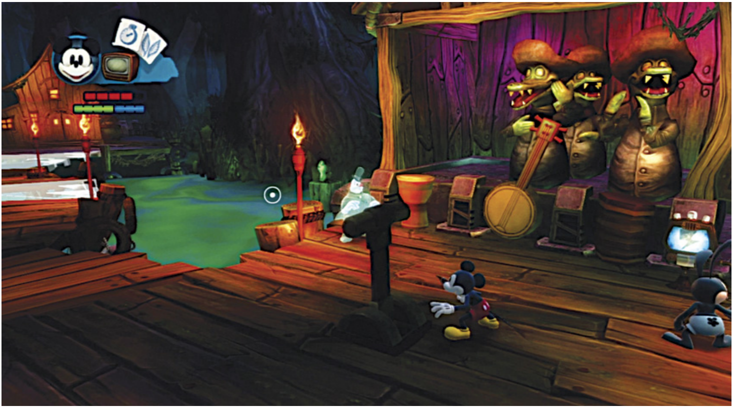
For your efforts in restoring the train station, the Conductor presents you with the Bog Easy Conductor Pin.

OPTIONAL QUEST

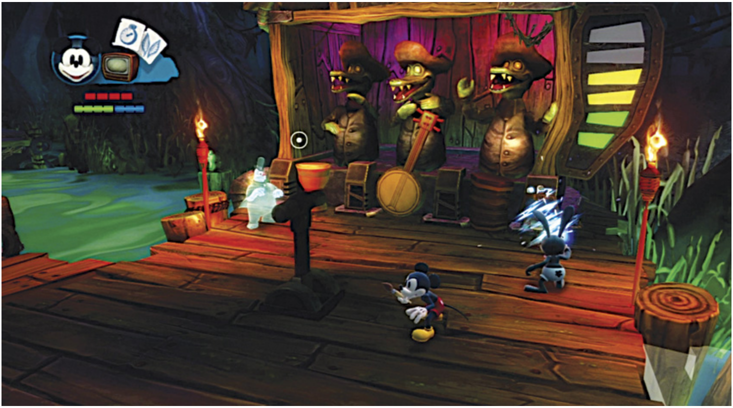
OUT OF TOON (VISIT 2)



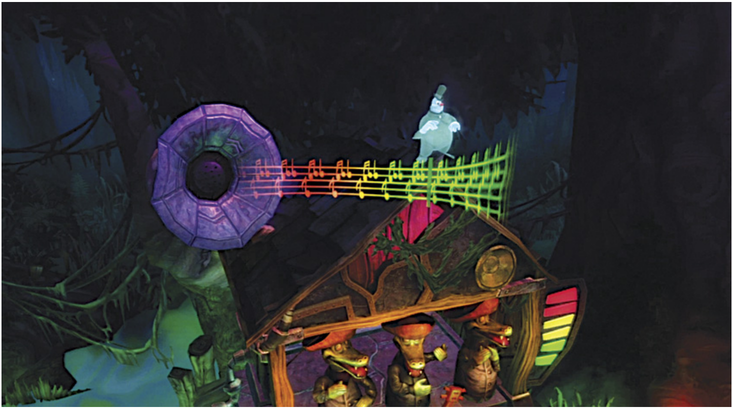
Head over to the center of the Docks, and Rolly the ghost gives you a quest to fix the broken Jugband.



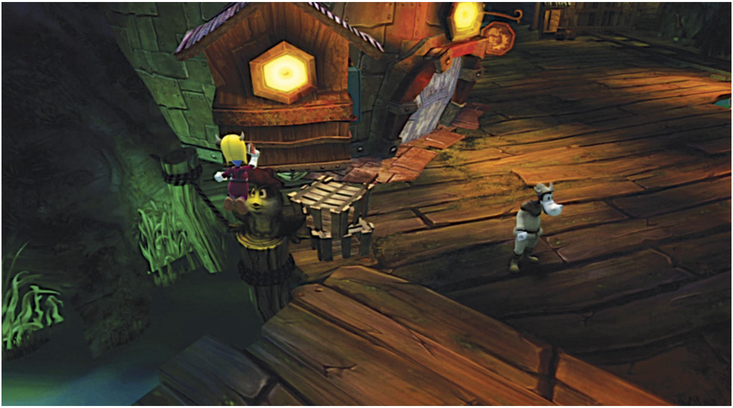
Rolly's friend, Fineas, is trapped in the Jugband and he needs you to fix the machine to get Fineas out. Start off by painting any missing instruments, and then look at the band members' hands. The hands give you a hint about which instrument they should be playing. Hit the big lever to switch around the band members until they are behind the correct instruments. The solution requires the following: low hands for the drum, spread-out hands for the banjo, high clapping hands for accordion.



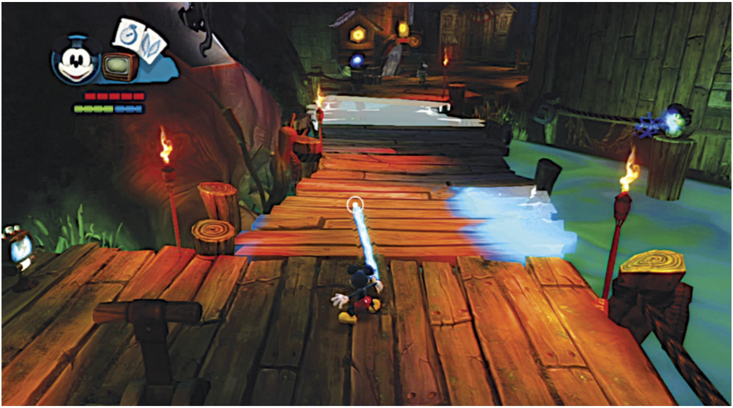
Once all the band members are in the correct places, Oswald can shock the machine to return the music to normal.



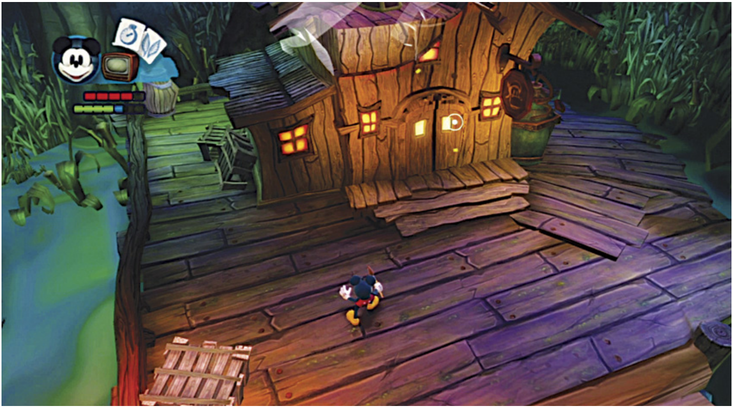
Now that the horrible shrieking music from the broken machine no longer entrances Fineas, he flies down and thanks you.



The ghosts also have another request: They would like you to restore all the toon in Bog Easy. Sparks helps out by modifying the frog statues so they no longer shoot Thinner at the boardwalk.

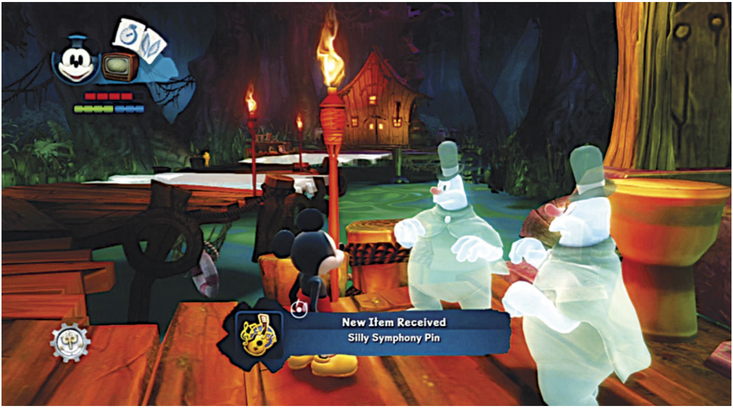


Now that the pesky frogs won't thin out your work, paint in any missing toon around Bog Easy.



As an alternative to fixing the Jugband and helping the ghosts, you can venture out to the shack on the edge of the Docks and meet Louis.

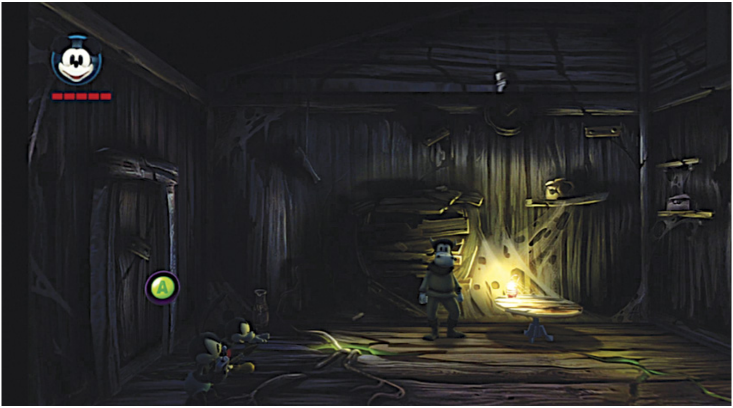
Silly Symphony Pin (visit 2)



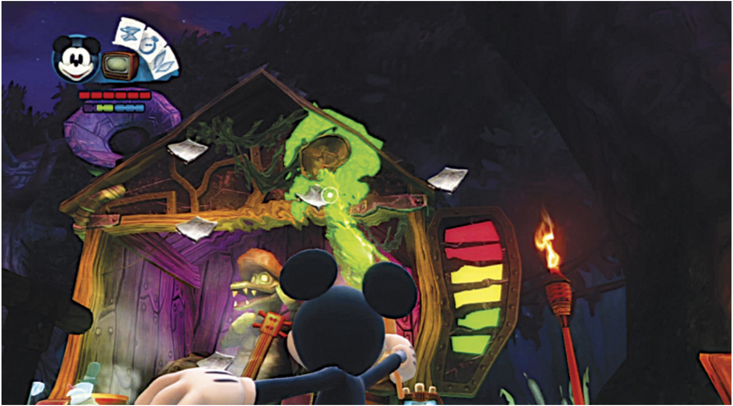
The ghosts thank you for fixing the band machine and give you the Silly Symphony Pin.

Perfect Harmony Pin (visit 2)

Once you have painted in all the toons in Bog Easy, the ghosts reward you with the Perfect Harmony Pin.



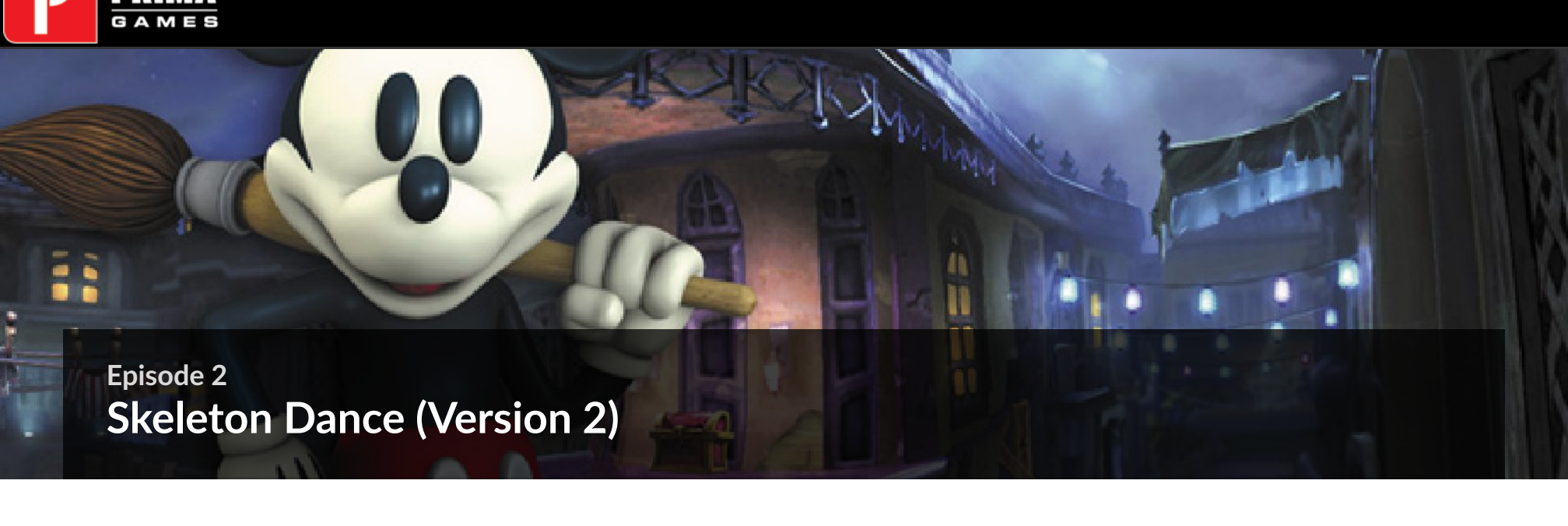
Louis is tired of the ghosts and all their pranks in Bog Easy and wants to be rid of them. He asks you to ruin the Jugband so that the ghosts get upset and leave.



If you want to destroy the Jugband instead, spray Thinner into the funnel attached to the roof. Scrap Metal flies everywhere when the machine explodes and the ghosts do in fact leave Bog Easy.

Music to My Ears Pin (visit 2)

Return to Louis with the news of your sabotage, and he gives you the Music to My Ears Pin.



Episode 2

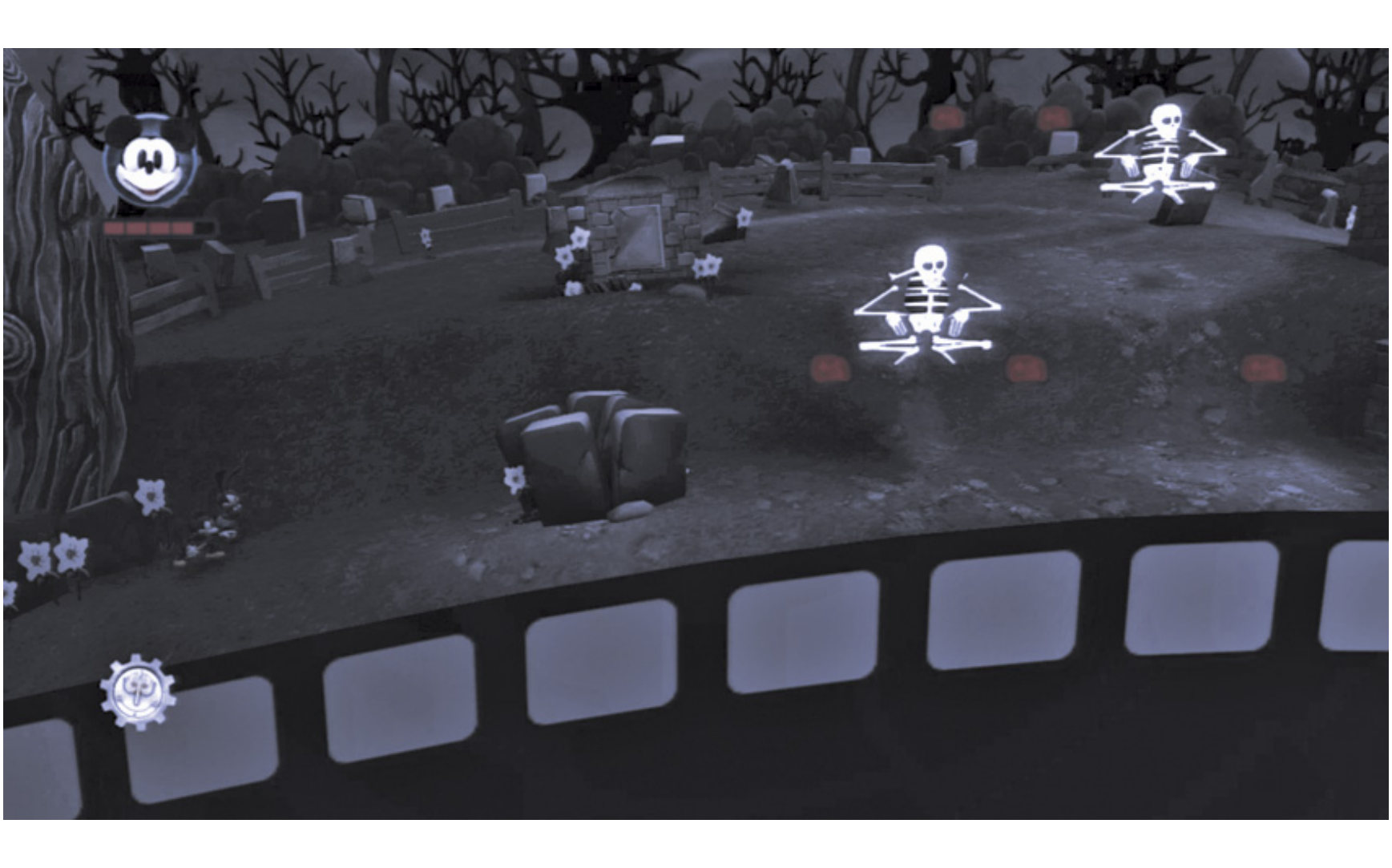
Skeleton Dance (Version 2)

LEVEL BREAKDOWN

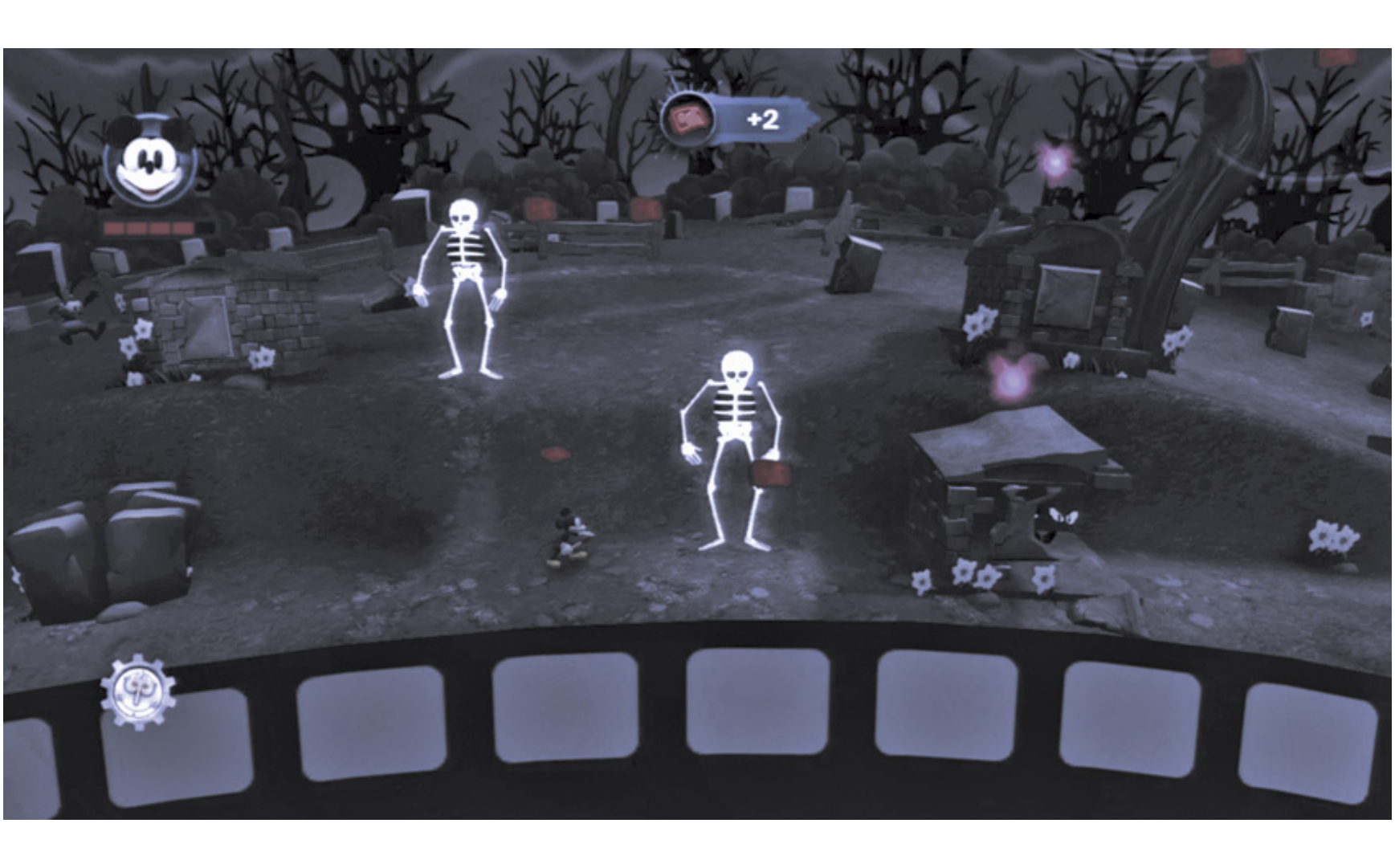
- Collectibles
- Film Reel
- Golden E-ticket (x2)
- Gold Pin

Note

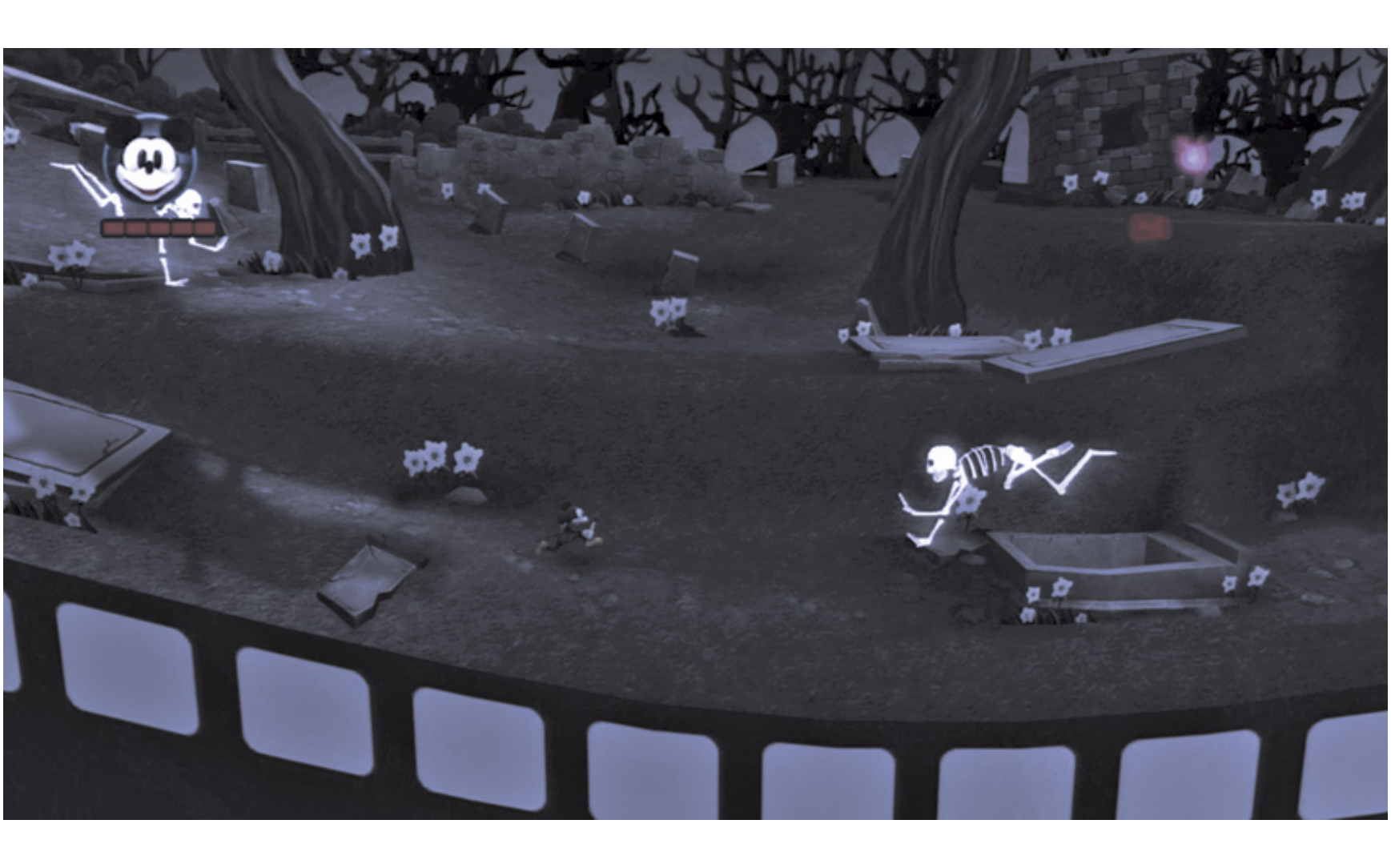
Skeleton Dance (Version 2) connects Bog Easy and Blot Alley.



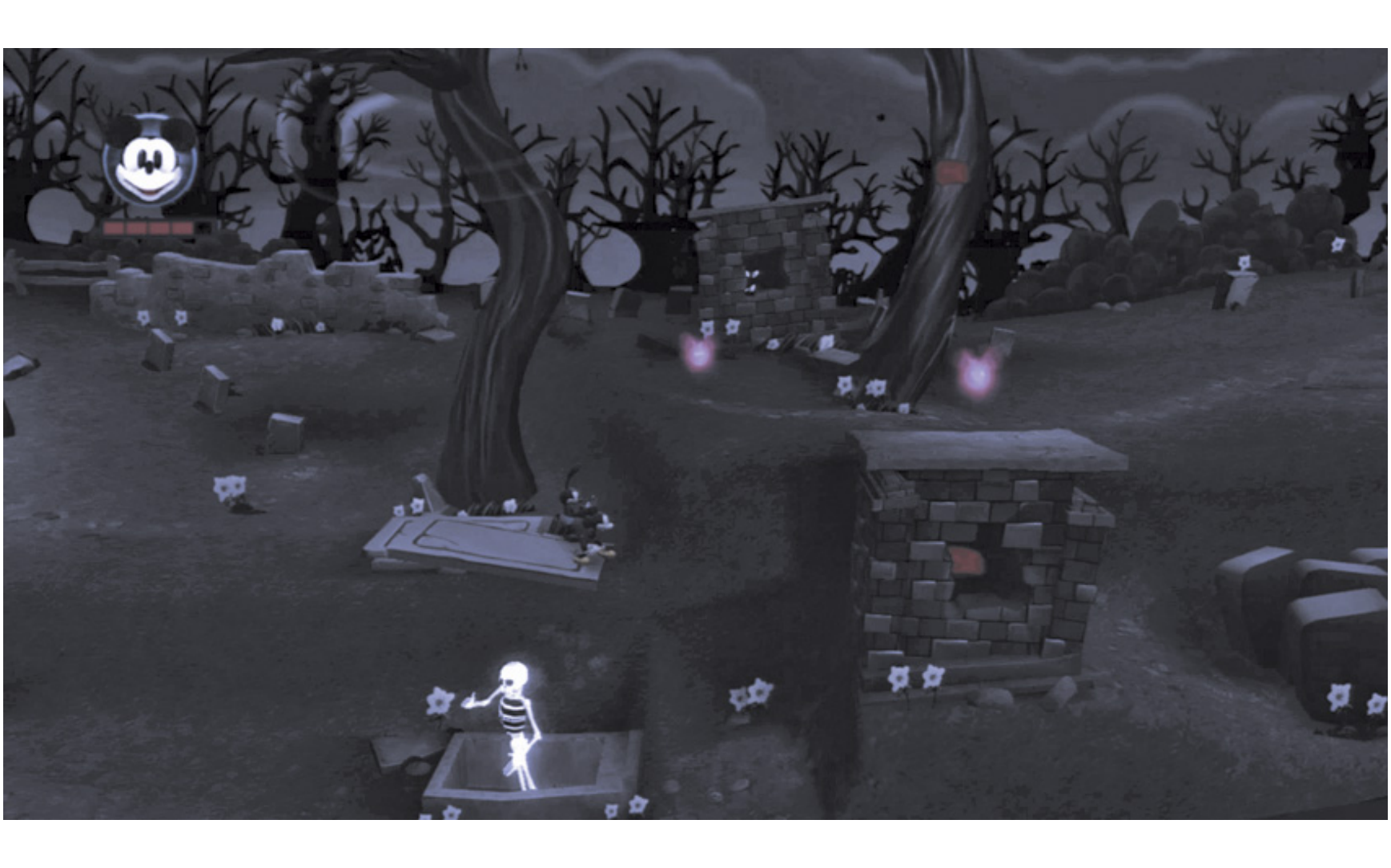
The second version of Skeleton Dance has many of the same obstacles as the first version, with a few new surprises. The lower path starts at the base of a graveyard hill.



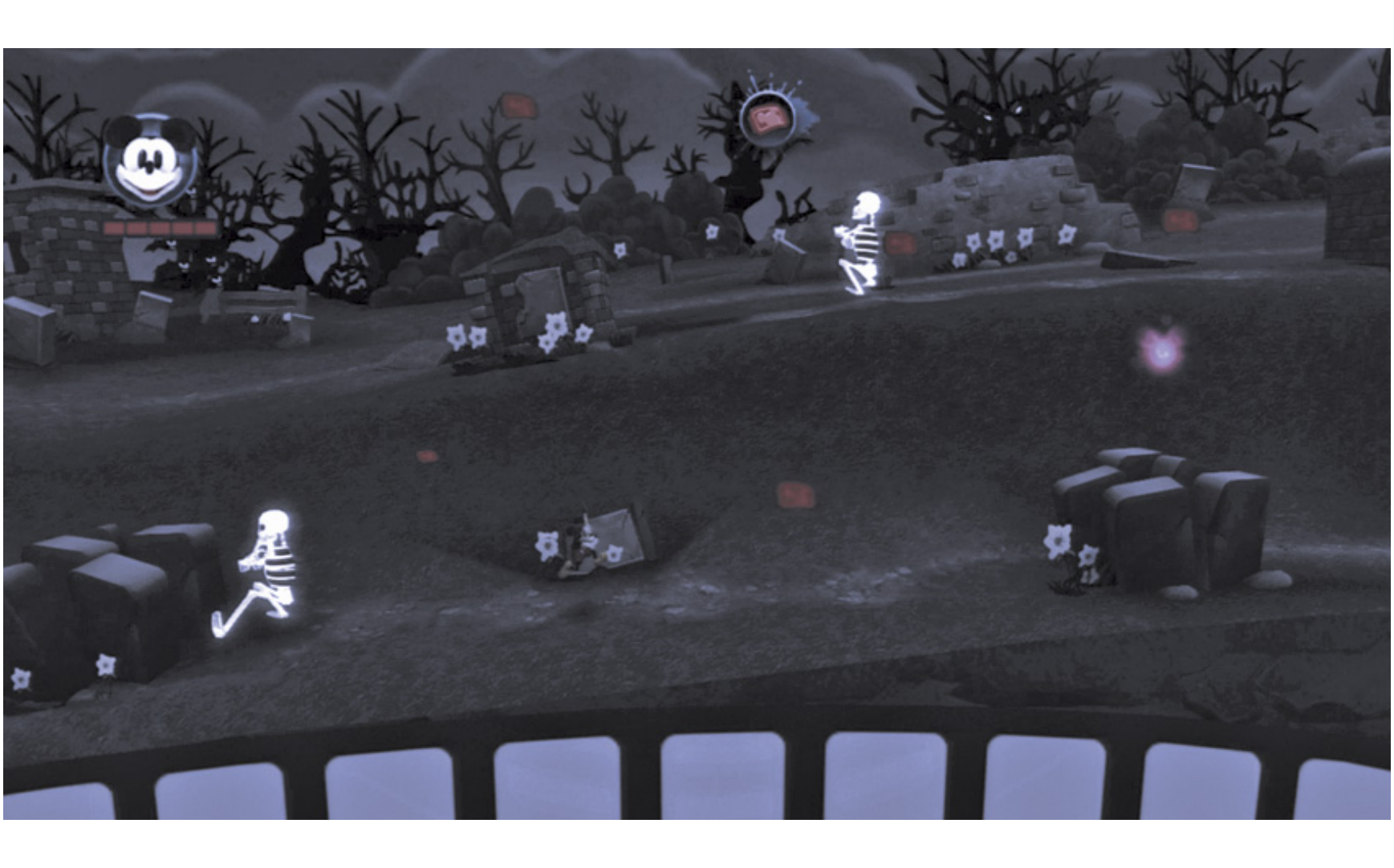
After you pass the first set of gravestones, you see a pair of walking skeletons. They will patrol between the lower and upper paths, so slip by when they move to the other path.



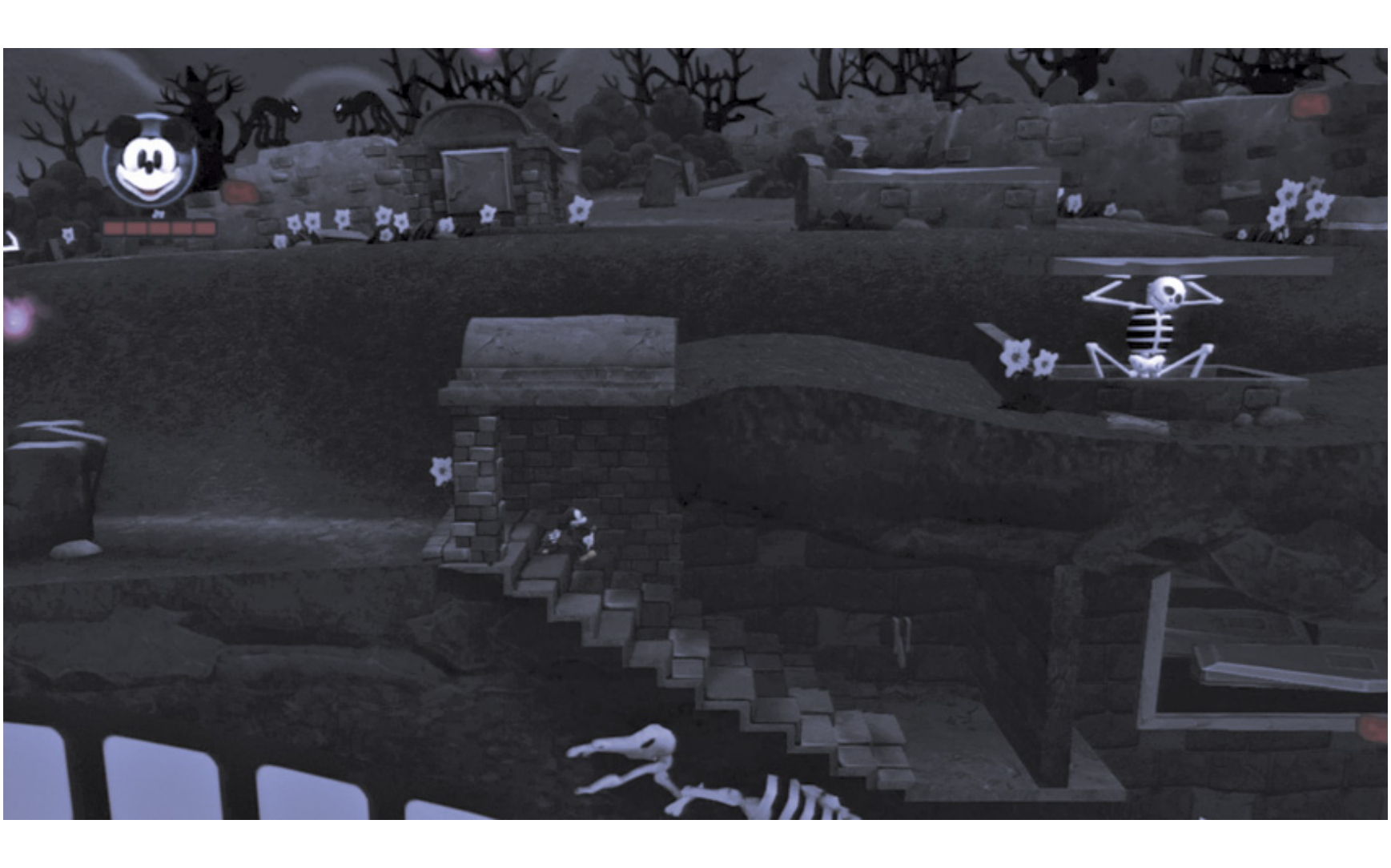
Next jump over a small crypt with bats flying out from it, and be sure to avoid them. Ahead is a skeleton that runs like a dog between two tombs. He moves quickly, but you can jump over him while he travels between the tombs.



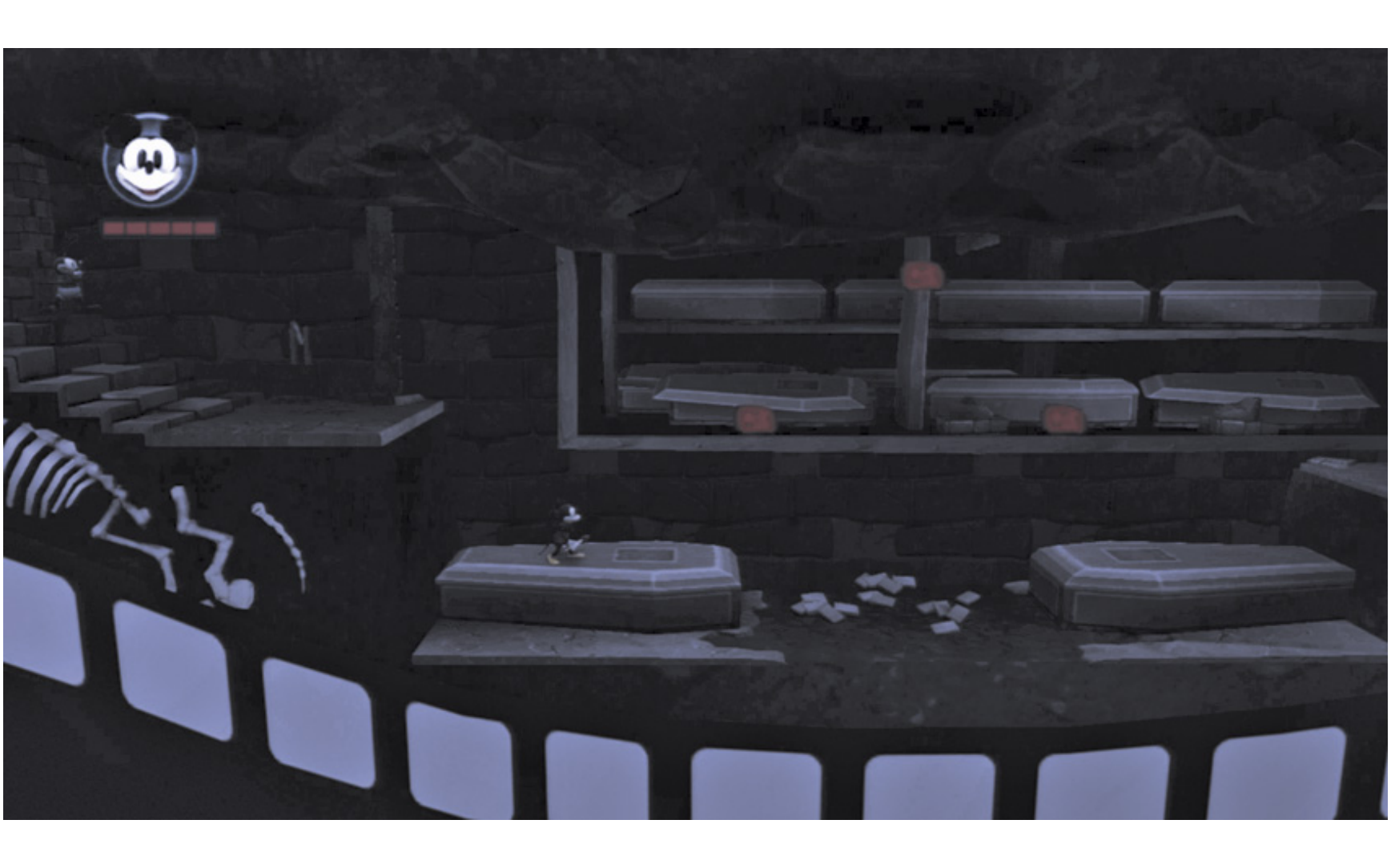
Stand on the second tomb and the running skeleton will push the lid up when he comes out. You can then jump over to the top of the wall and drop below to collect an extra E-ticket in the wall.



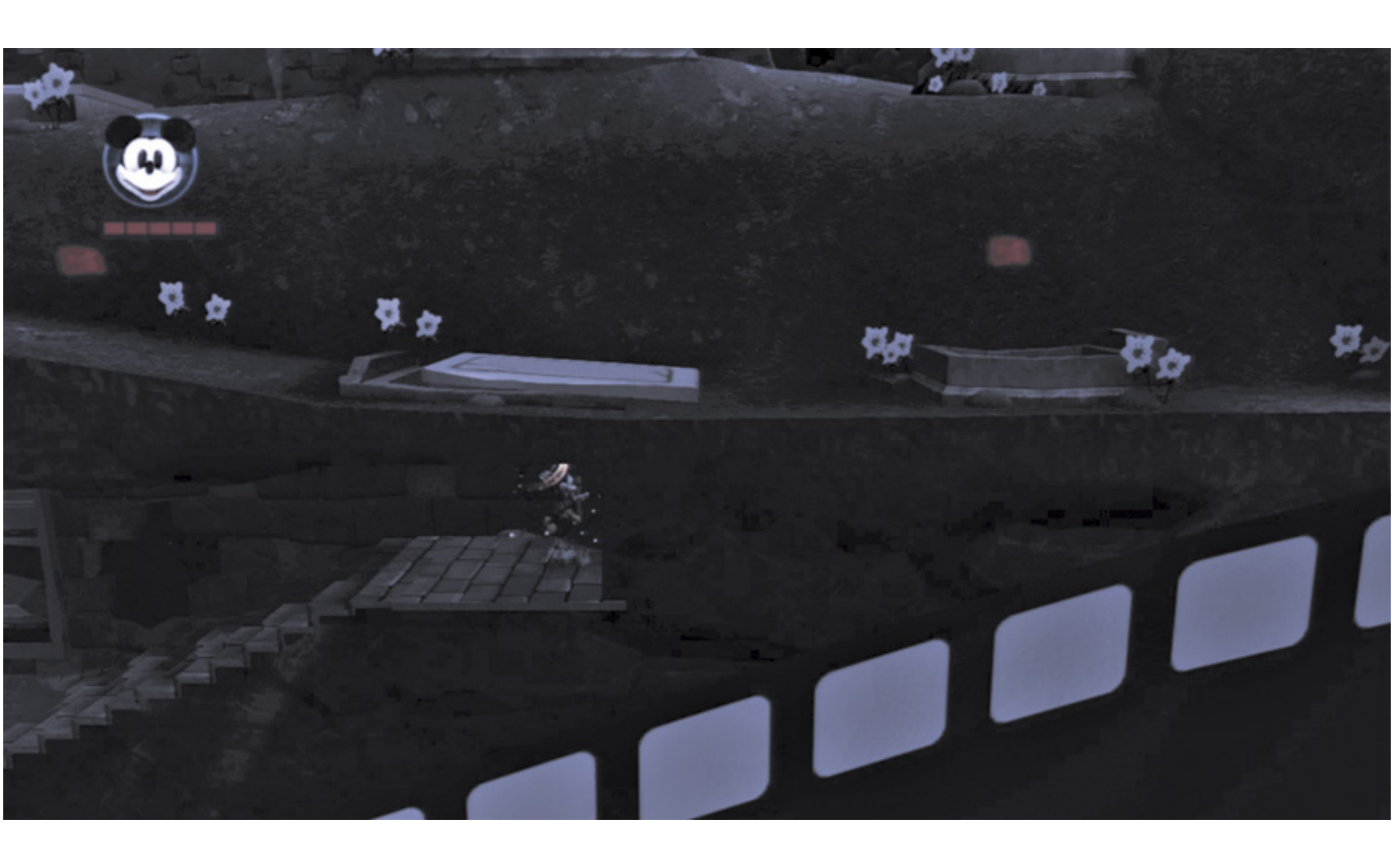
The next challenge is a dancing skeleton, bobbing up and down. When he drops down in his dance, stand next to him and he will leap up in the air, giving you a chance to pass underneath.



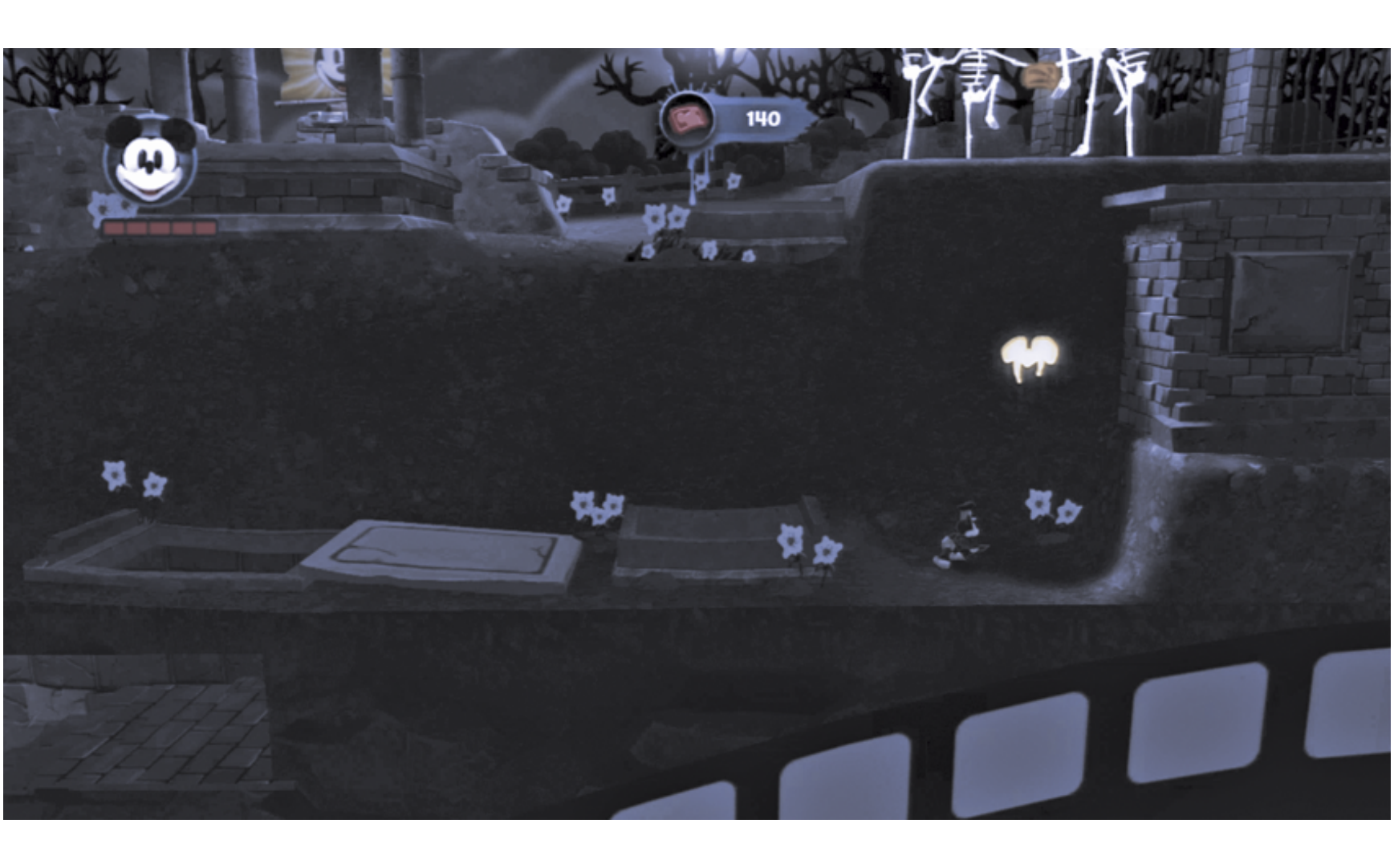
There is a fork in the path ahead, where you can choose to go underground into a crypt or jump up and continue on the surface. The stairs down into the crypt have a switch at the bottom that you can hit to open up the wall.



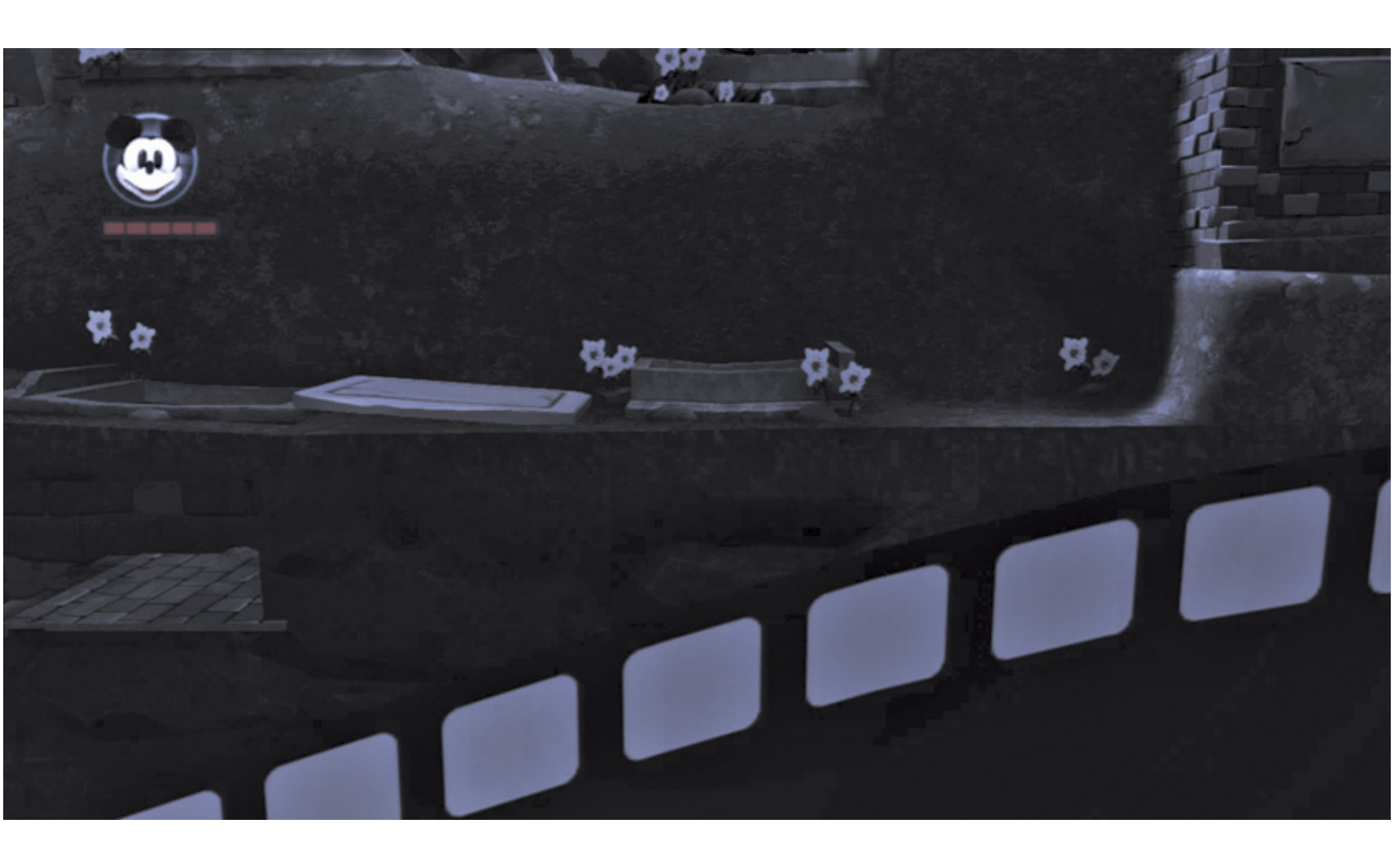
Pass through the crypt and pick up the E-tickets while avoiding the skeletons that reach out from behind the coffins.



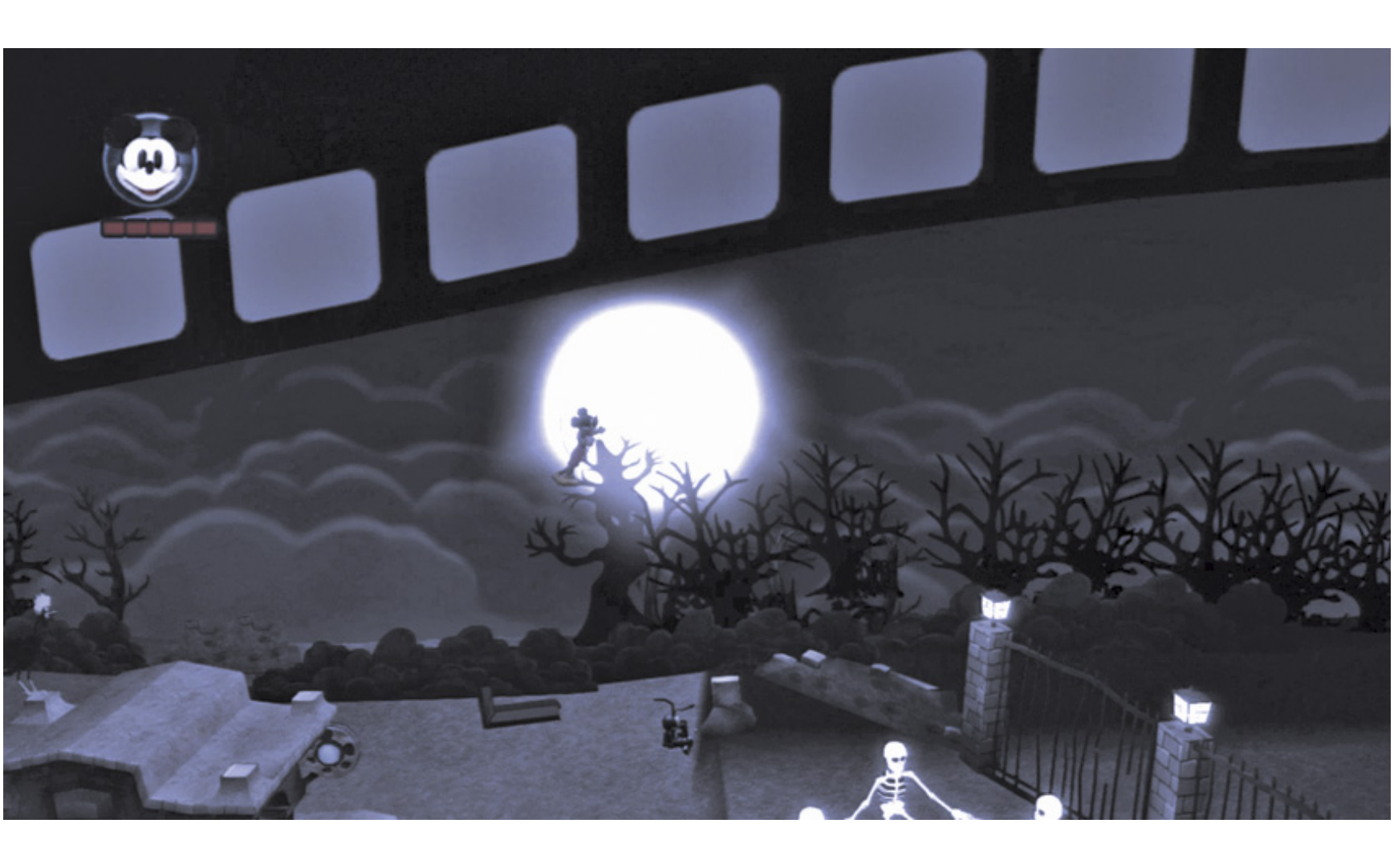
At the end of a crypt is another switch that you can hit to activate. The slab above you will slide open and you can jump up and continue on.



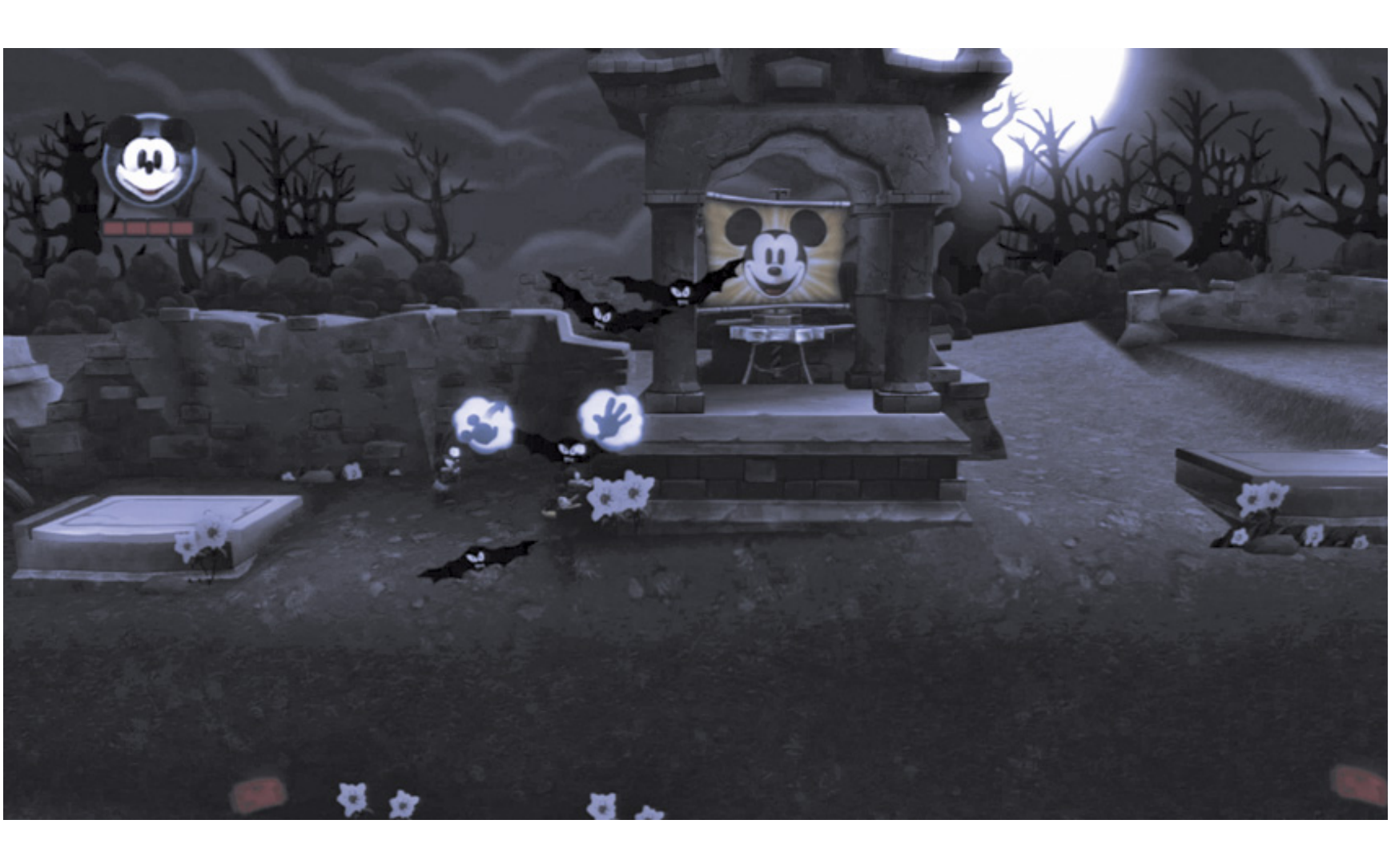
You reach a dead-end. If you are wearing the Steamboat Willie Costume, you can find a Gold Pin here.



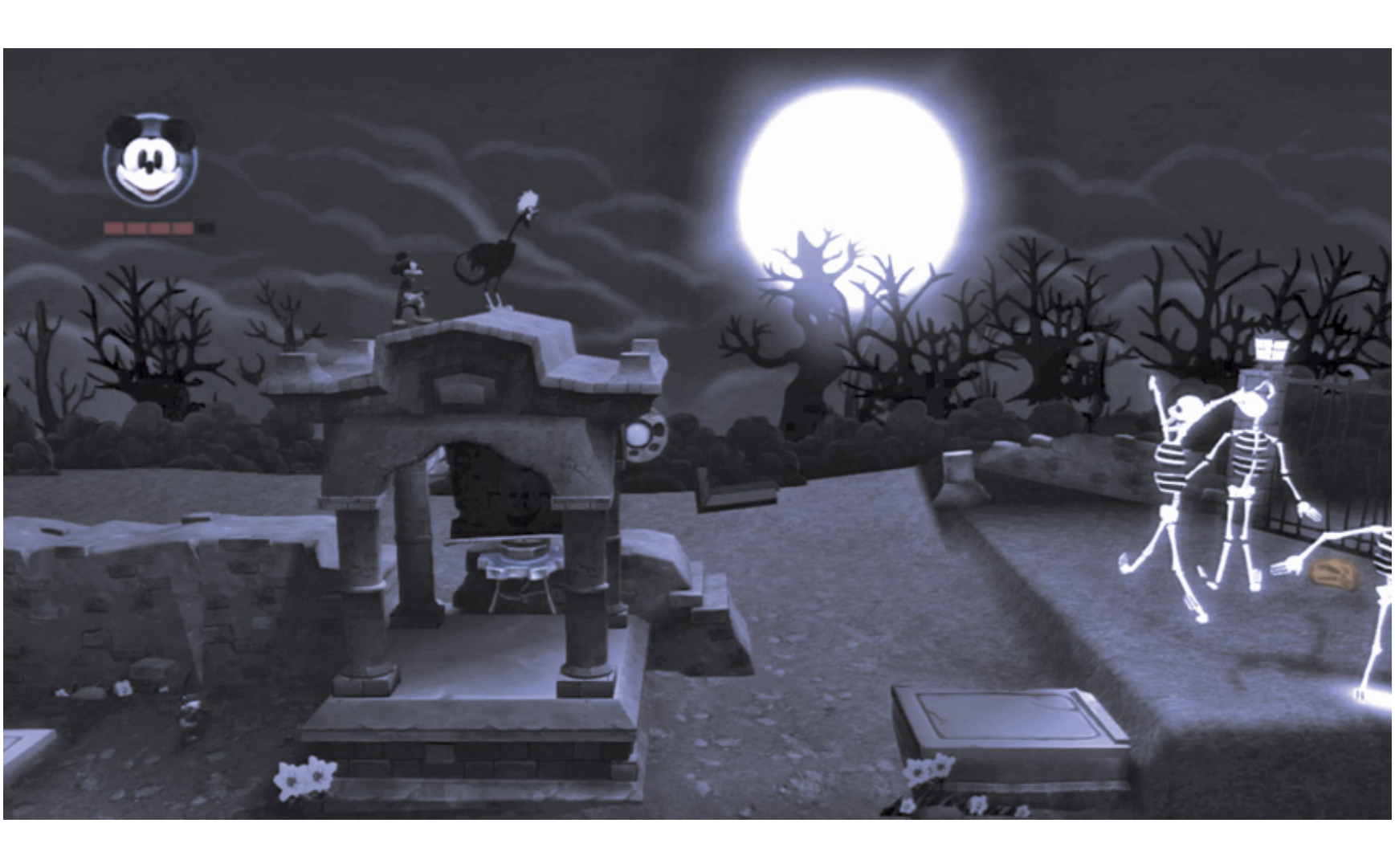
Once you are finished in this area, jump into the empty tomb to travel through a secret passage to the upper path.



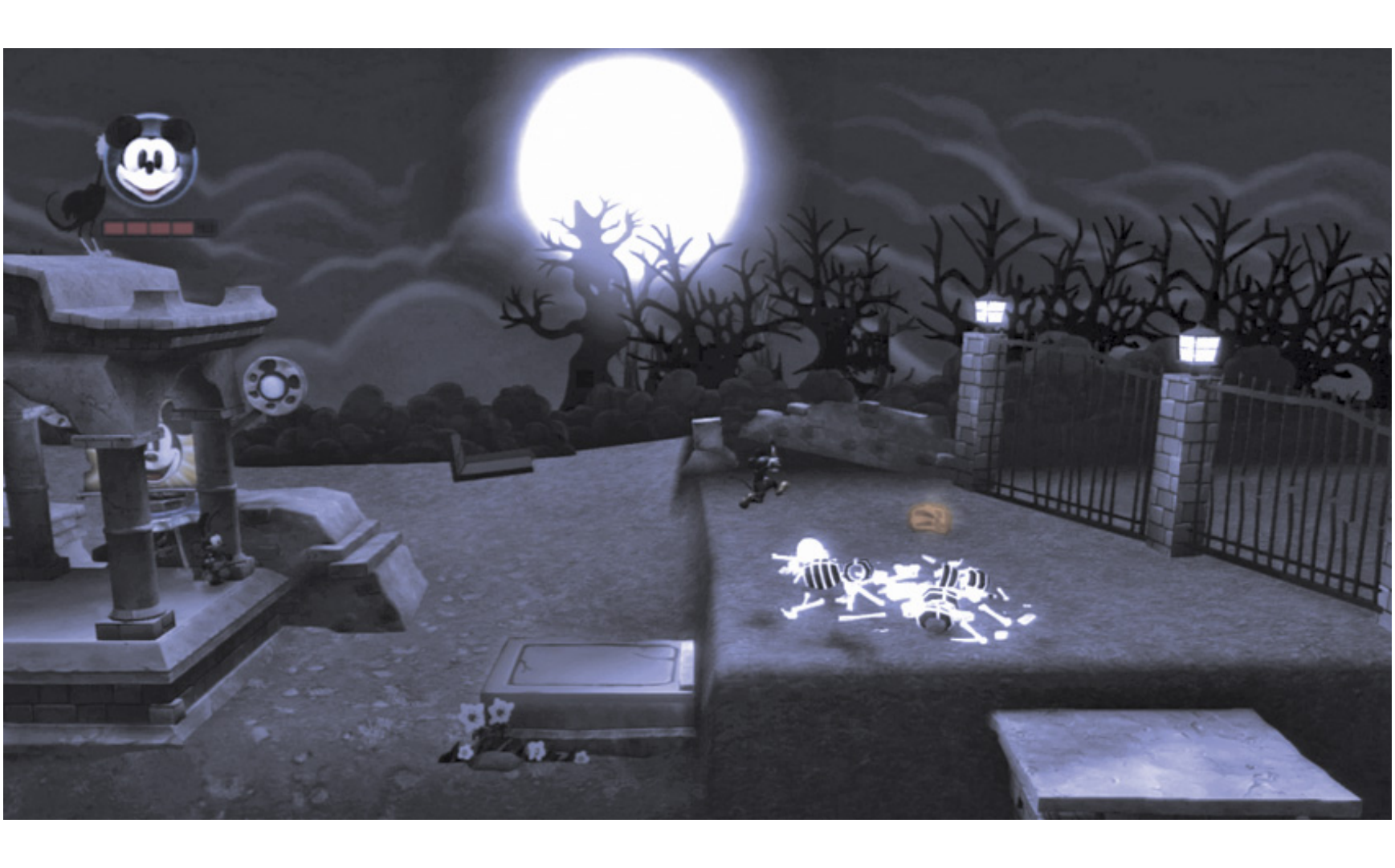
The secret passage will open up a tomb on the upper path and shoot you up into the air. After you land, you notice a ring of skeletons dancing around a golden E-ticket.



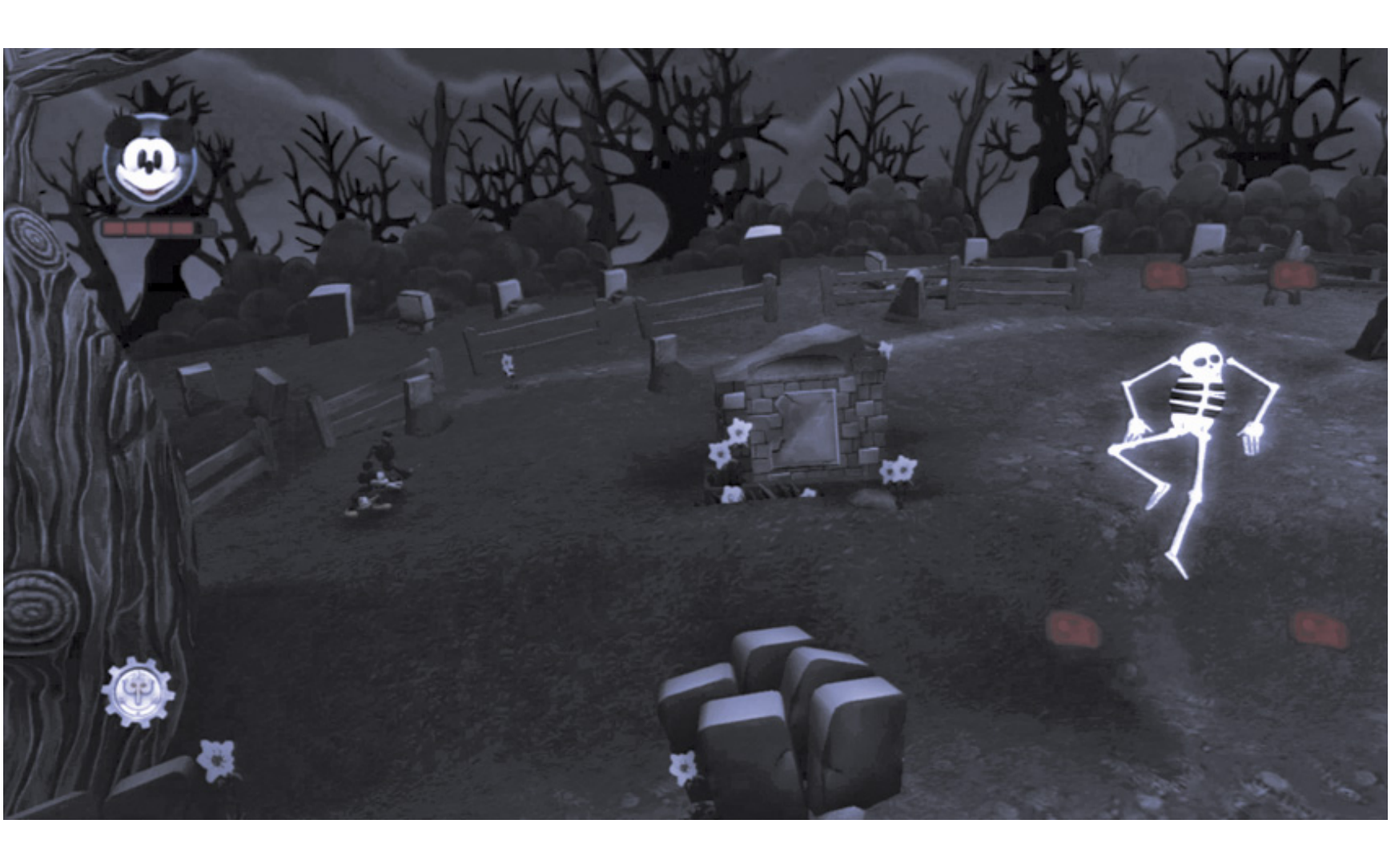
To the left is the projector, but it isn't time to leave yet. Just left of the projector, Oswald offers to toss you up so you can reach the roof above the projector.



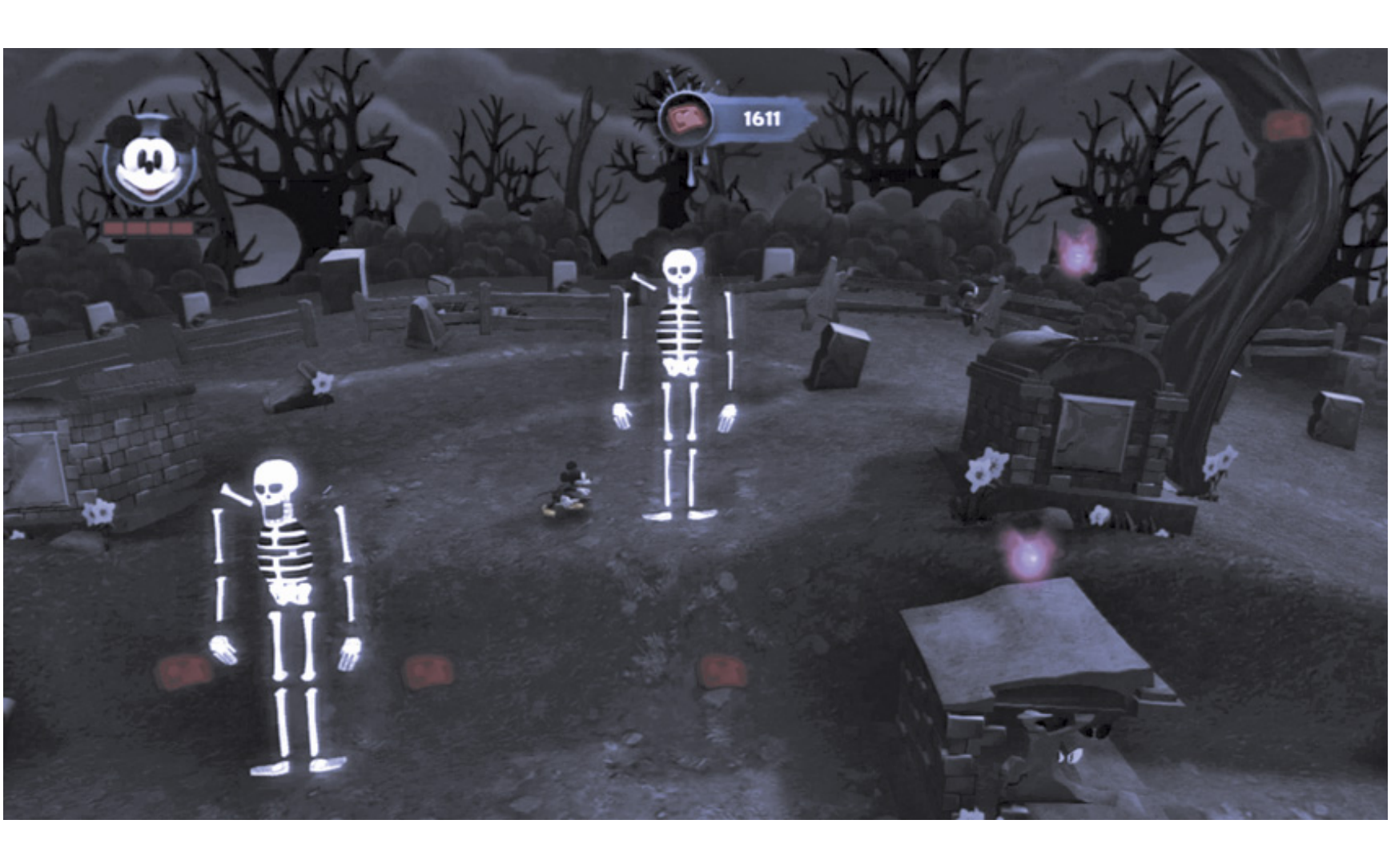
On the roof, you need to hit the rooster and cause him to crow. The rooster's crow knocks all the dancing skeletons to the ground.



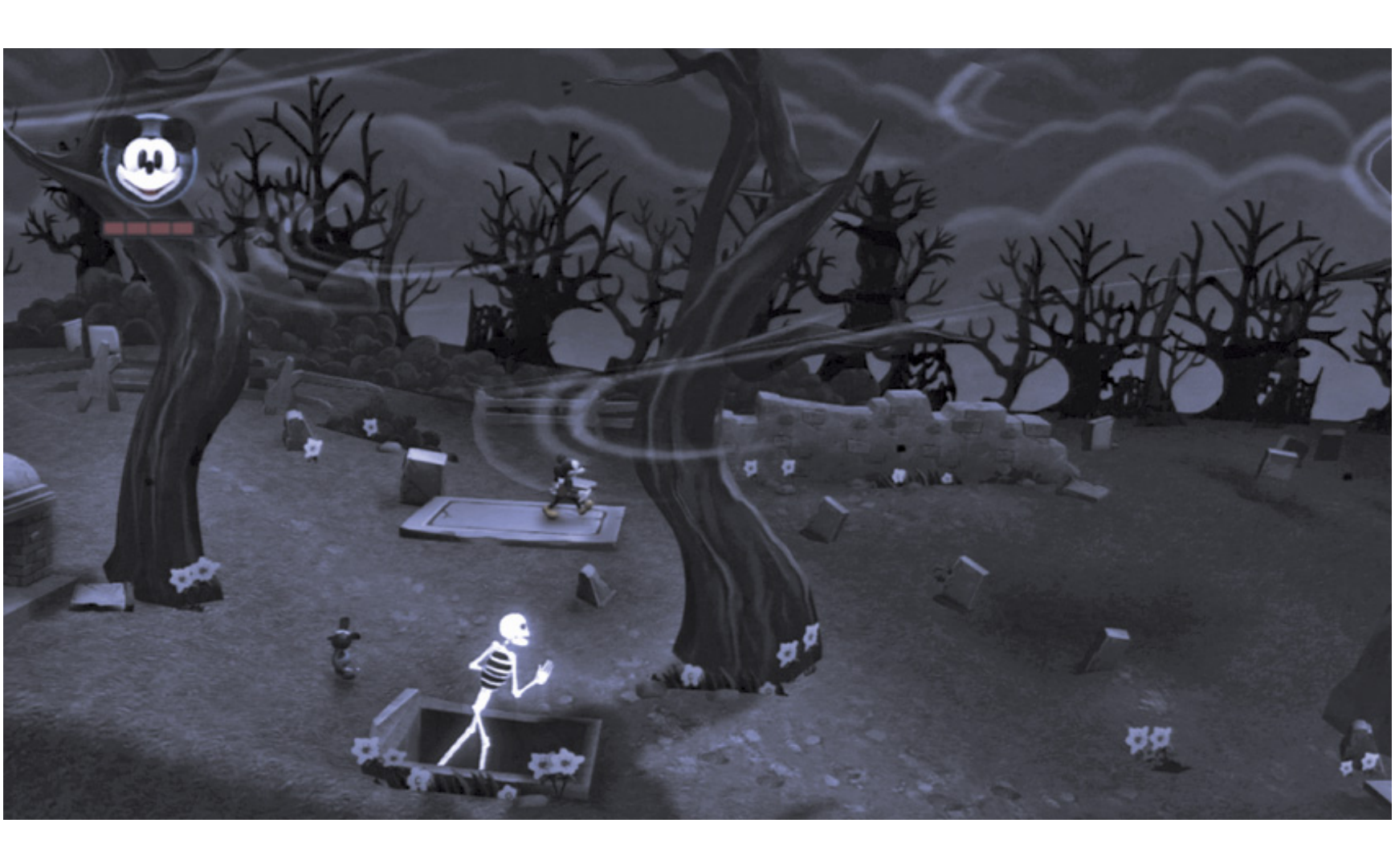
You can now drop down and collect the unguarded golden E-ticket. Your tasks on this path are complete, so use the projector to move on.



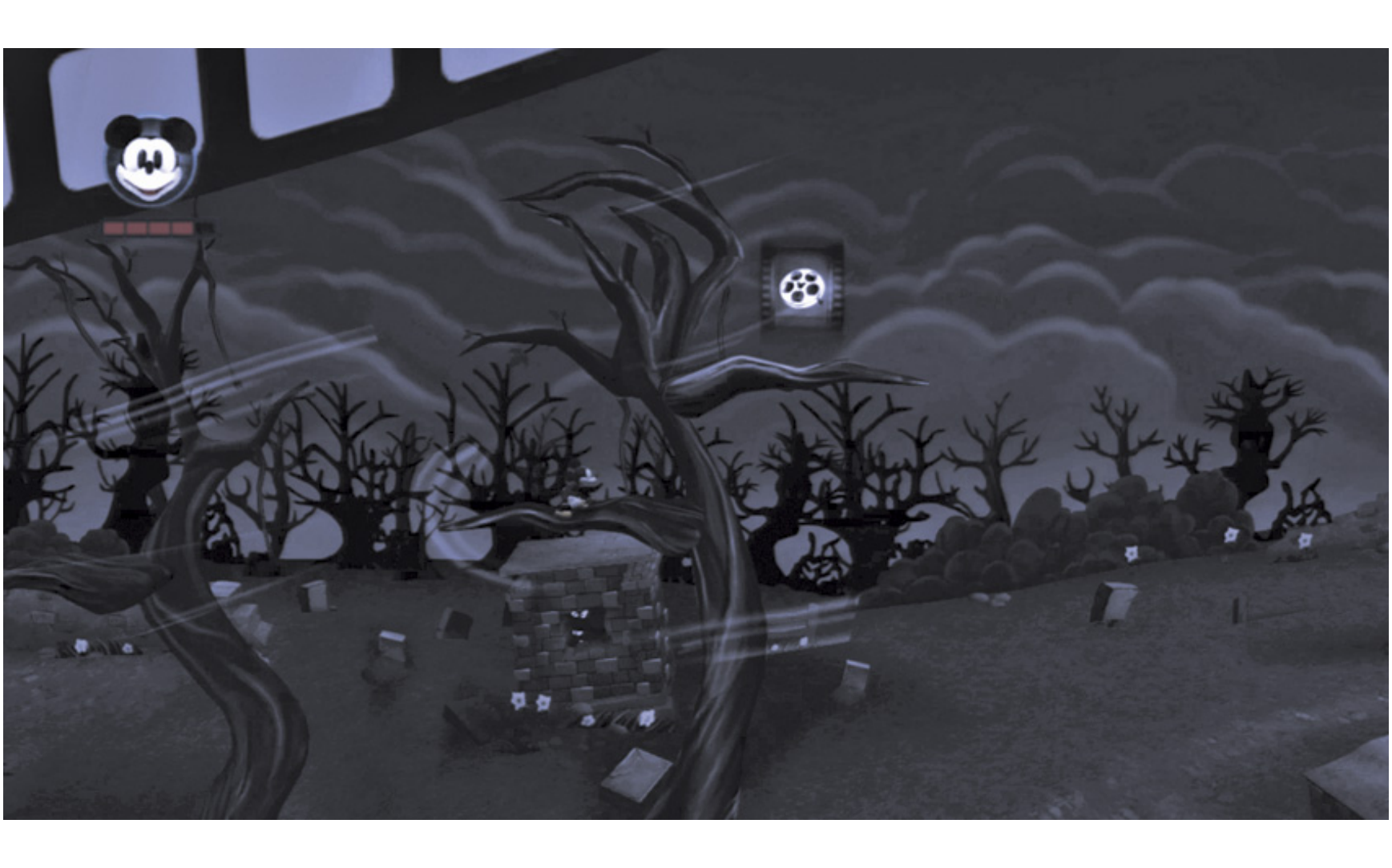
The upper path starts on the hill of the cemetery and begins much like the lower path.



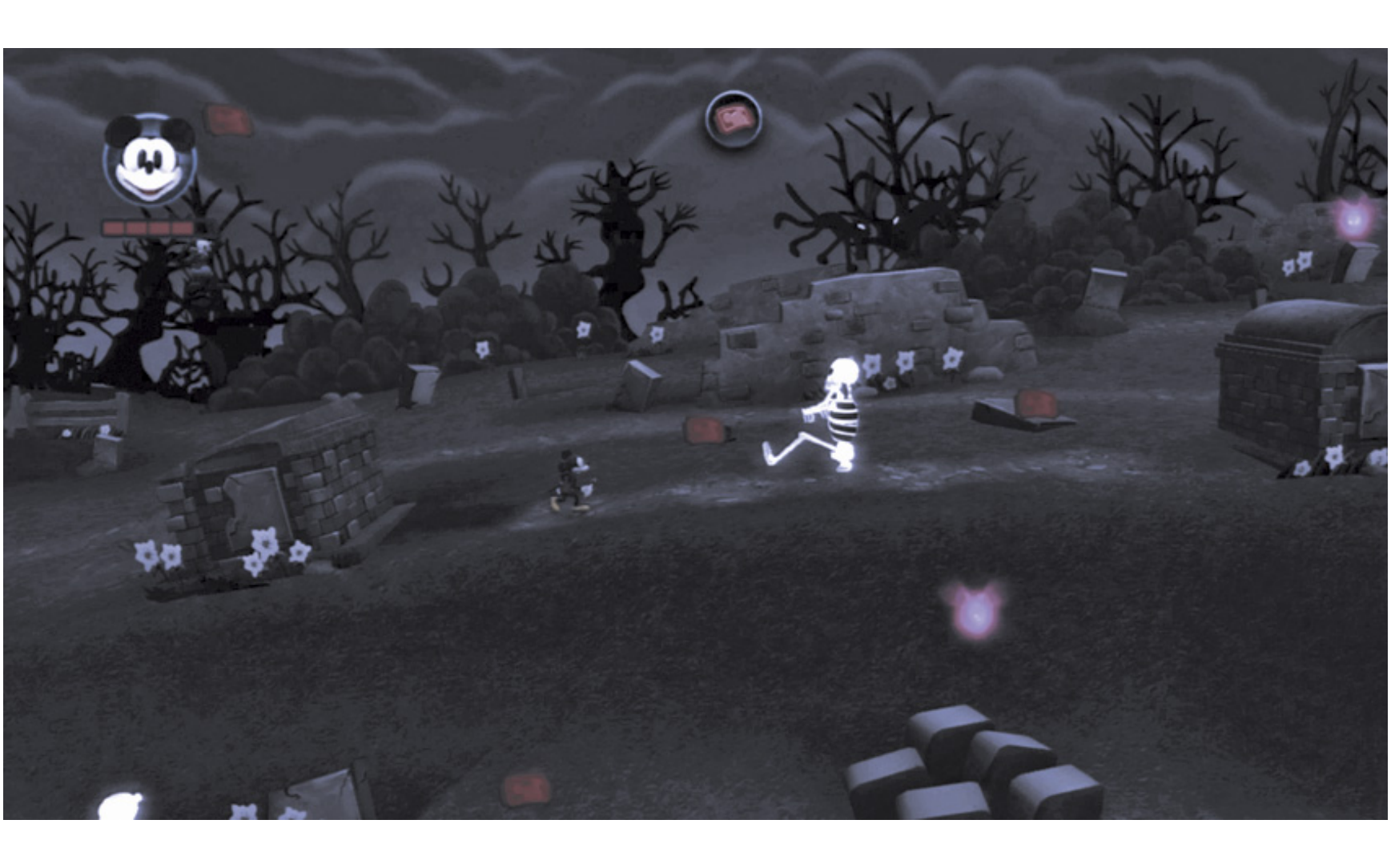
The challenge is the patrolling skeletons that walk between the two paths. Walk past them when they go down to the lower path.

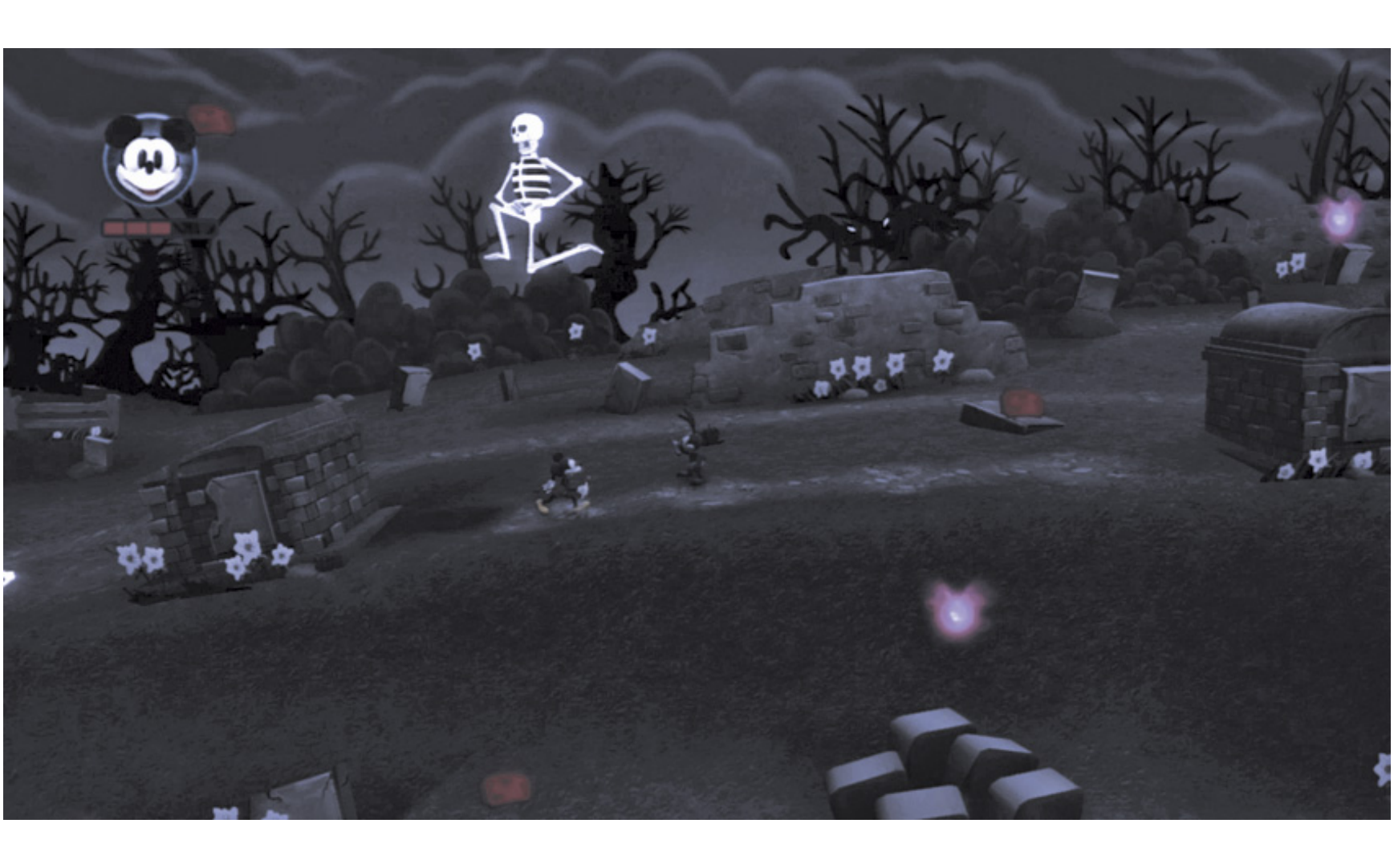


Next is the skeleton that pops out of a tomb and run likes a dog to hide in another tomb. Stand on the first tomb. When he exits, you will be boosted into the air and can jump to the tree branch.

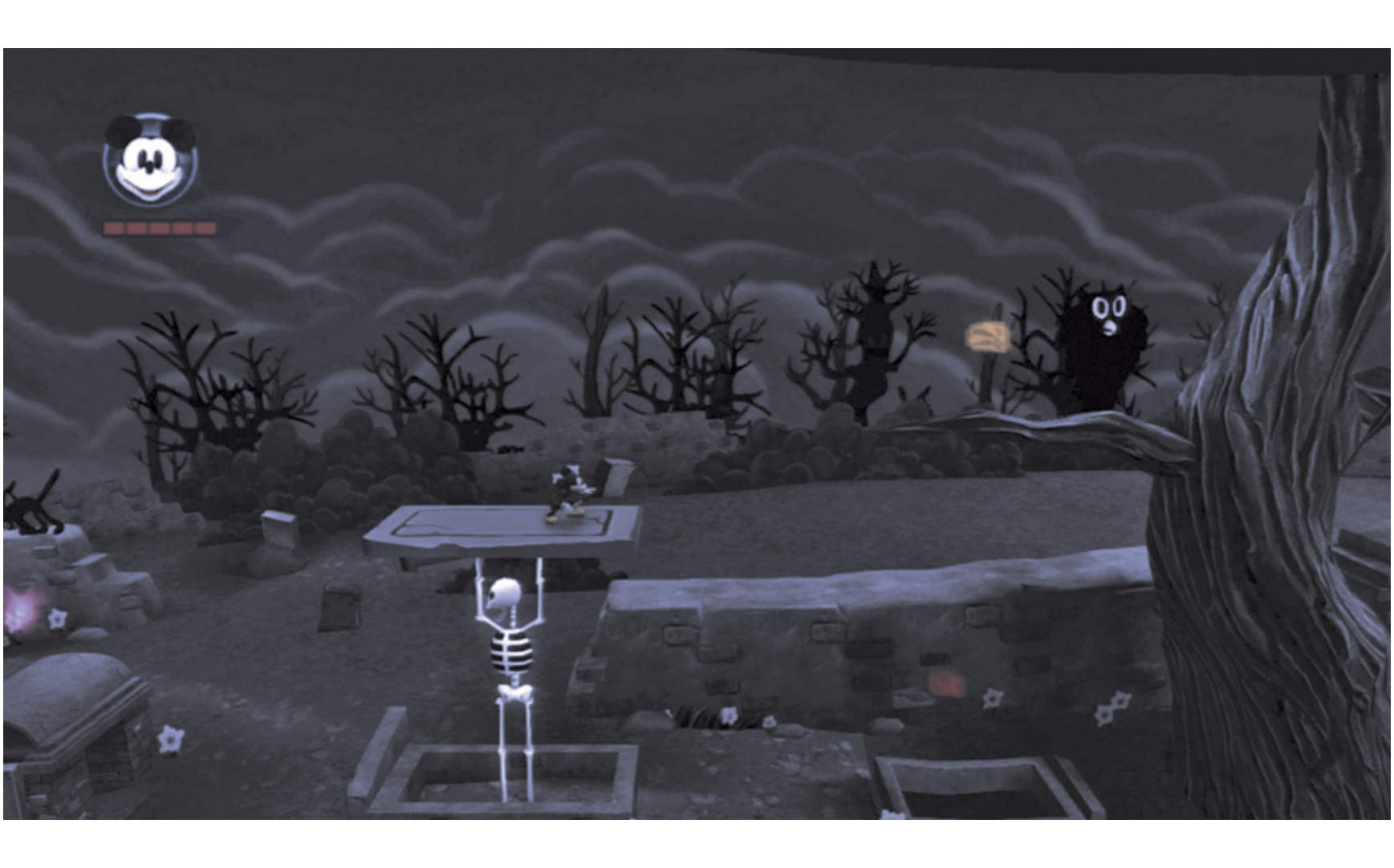


Continue jumping across the tree branches to reach the Film Reel on the last branch.

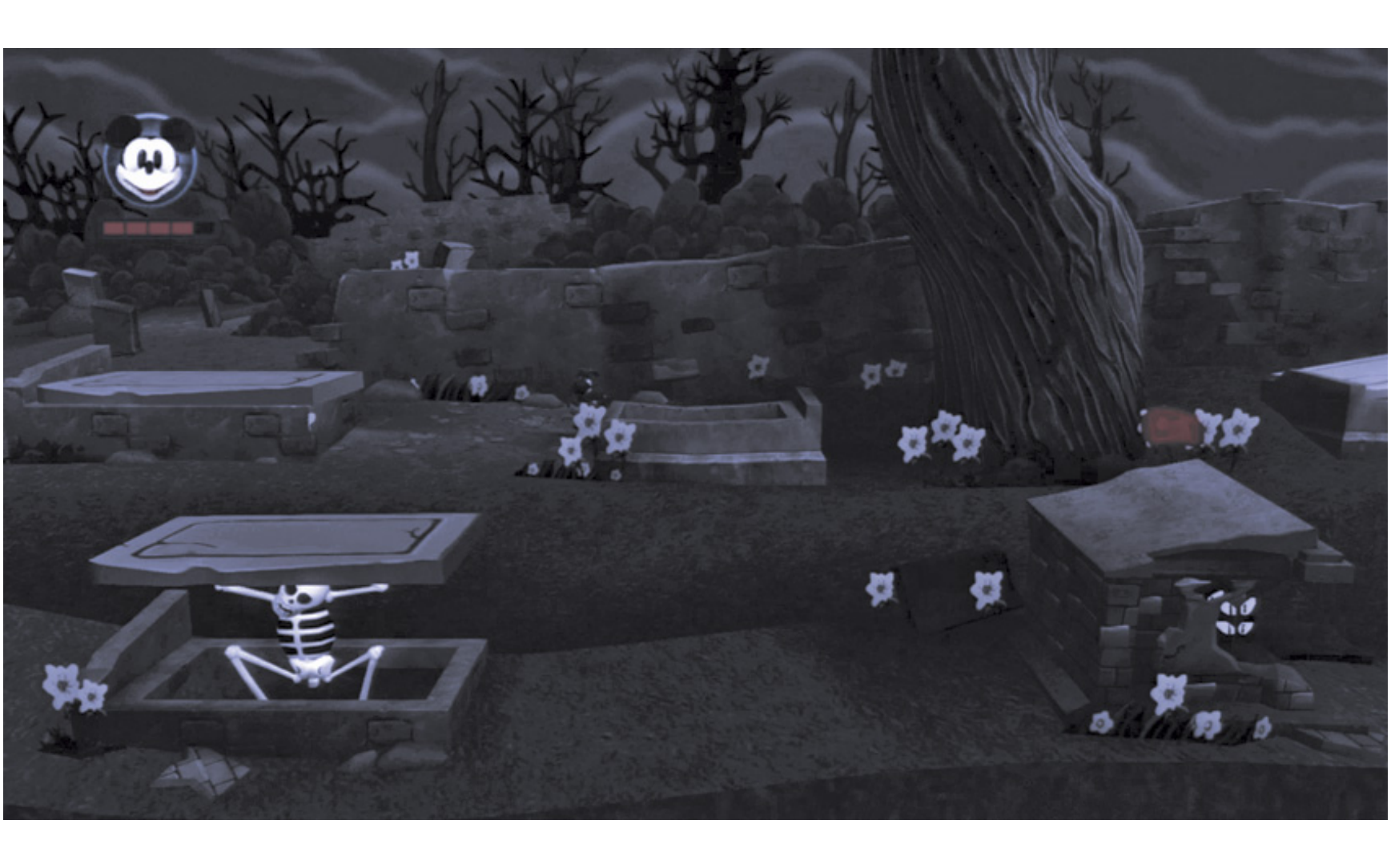




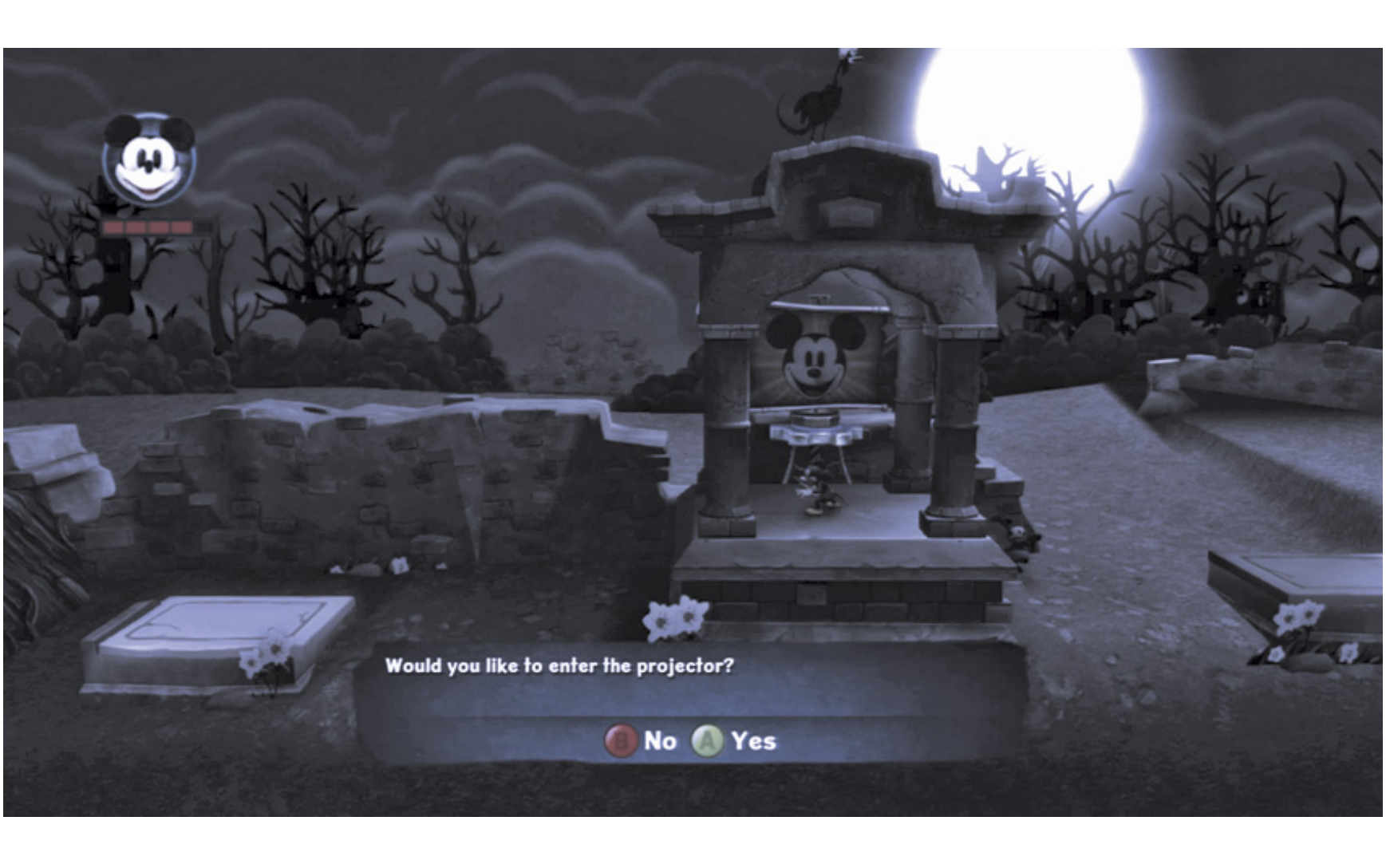
Drop from the tree to encounter a dancing skeleton just as you did on the lower path. Pass it the same way: Get close when it crouches and passing under when it jumps in the air.



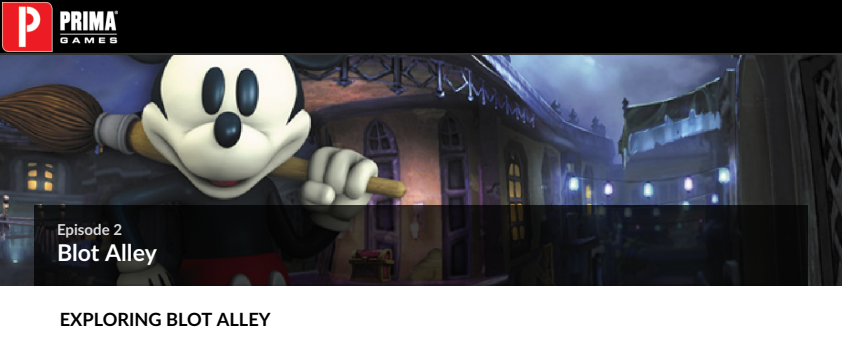
When you reach the tree with an owl perched on the branch, stand on the nearby tomb. If Oswald is on the lower path, he can jump on the opposite tomb, causing the skeleton to push you into the air and giving you access to the golden E-ticket on the branch near the owl.



Below the tree is an empty grave that you can hop in to take a secret passage to the other side of the tree.



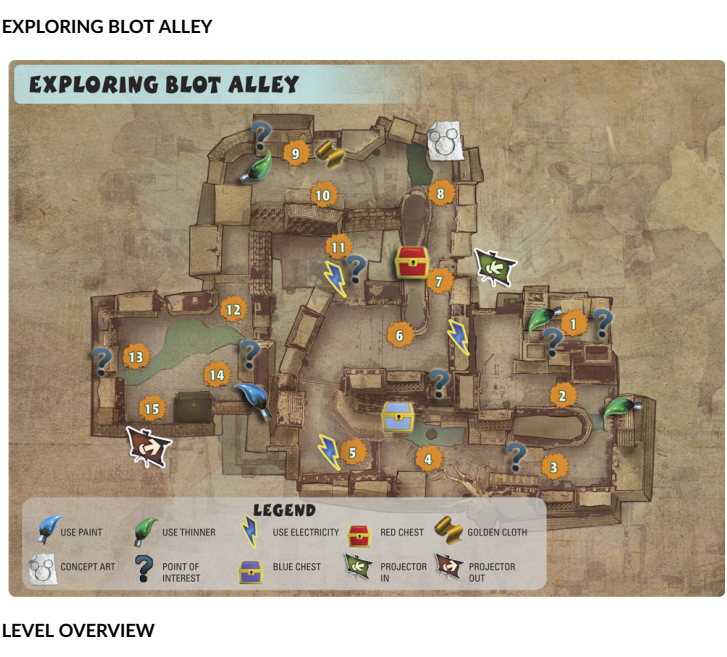
If you haven't yet gotten the golden E-ticket surrounded by the dancing skeletons, you can do that now using the method you used on the lower path. Otherwise, take the projector to leave.



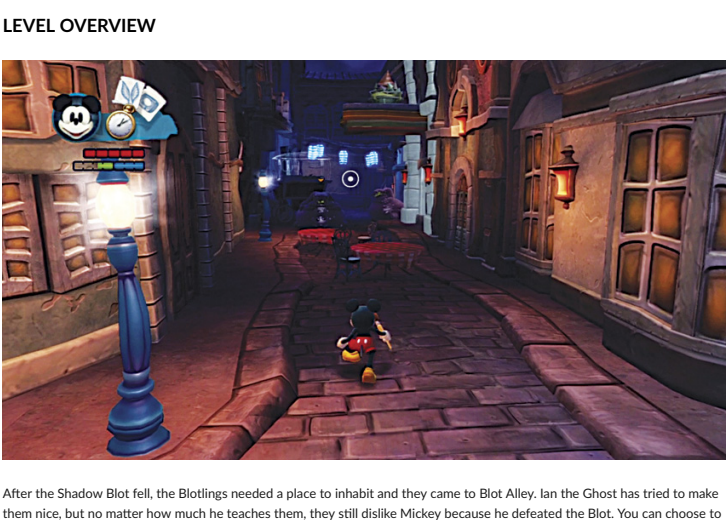
Episode 2

Blot Alley

EXPLORING BLOT ALLEY



LEVEL OVERVIEW



After the Shadow Blot fell, the Blotlings needed a place to inhabit and they came to Blot Alley. Ian the Ghost has tried to make them nice, but no matter how much he teaches them, they still dislike Mickey because he defeated the Blot. You can choose to thin or paint your way through the area, or, if you want to keep your nose out of this business altogether, you can sneak through the alley using invisible ink.

LEVEL BREAKDOWN

Challenges

- Blot Alley Superstar
- Running the Gauntlet

Collectibles

- Bronze Pin (visit 2)
- Concept Art 35
- Football Jersey
- Gremlin Jumpsuit
- Pirate Sugar Bowl
- Silver Pin
- Spatter Whisperer Pin

Enemies

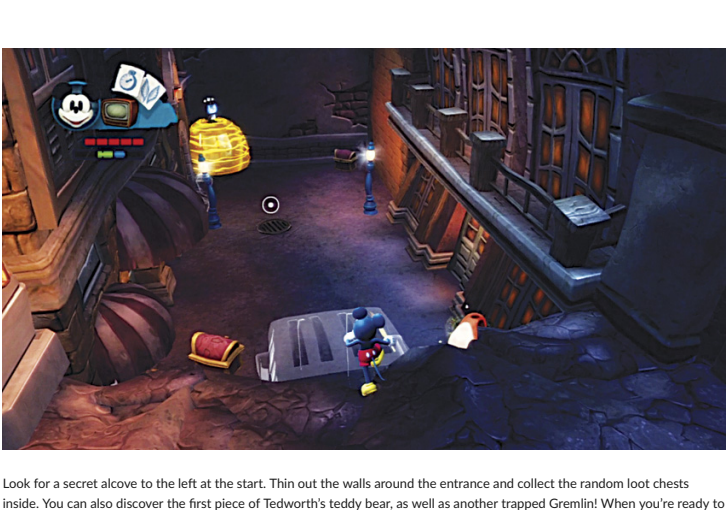
- Blotworx Blocker
- Blotworx Rocker
- Spatters
- Spladooshes
- Sweepers

Quests

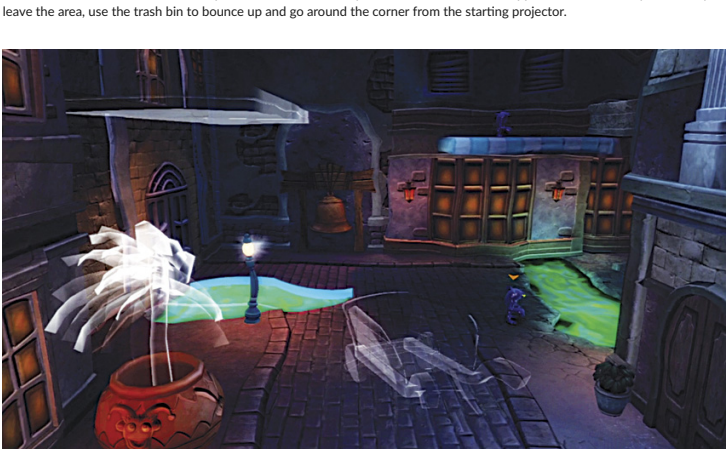
- Clothes Make the Spatter (visit 2)
- Finding the Hidden Heroes
- Horace's Assistant Assistance
- Operation Gremlin Drop
- The Bunny Wranglers (visit 2)
- The Encyclopaedia Wastelandica
- Watch the Skies

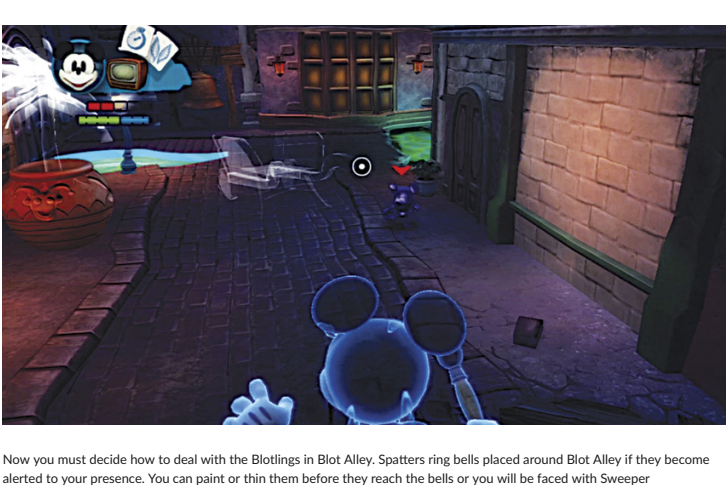
Things to Do

- Paint or thin all the Blotlings
- Rescue the gremlin
- Find all the lost teddy bear pieces
- Take pictures at the Picture Spots
- Find the Gremlin Jumpsuit
- Open the locked door with the key statue
- Find the Football Jersey
- Open the room with the concept art
- Get the hidden golden Cloth
- Blow up the doorway to reach Club 13
- Help Petetronic fix the club
- Leave via the projectors



Look for a secret alcove to the left at the start. Thin out the walls around the entrance and collect the random loot chests inside. You can also discover the first piece of Tedworth's teddy bear, as well as another trapped Gremlin! When you're ready to leave the area, use the trash bin to bounce up and go around the corner from the starting projector.

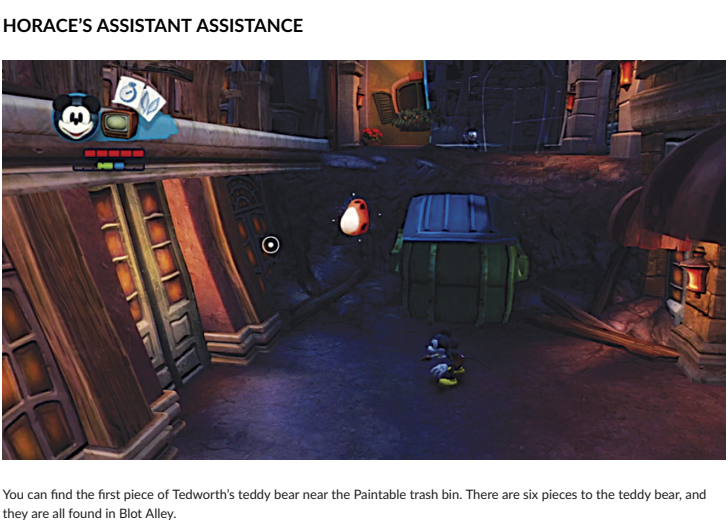




Now you must decide how to deal with the Blotlings in Blot Alley. Spatters ring bells placed around Blot Alley if they become alerted to your presence. You can paint or thin them before they reach the bells or you will be faced with Sweeper reinforcements. If you want to use stealth instead, use the inkwell by the start of the section to become invisible.

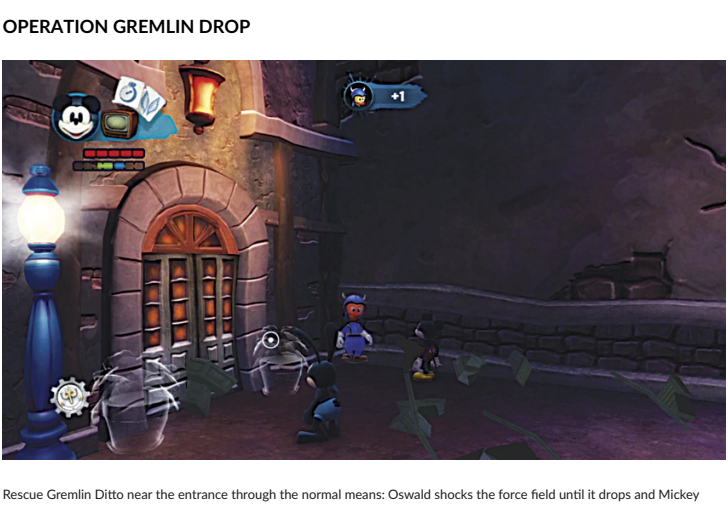
OPTIONAL QUESTS

HORACE'S ASSISTANT ASSISTANCE



You can find the first piece of Tedworth's teddy bear near the Paintable trash bin. There are six pieces to the teddy bear, and they are all found in Blot Alley.

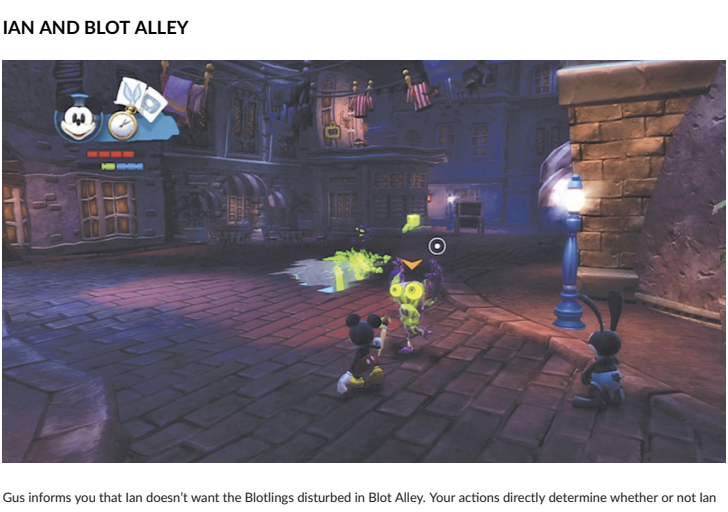
OPERATION GREMLIN DROP



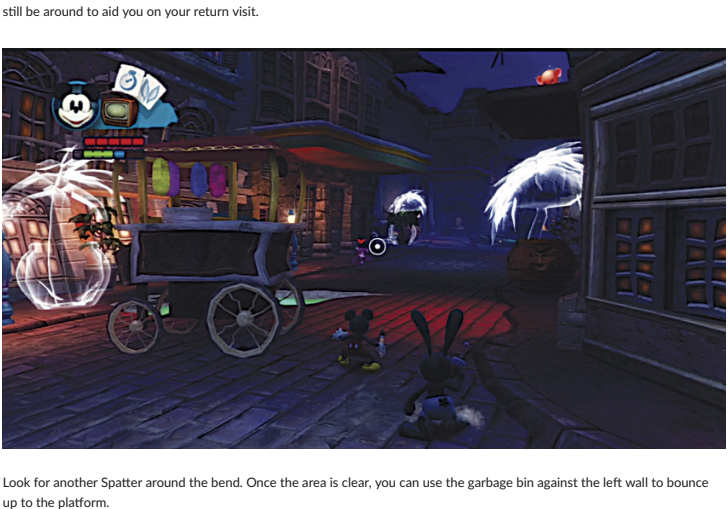
Rescue Gremlin Ditto near the entrance through the normal means: Oswald shocks the force field until it drops and Mickey uses a Spin Move to destroy the cage. Ditto will help you out later in the zone.

JUNCTION POINT

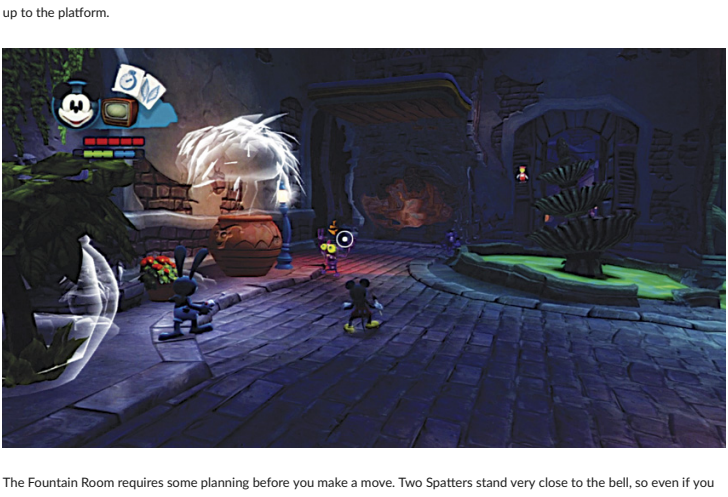
IAN AND BLOT ALLEY



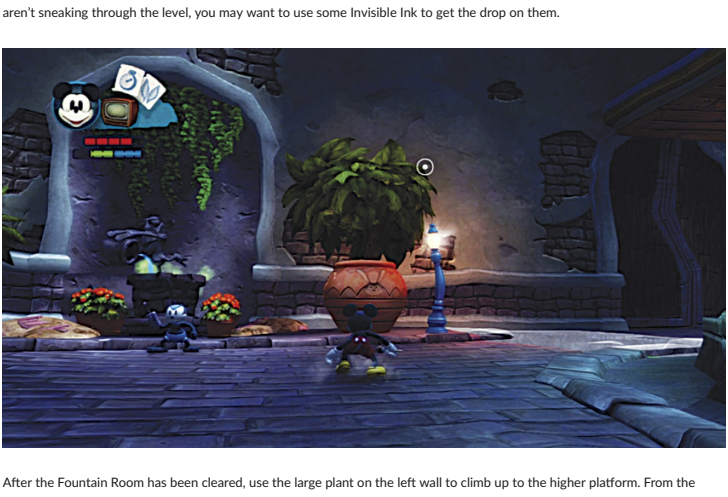
Gus informs you that Ian doesn't want the Blotlings disturbed in Blot Alley. Your actions directly determine whether or not Ian is happy with you at the end of the level. If you use Thinner on the Spatters on your first visit, Ian will not be around for the second visit and all Blotlings will hostile. If you use Paint on the Spatters or stealth your way through the whole level, Ian will still be around to aid you on your return visit.



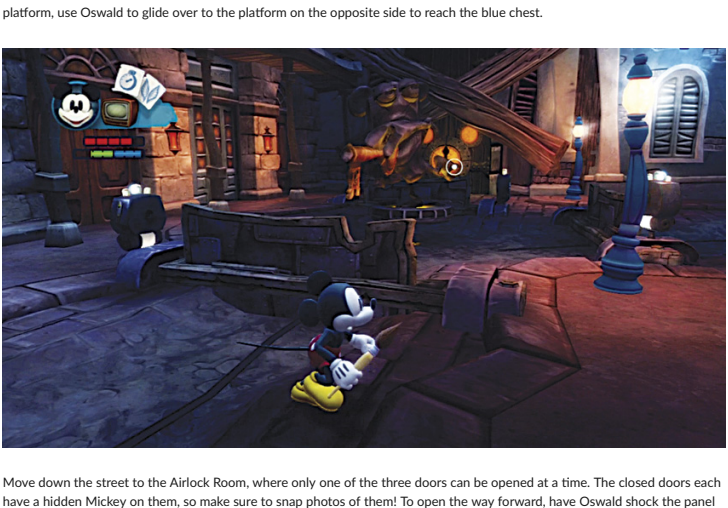
Look for another Spatter around the bend. Once the area is clear, you can use the garbage bin against the left wall to bounce up to the platform.



The Fountain Room requires some planning before you make a move. Two Spatters stand very close to the bell, so even if you aren't sneaking through the level, you may want to use some Invisible Ink to get the drop on them.

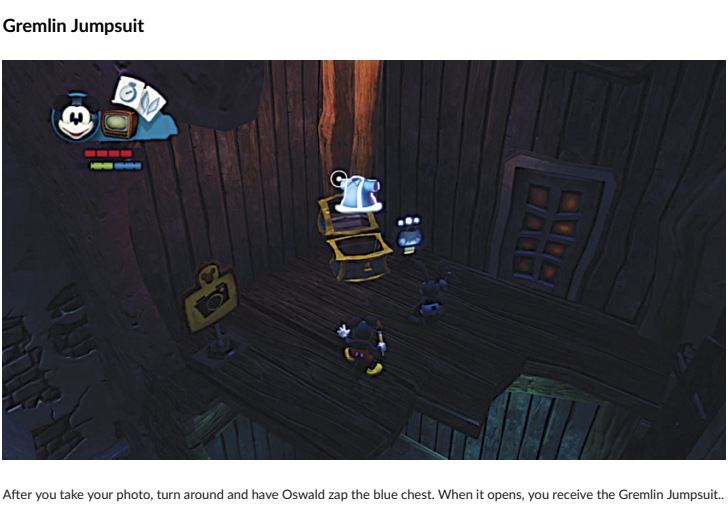


After the Fountain Room has been cleared, use the large plant on the left wall to climb up to the higher platform. From the platform, use Oswald to glide over to the platform on the opposite side to reach the blue chest.

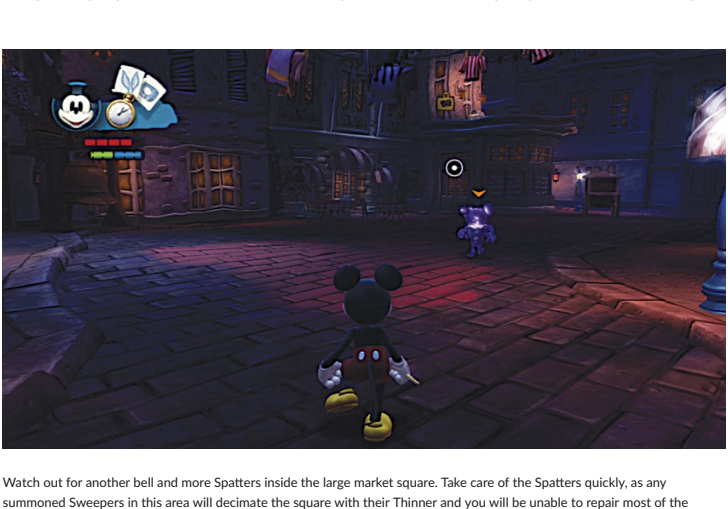


Move down the street to the Airlock Room, where only one of the three doors can be opened at a time. The closed doors each have a hidden Mickey on them, so make sure to snap photos of them! To open the way forward, have Oswald shock the panel so that the key statue turns towards the gate you want to open. Push the statue and it launches forward to open the door.

Gremlin Jumpsuit



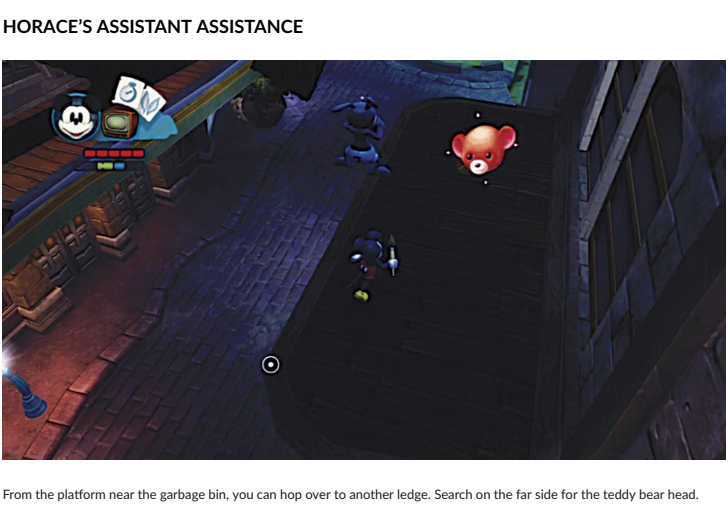
After you take your photo, turn around and have Oswald zap the blue chest. When it opens, you receive the Gremlin Jumpsuit..



Watch out for another bell and more Spatters inside the large market square. Take care of the Spatters quickly, as any summoned Sweepers in this area will decimate the square with their Thinner and you will be unable to repair most of the damage.

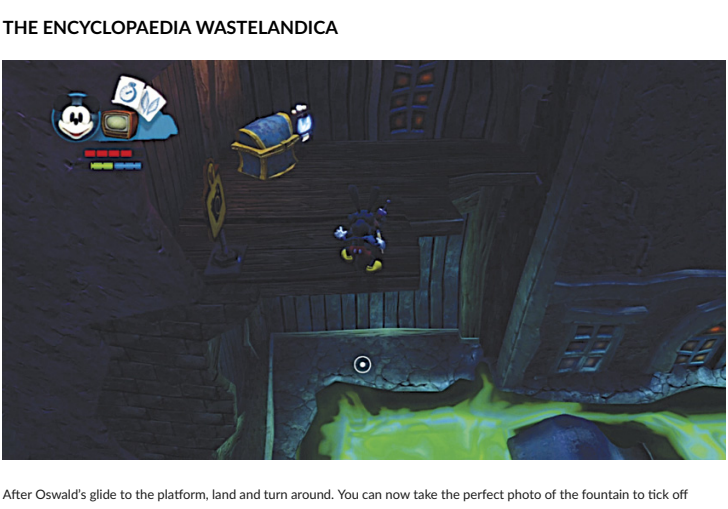
OPTIONAL QUESTS

HORACE'S ASSISTANT ASSISTANCE

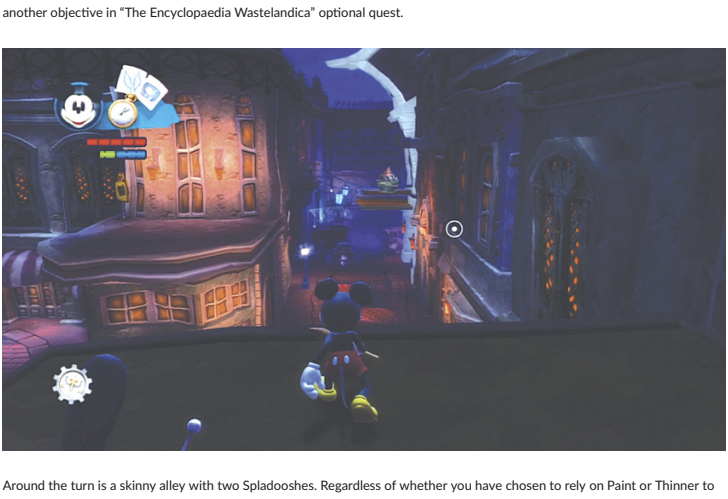


From the platform near the garbage bin, you can hop over to another ledge. Search on the far side for the teddy bear head.

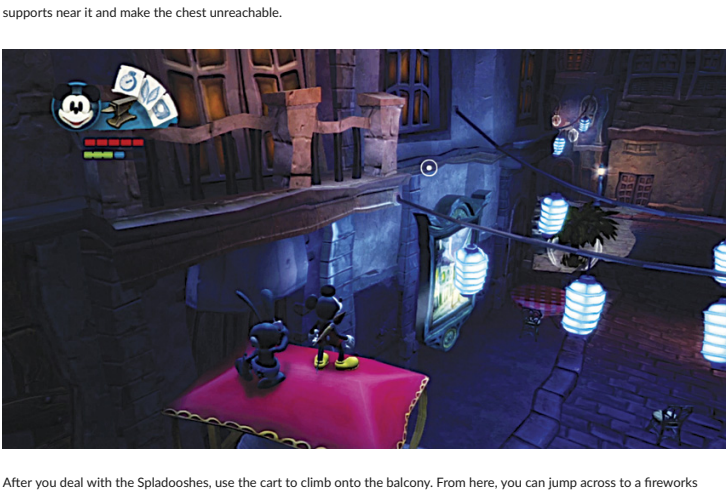
THE ENCYCLOPAEDIA WASTELANDICA



After Oswald's glide to the platform, land and turn around. You can now take the perfect photo of the fountain to tick off another objective in "The Encyclopaedia Wastelandica" optional quest.



Around the turn is a skinny alley with two Spladooshes. Regardless of whether you have chosen to rely on Paint or Thinner to this point, you should paint these Spladooshes to get to the nearby red chest. If the Spladoosh explodes, it will thin out the supports near it and make the chest unreachable.

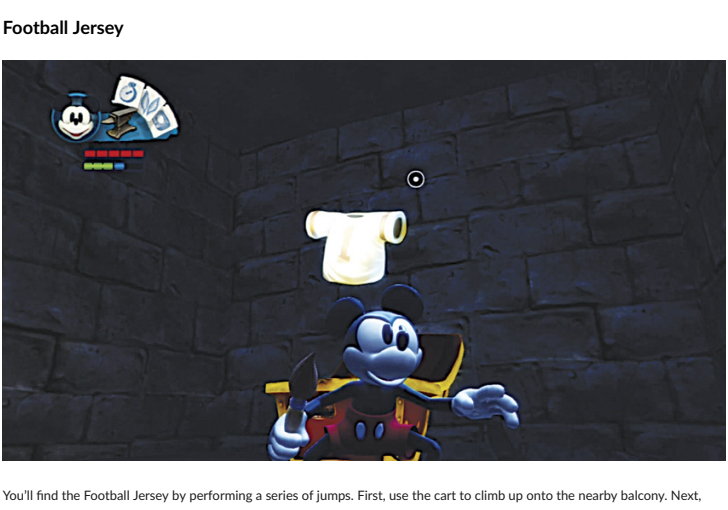


After you deal with the Spladooshes, use the cart to climb onto the balcony. From here, you can jump across to a fireworks platform and finally back over to the red chest that contains the jersey from the Football Costume.

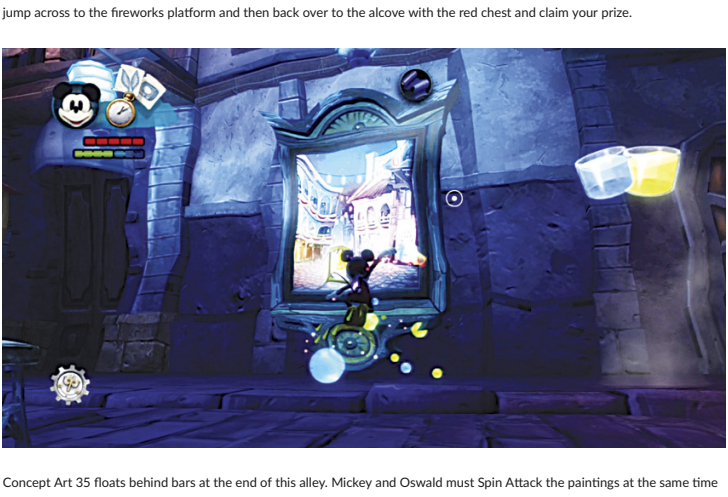
Spladoosh

The Spladooshes are the easiest Blotlings to deal with, as long as you treat them with a healthy dose of respect. A Spladoosh begins in a sleeping state, and only awakens if you make noise or motion next to it. If you walk carefully past it or stay far away, the Spladoosh won't react. If you do get close, let the Spladoosh expand and then race out of the blast radius before it explodes!

Football Jersey



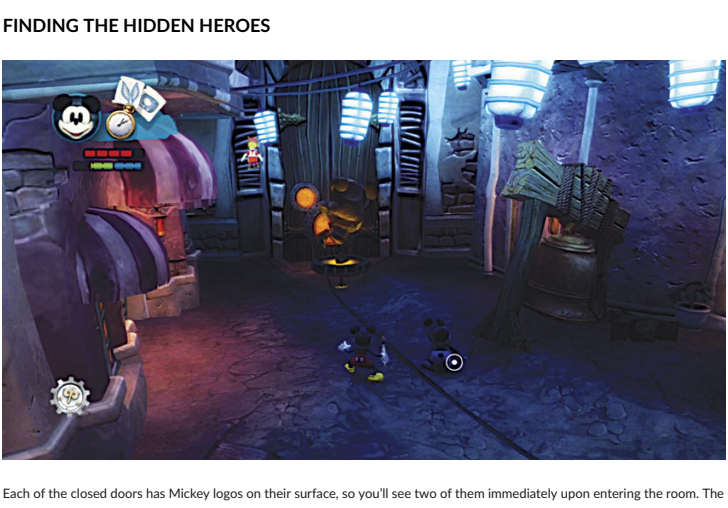
You'll find the Football Jersey by performing a series of jumps. First, use the cart to climb up onto the nearby balcony. Next, jump across to the fireworks platform and then back over to the alcove with the red chest and claim your prize.



Concept Art 35 floats behind bars at the end of this alley. Mickey and Oswald must Spin Attack the paintings at the same time to open the gate.

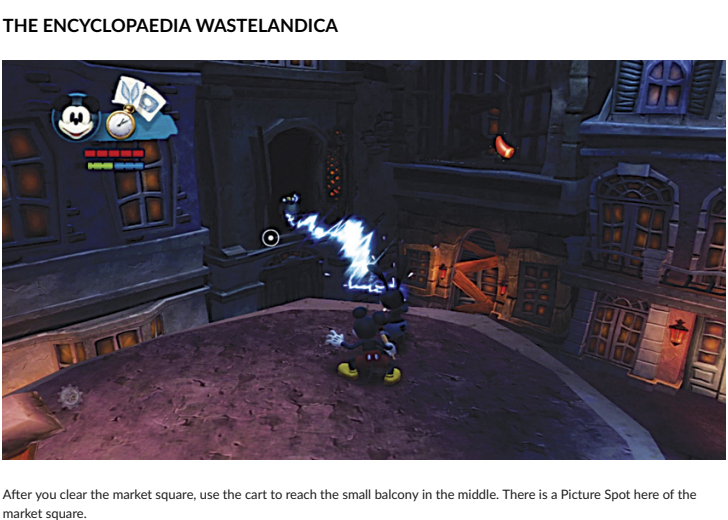
OPTIONAL QUESTS

FINDING THE HIDDEN HEROES



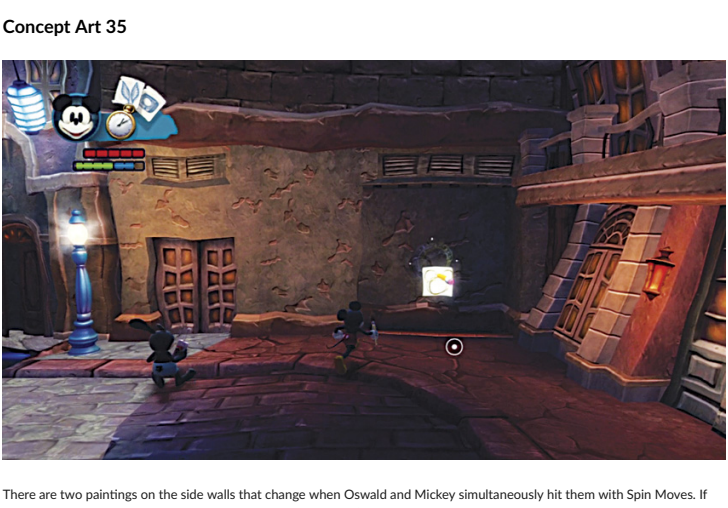
Each of the closed doors has Mickey logos on their surface, so you'll see two of them immediately upon entering the room. The third logo, hidden on the open entrance door, reveals after you open the far door and the entrance door seals shut.

THE ENCYCLOPAEDIA WASTELANDICA



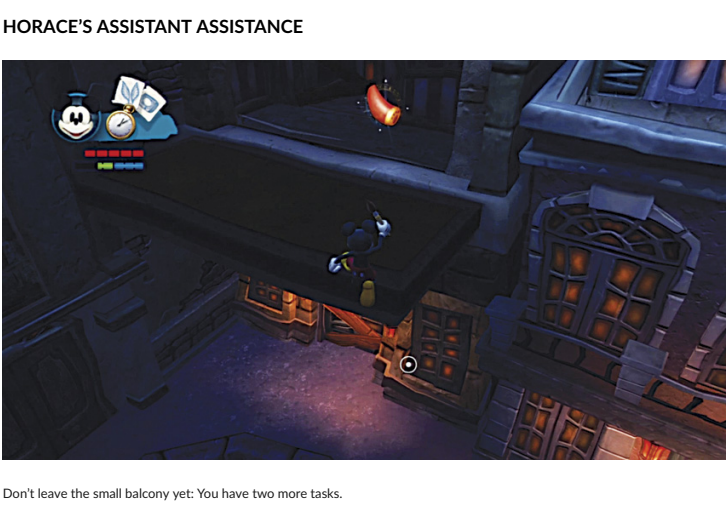
After you clear the market square, use the cart to reach the small balcony in the middle. There is a Picture Spot here of the market square.

Concept Art 35



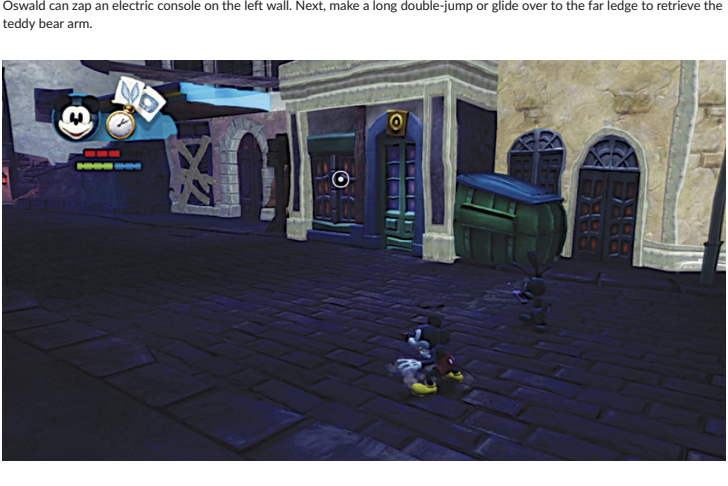
There are two paintings on the side walls that change when Oswald and Mickey simultaneously hit them with Spin Moves. If you change the painting to show the scene in a restored state (bell repaired and ghosts gone), the bars will open in front of the concept art and you earn the reward.

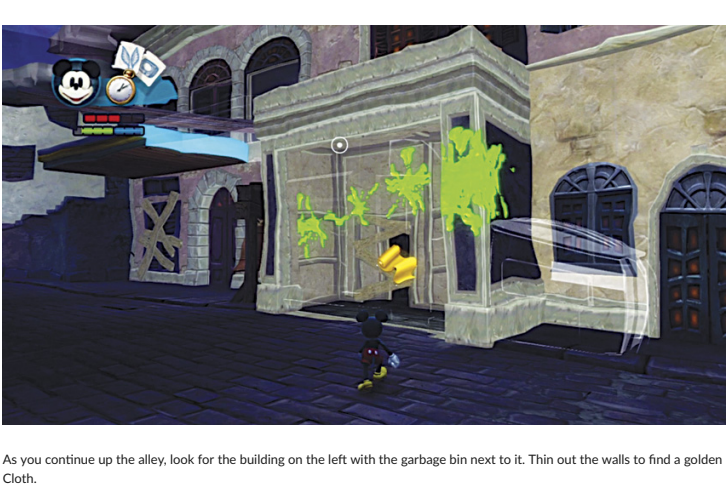
HORACE'S ASSISTANT ASSISTANCE



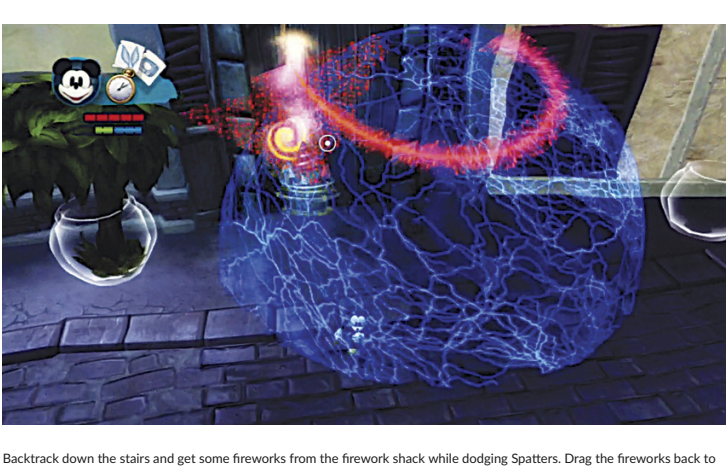
Don't leave the small balcony yet: You have two more tasks.

Oswald can zap an electric console on the left wall. Next, make a long double-jump or glide over to the far ledge to retrieve the teddy bear arm.

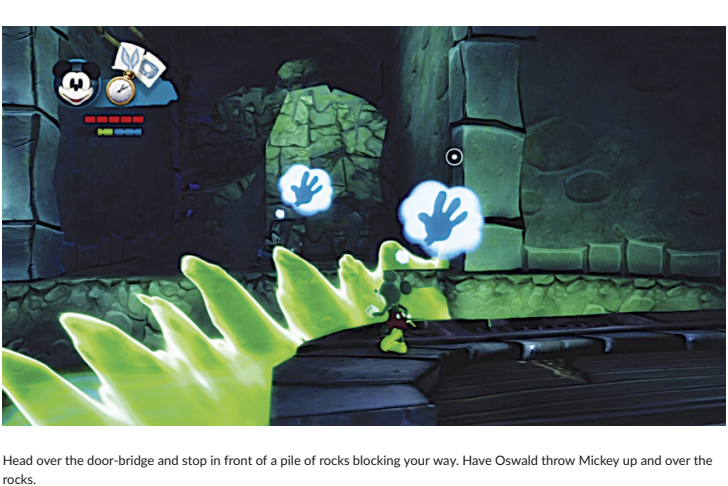




As you continue up the alley, look for the building on the left with the garbage bin next to it. Thin out the walls to find a golden Cloth.



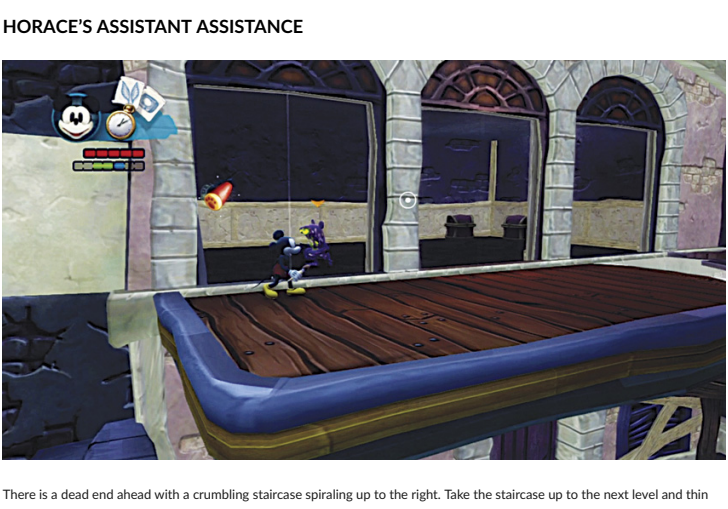
Backtrack down the stairs and get some fireworks from the firework shack while dodging Spatters. Drag the fireworks back to the large marked door. Set off the fireworks to blast down the door, which will also serve as a bridge over the small Thinner pool inside.



Head over the door-bridge and stop in front of a pile of rocks blocking your way. Have Oswald throw Mickey up and over the rocks.

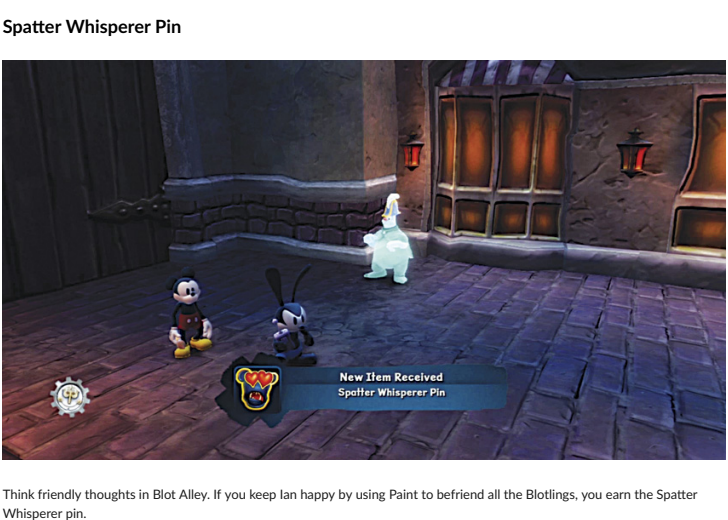
OPTIONAL QUESTS

HORACE'S ASSISTANT ASSISTANCE



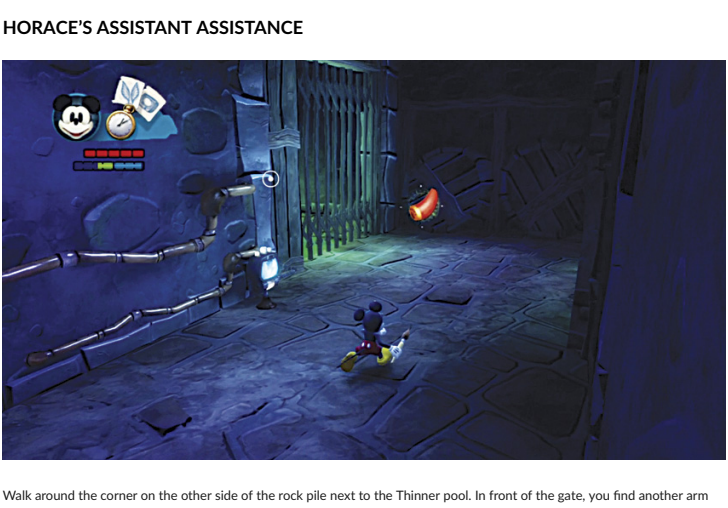
There is a dead end ahead with a crumbling staircase spiraling up to the right. Take the staircase up to the next level and thin out the wall on the left. Deal with the Spatter inside to collect another piece of the teddy bear. You can jump across to the opposite building for a quick route to the end, but you will miss out on another teddy bear piece if you go that way.

Spatter Whisperer Pin

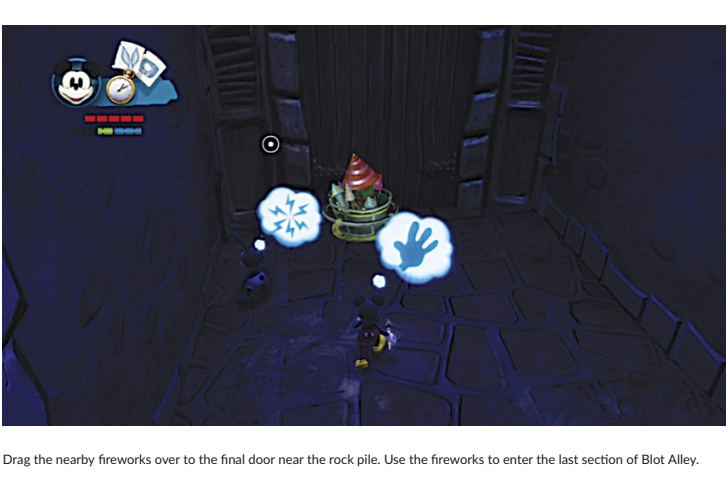


Think friendly thoughts in Blot Alley. If you keep Ian happy by using Paint to befriend all the Blotlings, you earn the Spatter Whisperer pin.

HORACE'S ASSISTANT ASSISTANCE

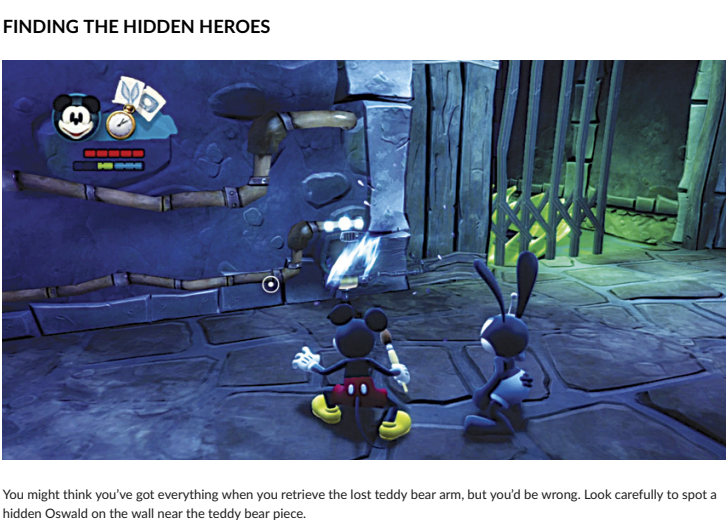


Walk around the corner on the other side of the rock pile next to the Thinner pool. In front of the gate, you find another arm for the lost teddy bear. Oswald can shock a control console on the gate if you would like to retrace your steps for any missing items.

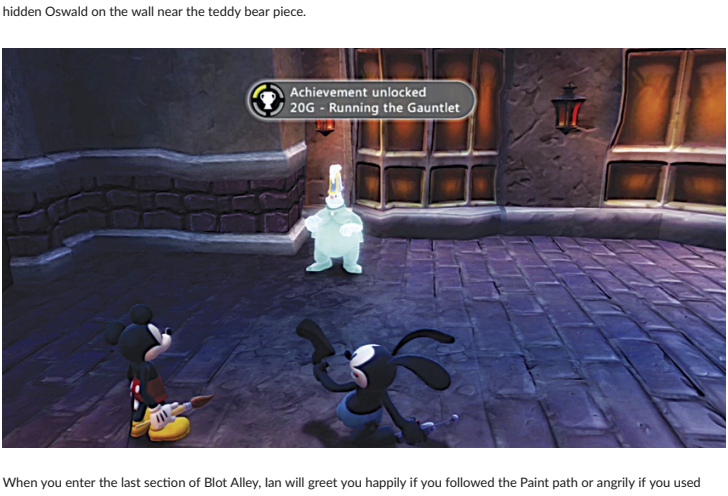


Drag the nearby fireworks over to the final door near the rock pile. Use the fireworks to enter the last section of Blot Alley.

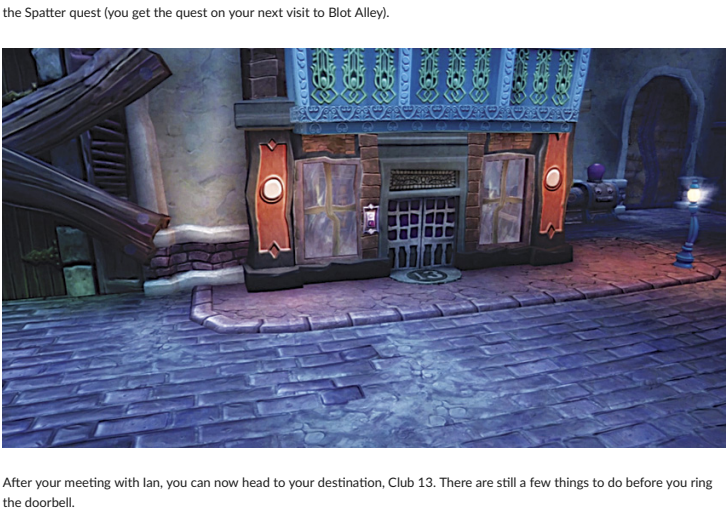
FINDING THE HIDDEN HEROES



You might think you've got everything when you retrieve the lost teddy bear arm, but you'd be wrong. Look carefully to spot a hidden Oswald on the wall near the teddy bear piece.



When you enter the last section of Blot Alley, Ian will greet you happily if you followed the Paint path or angrily if you used Thinner. He thanks you for sparing his Blotlings. He also asks you to come back later, when he will give you the Clothes Make the Spatter quest (you get the quest on your next visit to Blot Alley).



After your meeting with Ian, you can now head to your destination, Club 13. There are still a few things to do before you ring the doorbell.

Running the Gauntlet Challenge

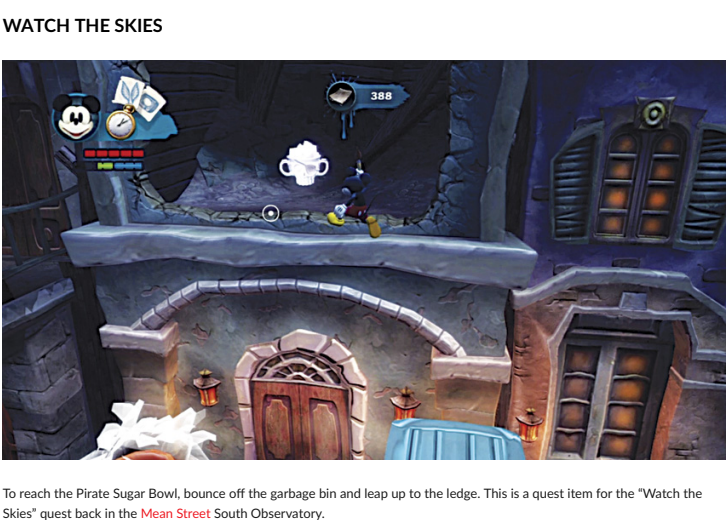
Playstation 3 Trophy: Bronze

Xbox 360 Gamer Points: 20

If you take the Thinner path and wipe out all of Ian's Blotlings, he will be quite angry with you and storm off. However, you will complete the Running the Gauntlet challenge.

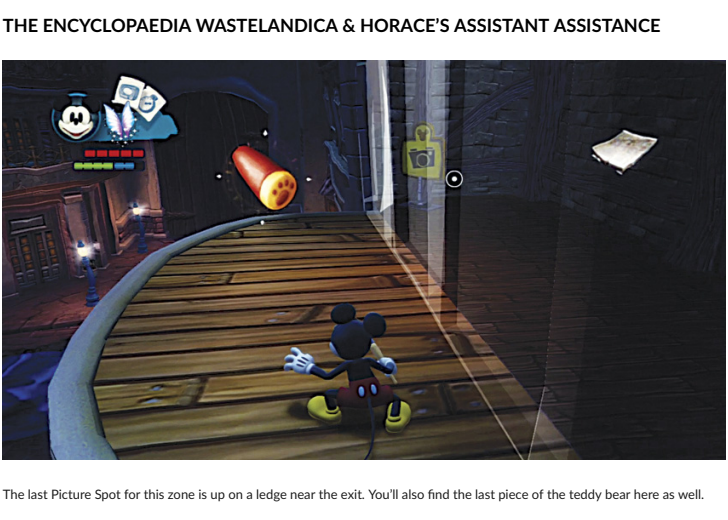
OPTIONAL QUESTS

WATCH THE SKIES

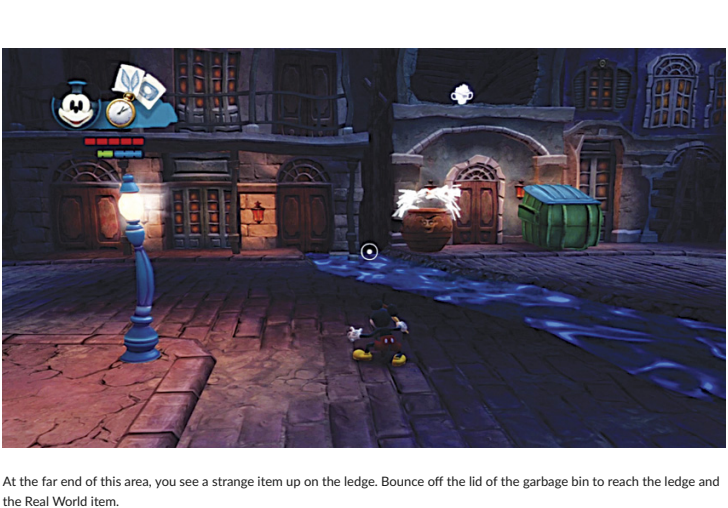


To reach the Pirate Sugar Bowl, bounce off the garbage bin and leap up to the ledge. This is a quest item for the "Watch the Skies" quest back in the Mean Street South Observatory.

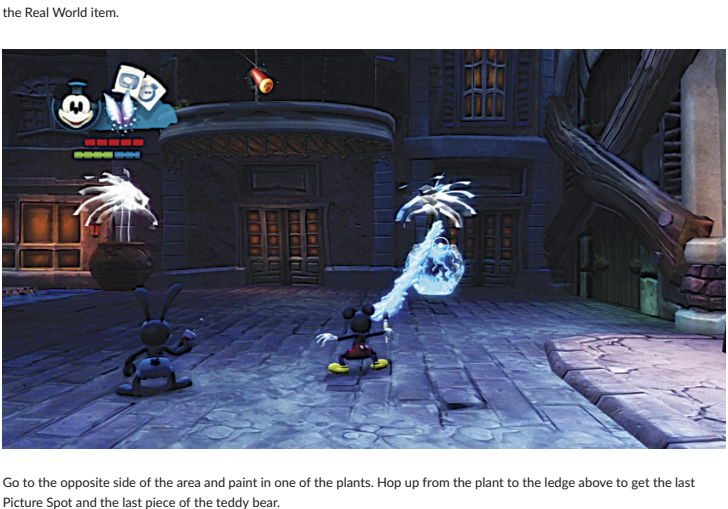
THE ENCYCLOPAEDIA WASTELANDICA & HORACE'S ASSISTANT ASSISTANCE



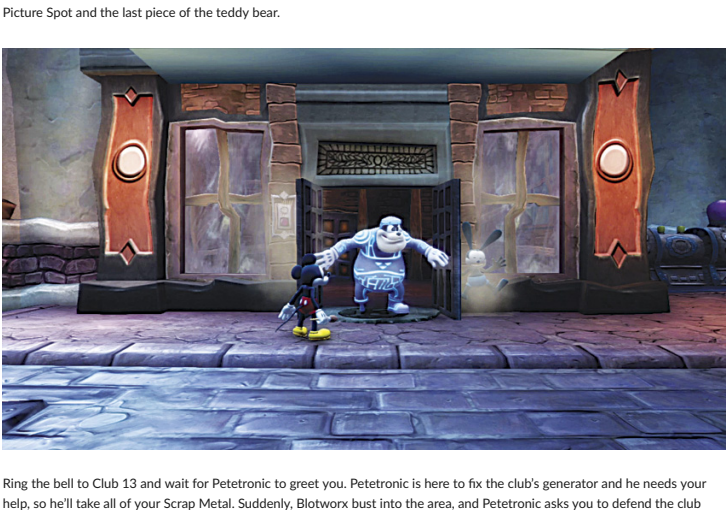
The last Picture Spot for this zone is up on a ledge near the exit. You'll also find the last piece of the teddy bear here as well.



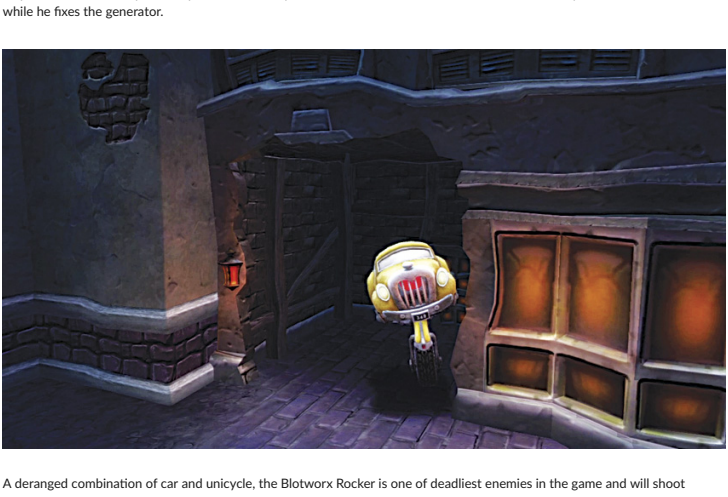
At the far end of this area, you see a strange item up on the ledge. Bounce off the lid of the garbage bin to reach the ledge and the Real World item.



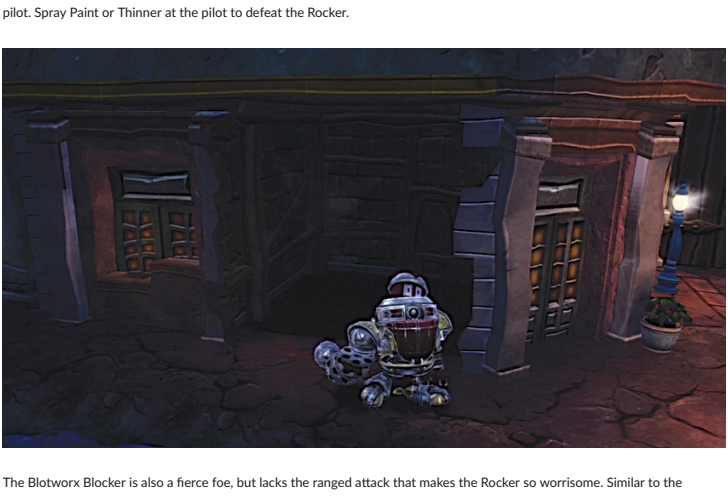
Go to the opposite side of the area and paint in one of the plants. Hop up from the plant to the ledge above to get the last Picture Spot and the last piece of the teddy bear.



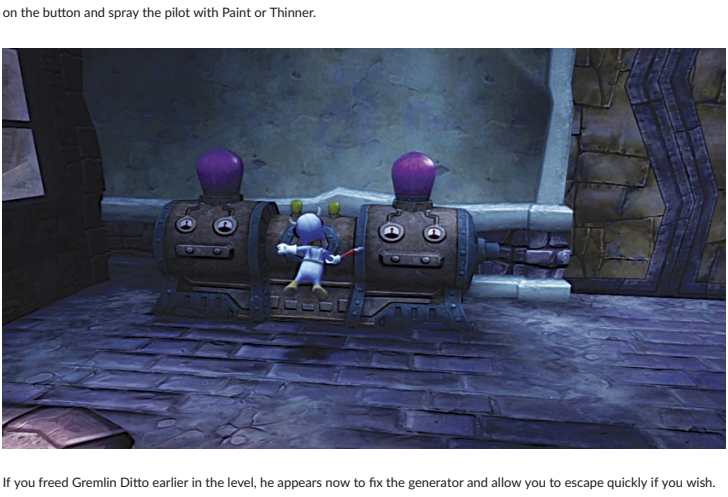
Ring the bell to Club 13 and wait for Petetronic to greet you. Petetronic is here to fix the club's generator and he needs your help, so he'll take all of your Scrap Metal. Suddenly, Blotworx bust into the area, and Petetronic asks you to defend the club while he fixes the generator.



A deranged combination of car and unicycle, the Blotworx Rocker is one of deadliest enemies in the game and will shoot rockets that seek you out. Jump and punch the front grill to expose a button. If you jump on the button, it pops open a Blotling pilot. Spray Paint or Thinner at the pilot to defeat the Rocker.

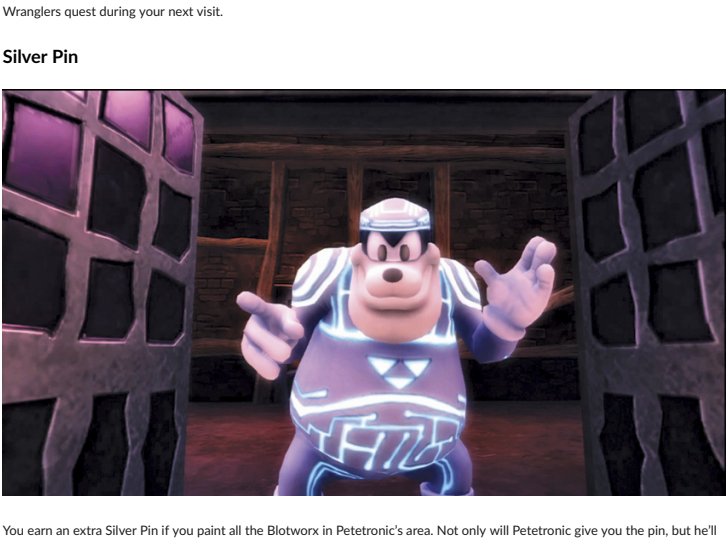


The Blotworx Blocker is also a fierce foe, but lacks the ranged attack that makes the Rocker so worrisome. Similar to the Rocker, jump on the button on the Blocker's head to expose the pilot. Unfortunately, it isn't always so easy—the Blocker throws up a shield at times to prevent you from hitting the button. Oswald's electricity stuns the Blocker, which make it easier to jump on the button and spray the pilot with Paint or Thinner.



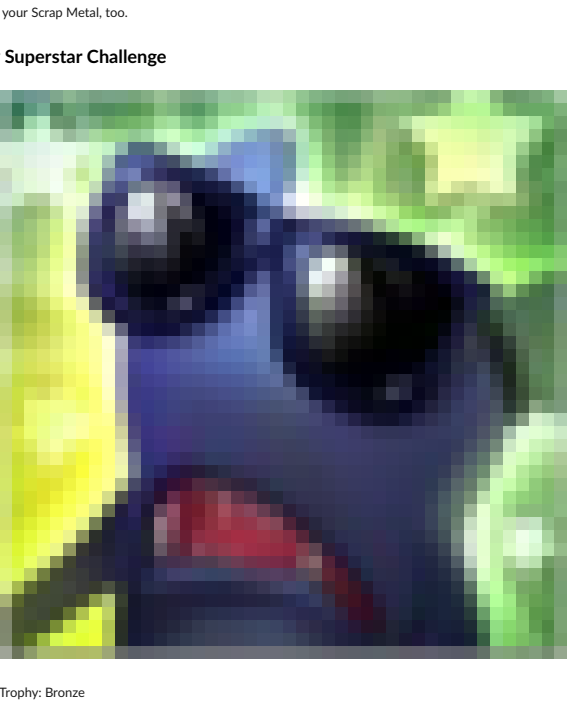
If you freed Gremlin Ditto earlier in the level, he appears now to fix the generator and allow you to escape quickly if you wish. Ditto will also give you a Bronze Pin during your next visit to Blot Alley. There is also a pipe in this last area for the Bunny Wranglers quest during your next visit.

Silver Pin



You earn an extra Silver Pin if you paint all the Blotworx in Petetronic's area. Not only will Petetronic give you the pin, but he'll also return all your Scrap Metal, too.

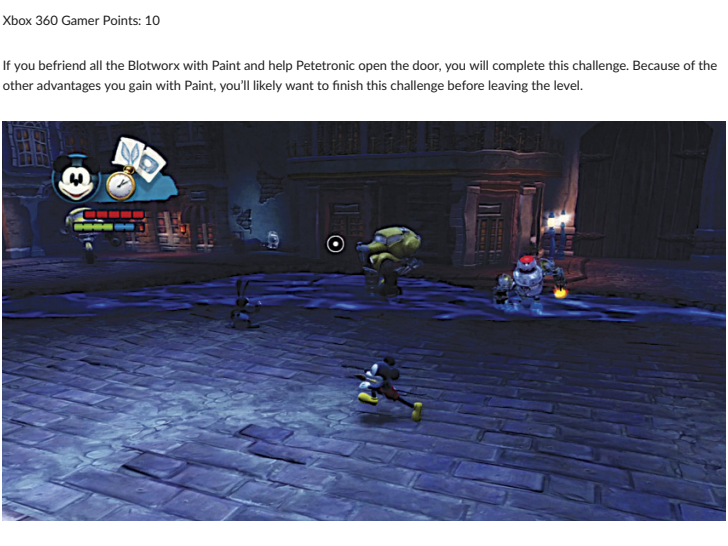
Blot Alley Superstar Challenge

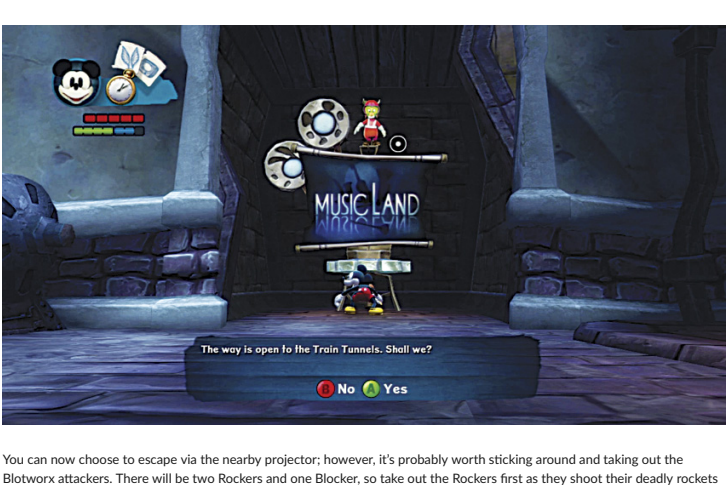


Playstation 3 Trophy: Bronze

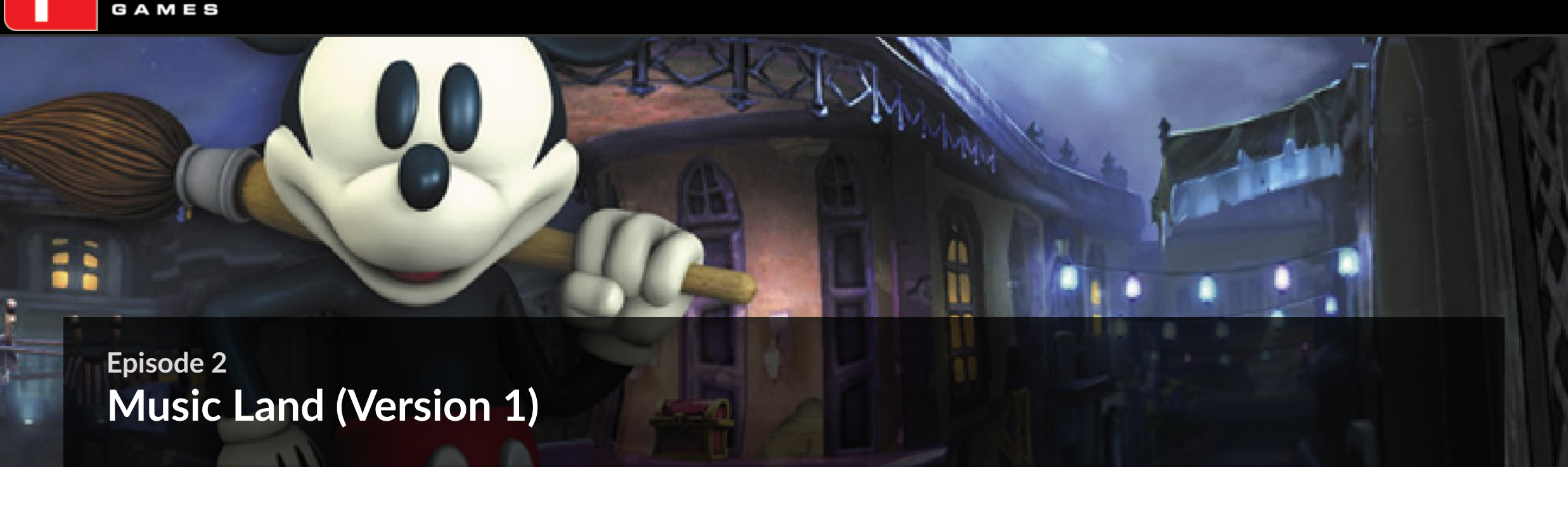
Xbox 360 Gamer Points: 10

If you befriend all the Blotworx with Paint and help Petetronic open the door, you will complete this challenge. Because of the other advantages you gain with Paint, you'll likely want to finish this challenge before leaving the level.





You can now choose to escape via the nearby projector; however, it's probably worth sticking around and taking out the Blotworx attackers. There will be two Rockers and one Blocker, so take out the Rockers first as they shoot their deadly rockets at you. Using Paint helps make the fight easier by turning your enemies against each other. Also, if you befriend all the Blotworx using Paint, Petetronic will return all your Scrap Metal and give you a Silver Pin. If you defeat any of the Blotworx using Thinner, you will get less of your Scrap Metal back from Petetronic. After saving the club from the attack, proceed through the Music Land projector.



Episode 2

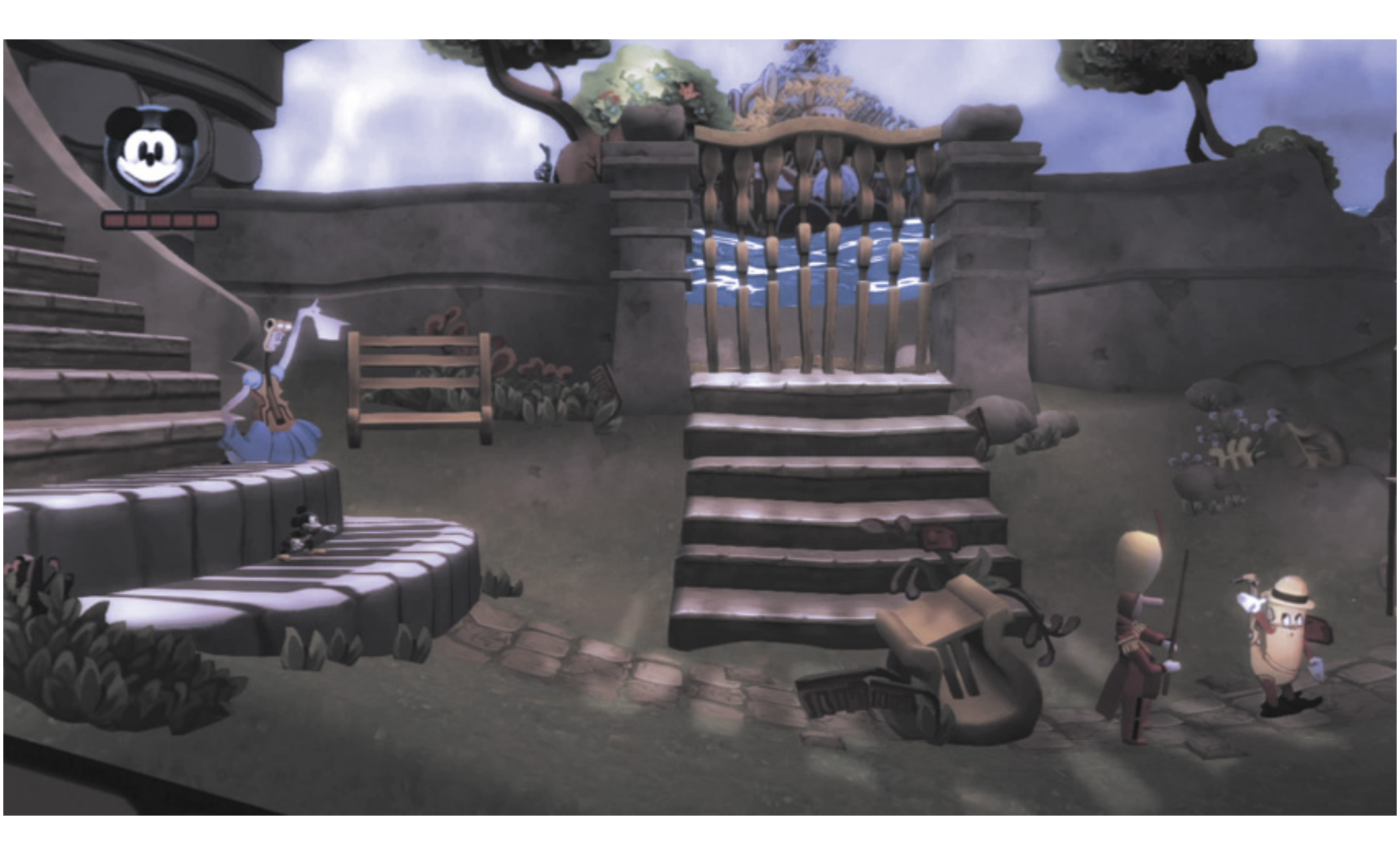
Music Land (Version 1)

LEVEL BREAKDOWN

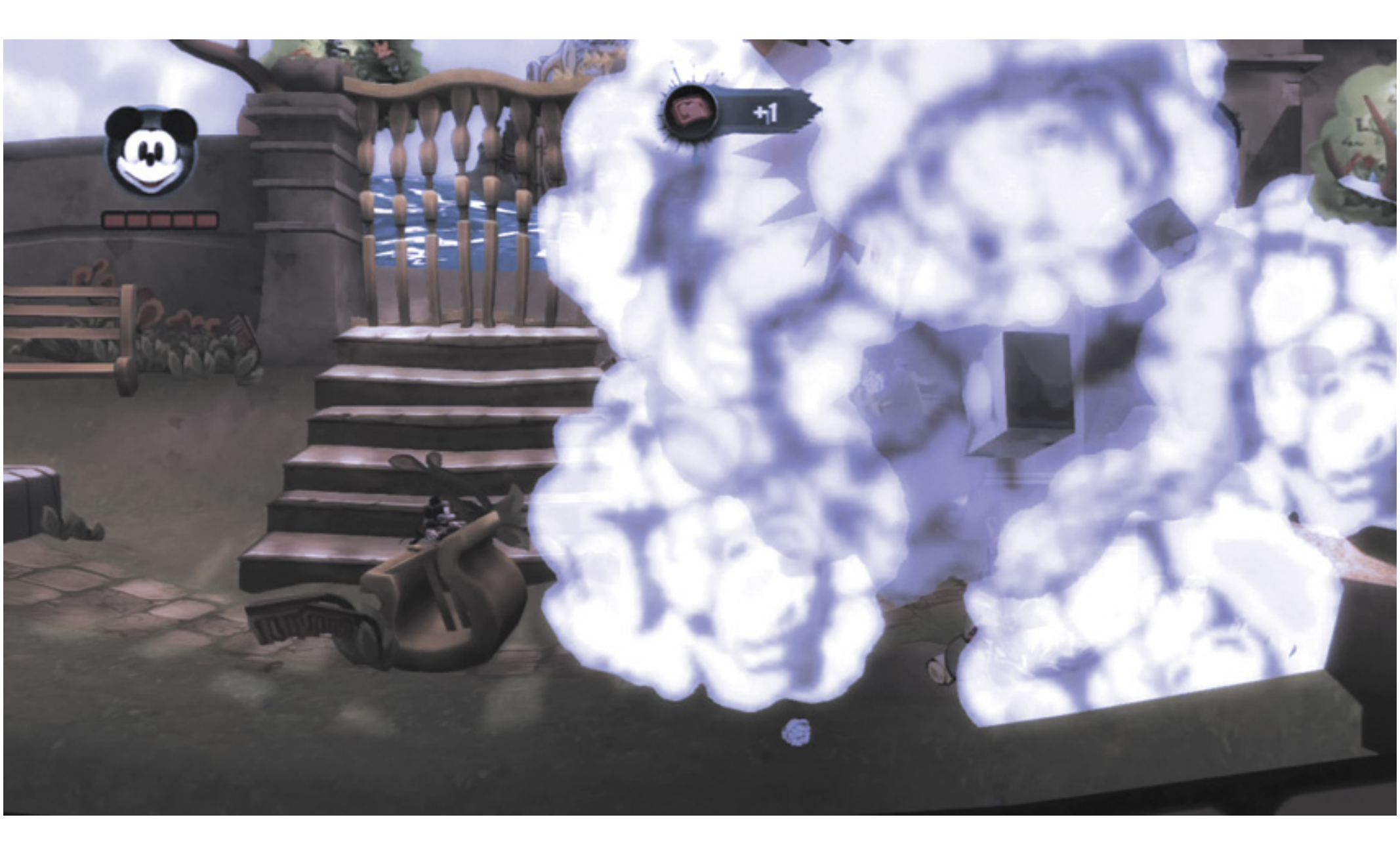
Collectibles

- Film Reel
- Golden E-ticket
- Gold Pin

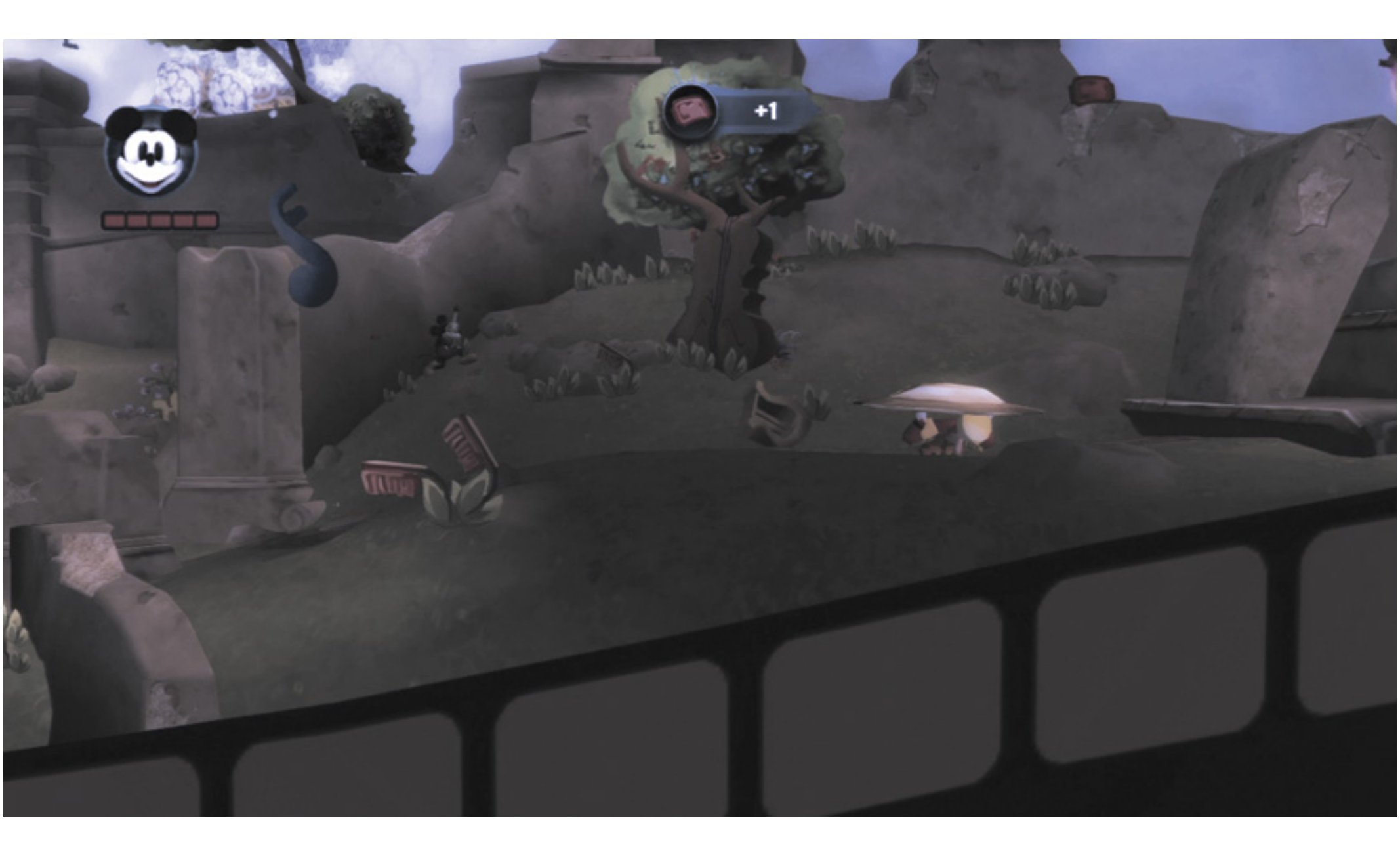
Note: Music Land (Version 1) is a musically themed war zone with band member soldiers and large dropping bombs made of musical notes. You can use this projector to travel between Blot Alley and Train Tunnels.



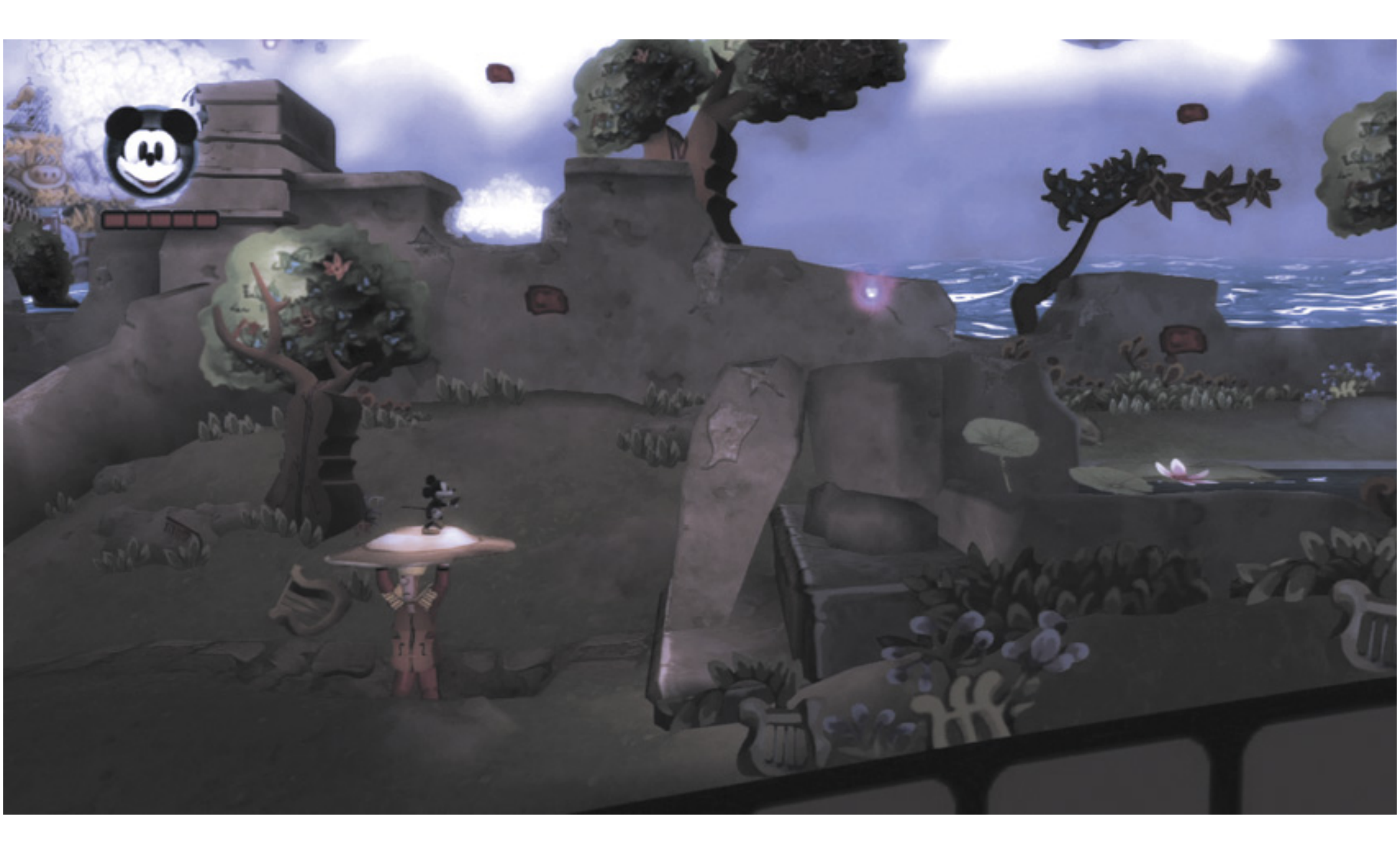
The lower path finds you at the entrance of a large palace in the midst of a musically themed war.



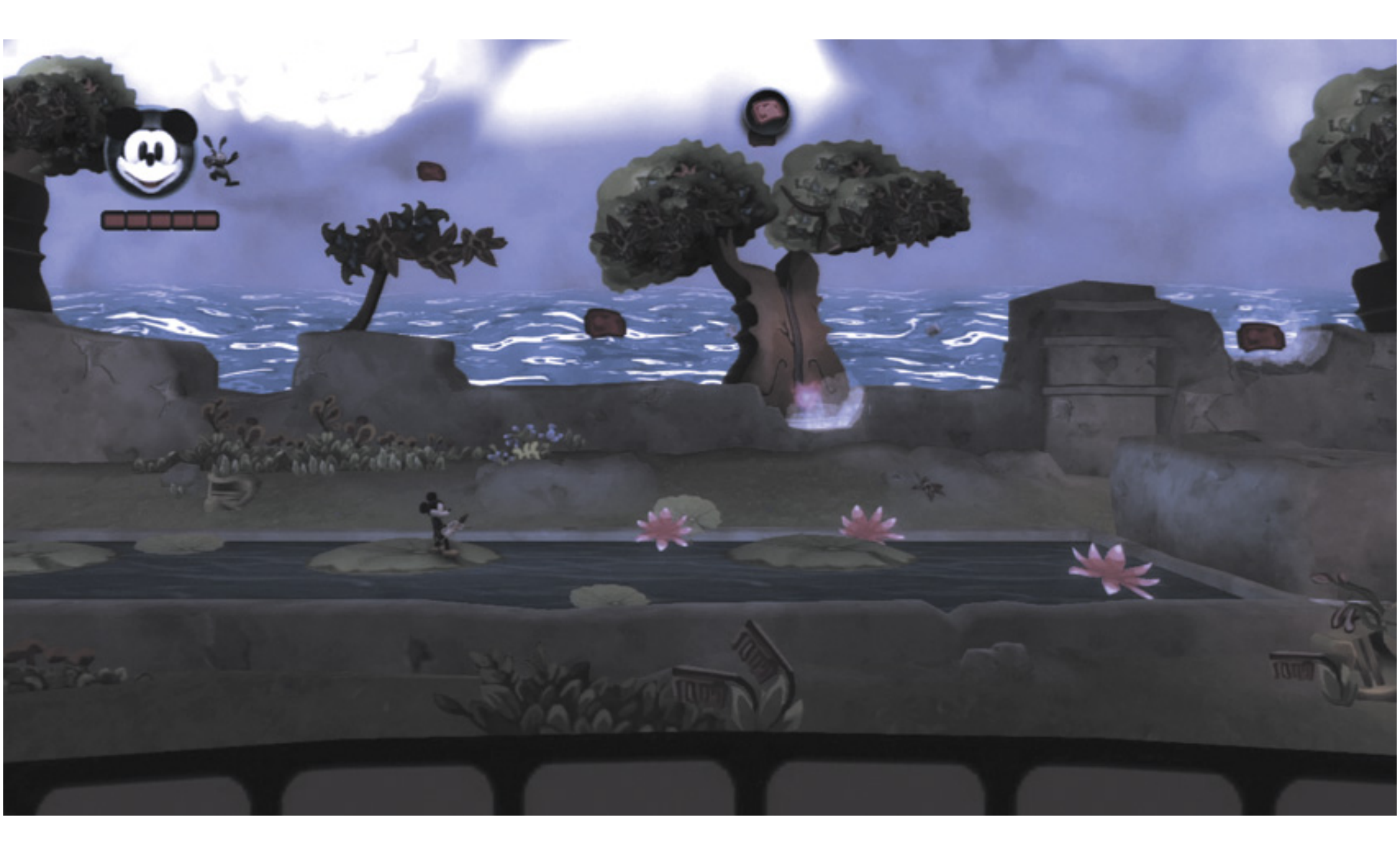
Near the start is a large gate that is blown open by a large musical note bomb from the fortress in the background.



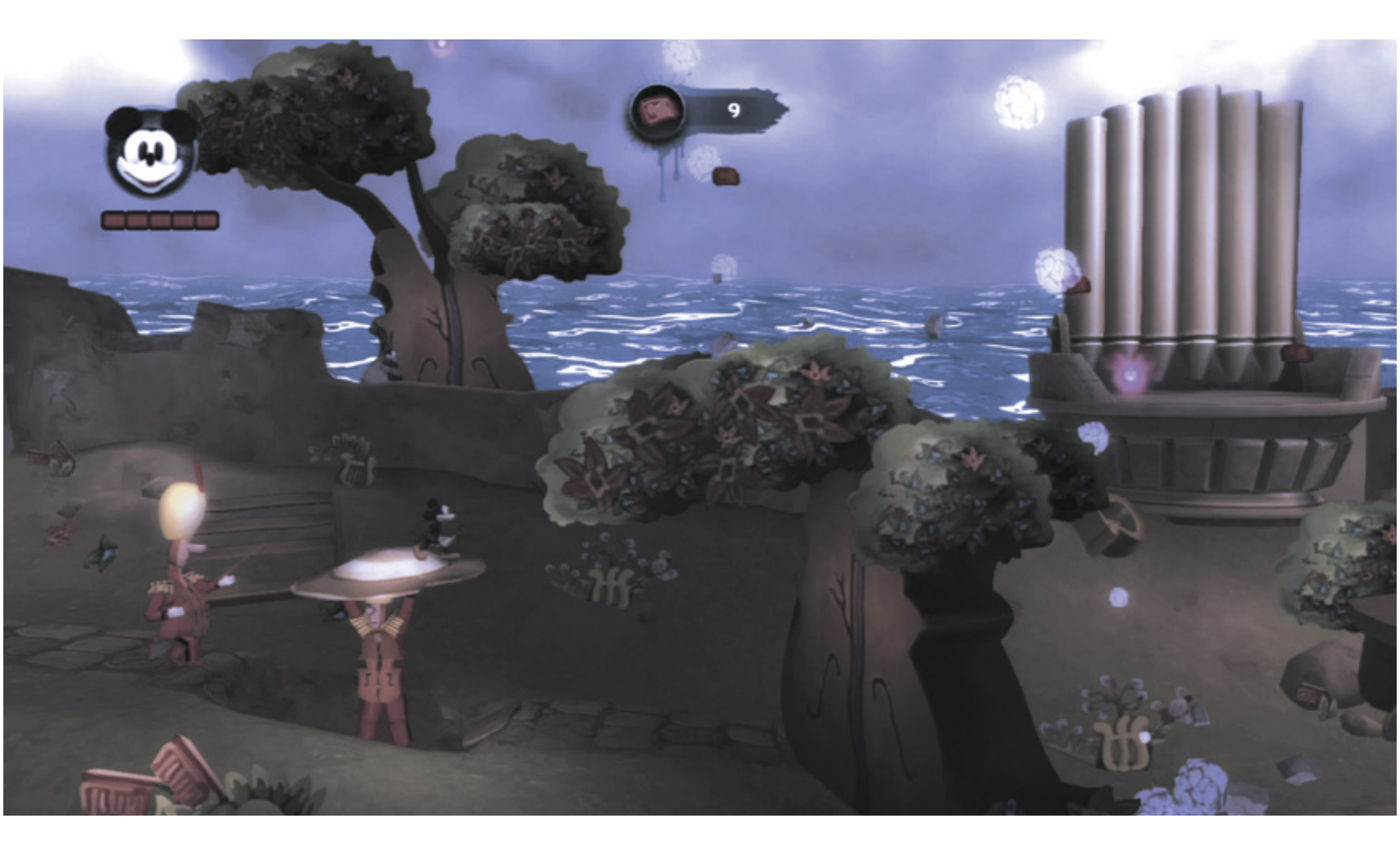
As you travel along the path, more musical note bombs drop. Small craters along the ground mark where these bombardments occur, so take care as you pass by these.



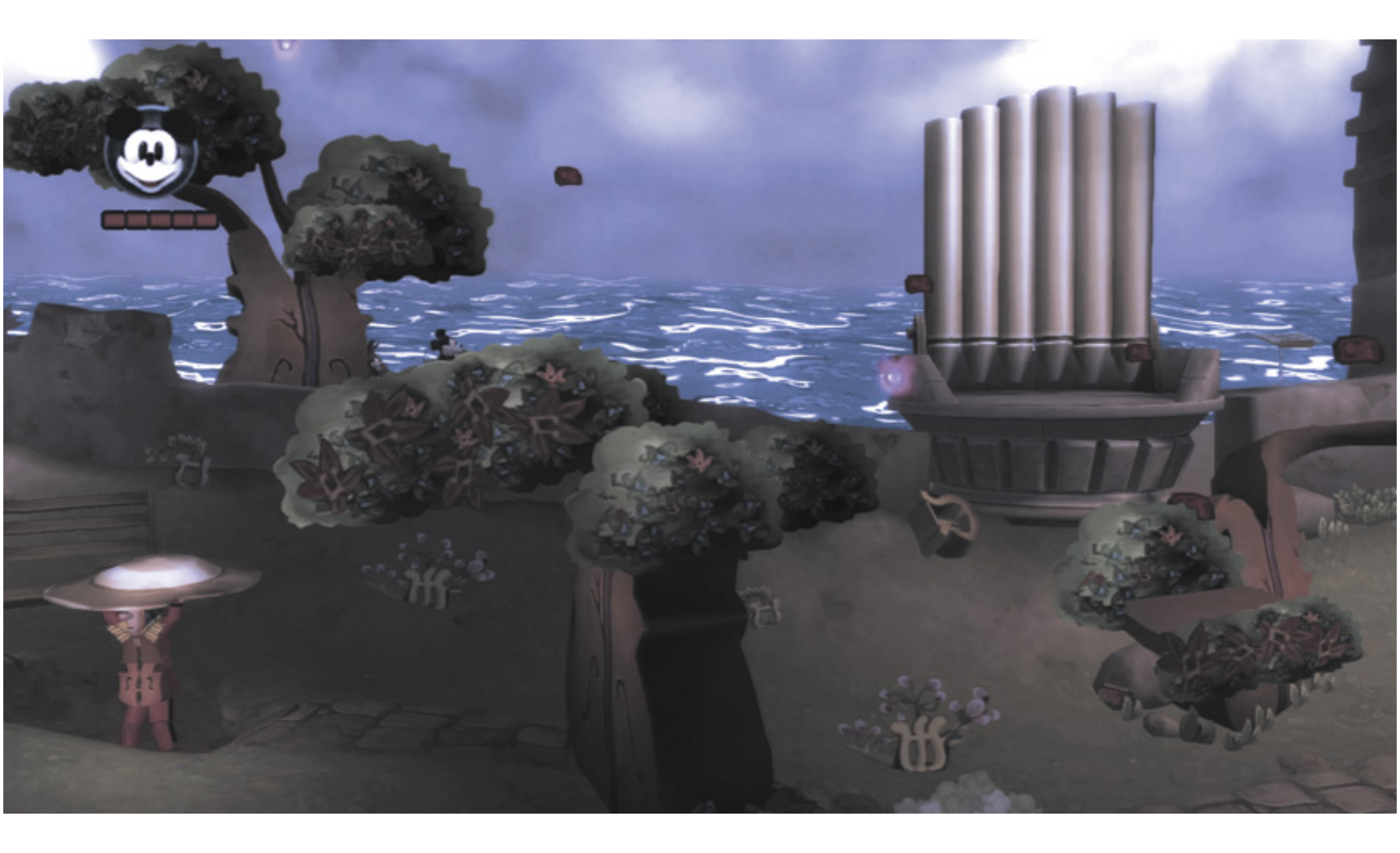
Hop on top of the giant cymbal the soldier is using as a shield to jump up on to the wall. Move quickly before a note bomb drops on the cymbal.



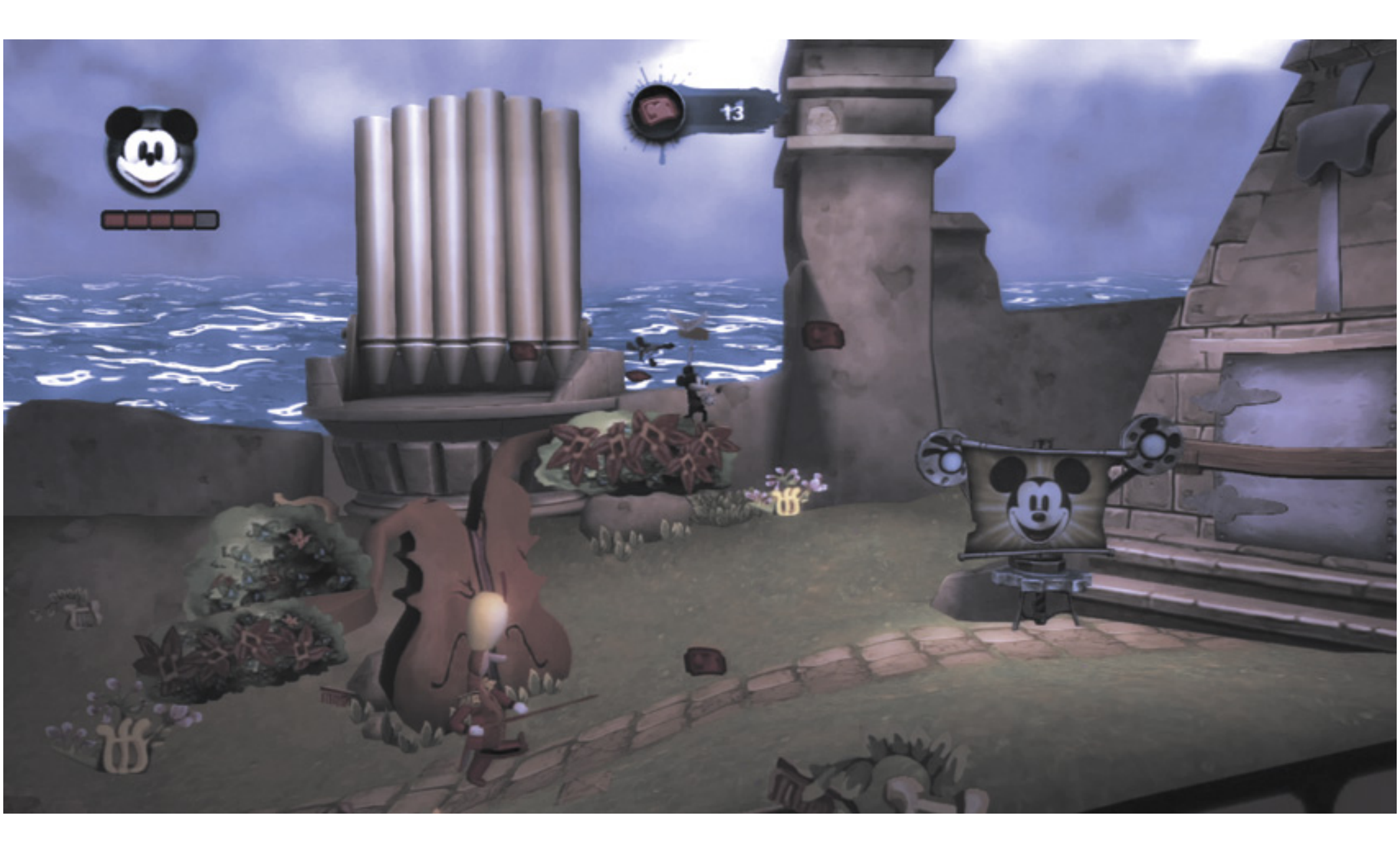
Jump along the lily pads to cross the pond.



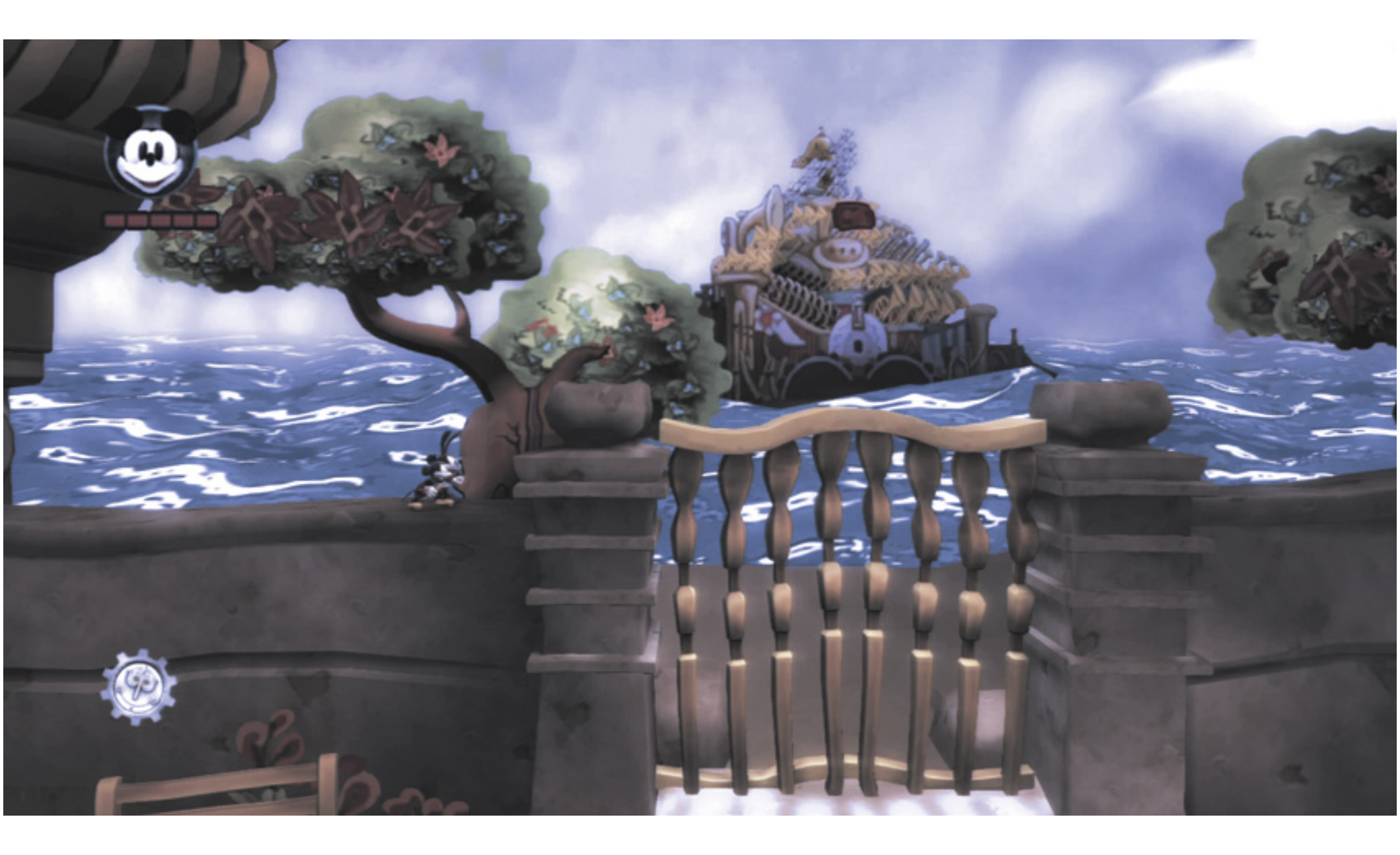
Avoid the patrolling guard by jumping over him and then jumping on the cymbal shield. Again, use the raised cymbal to jump to higher ground—in this case, the tree branch.



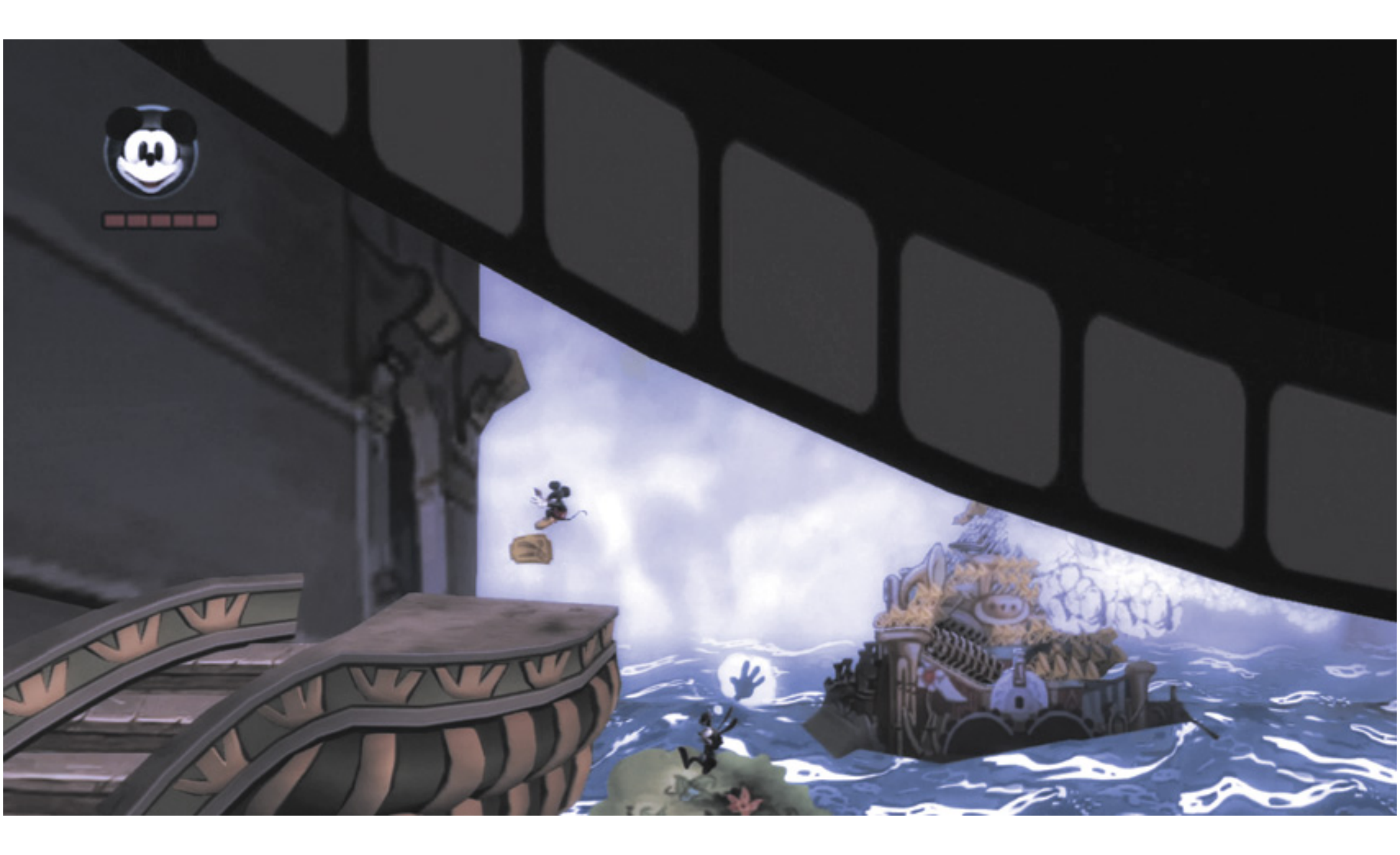
If you are wearing the Steamboat Willie Costume, there will be a Gold Pin above the cymbal guard.



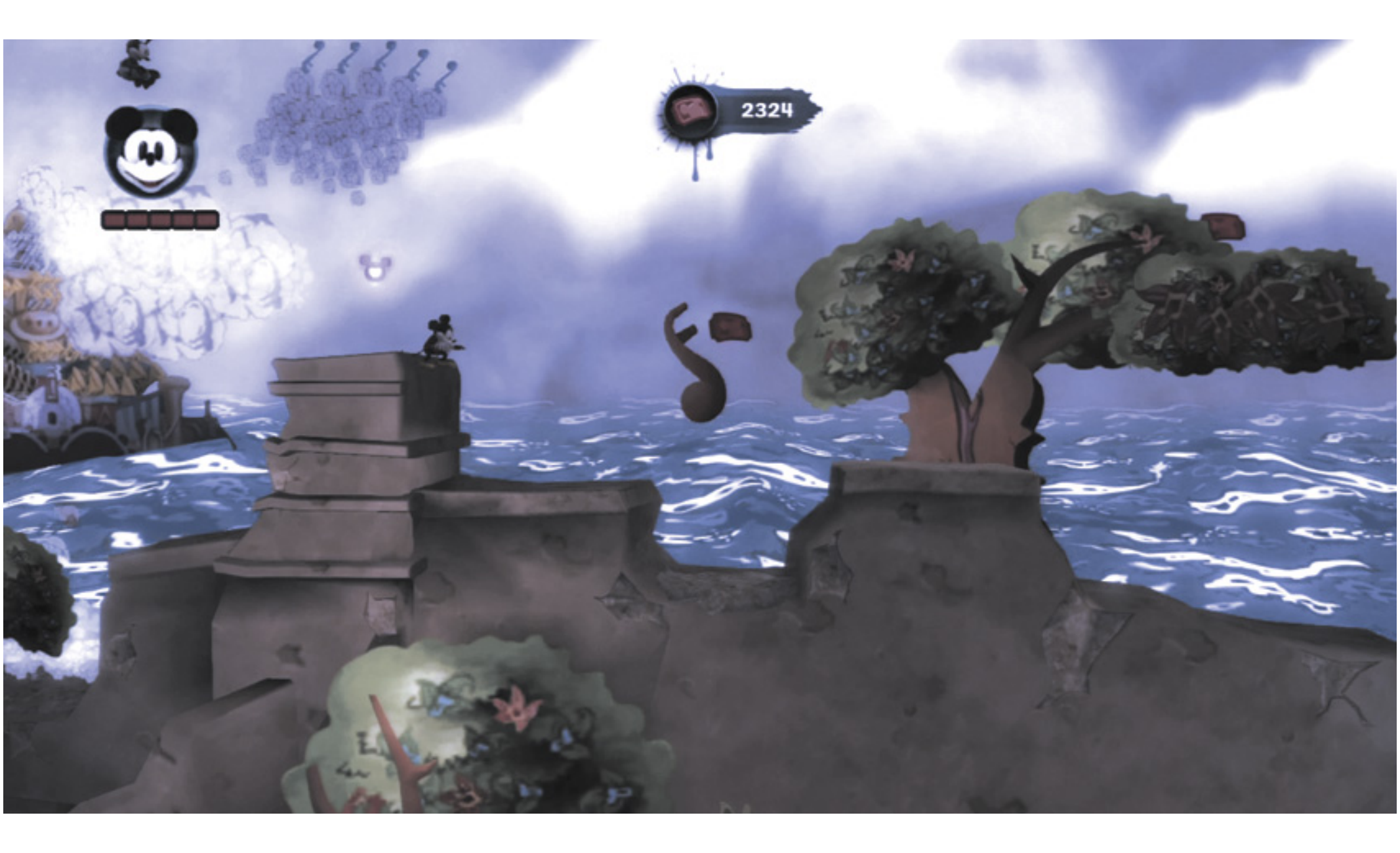
The last section of the lower path has another patrolling guard that can be avoided by jumping up onto the two tree branches and landing near the projector for your escape.



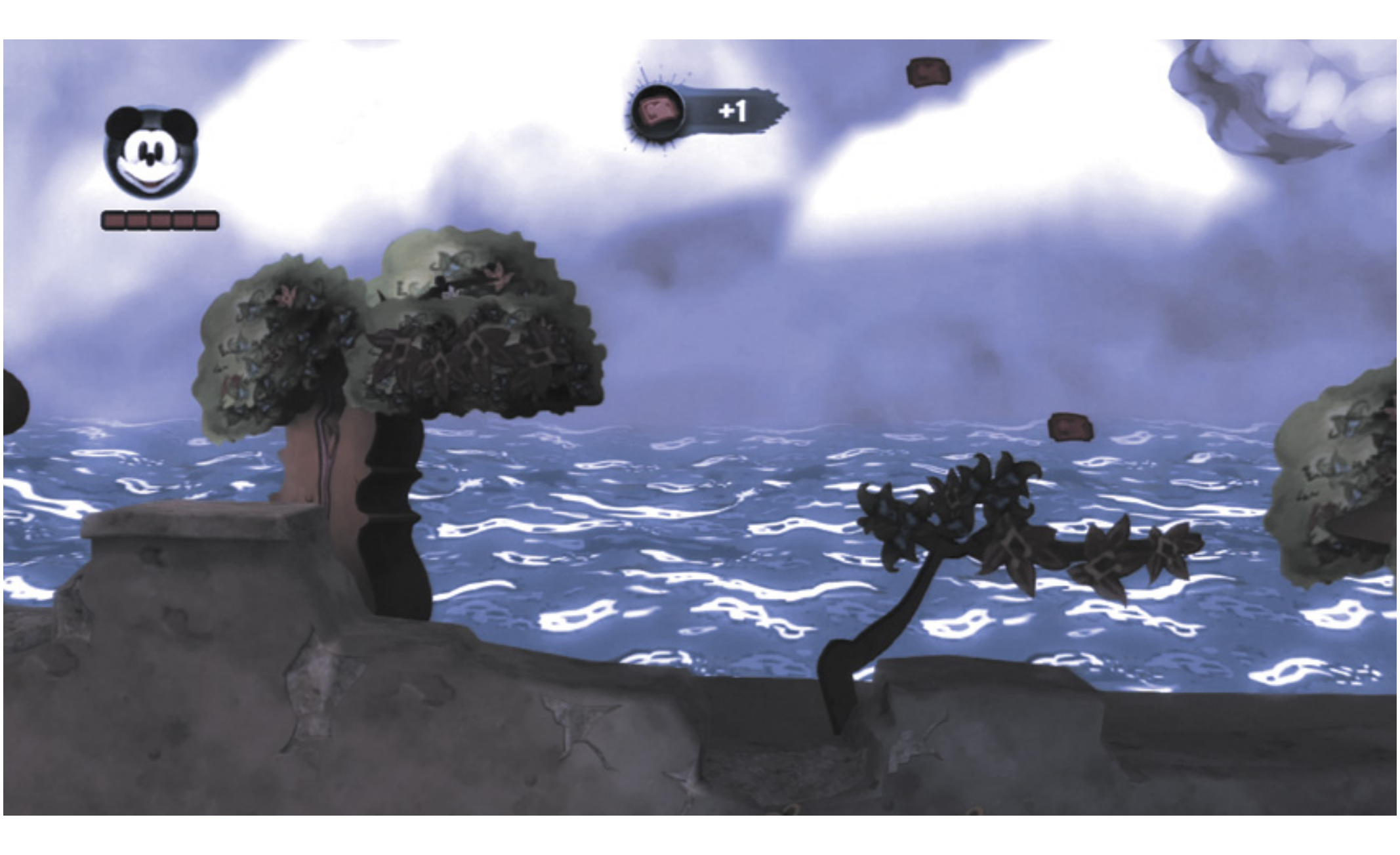
The upper path is a more perilous route as you travel along the walls that are being bombed by the fortress across the sea. Although there were only a few bombs to dodge on the lower path, you'll find many, many more up here.



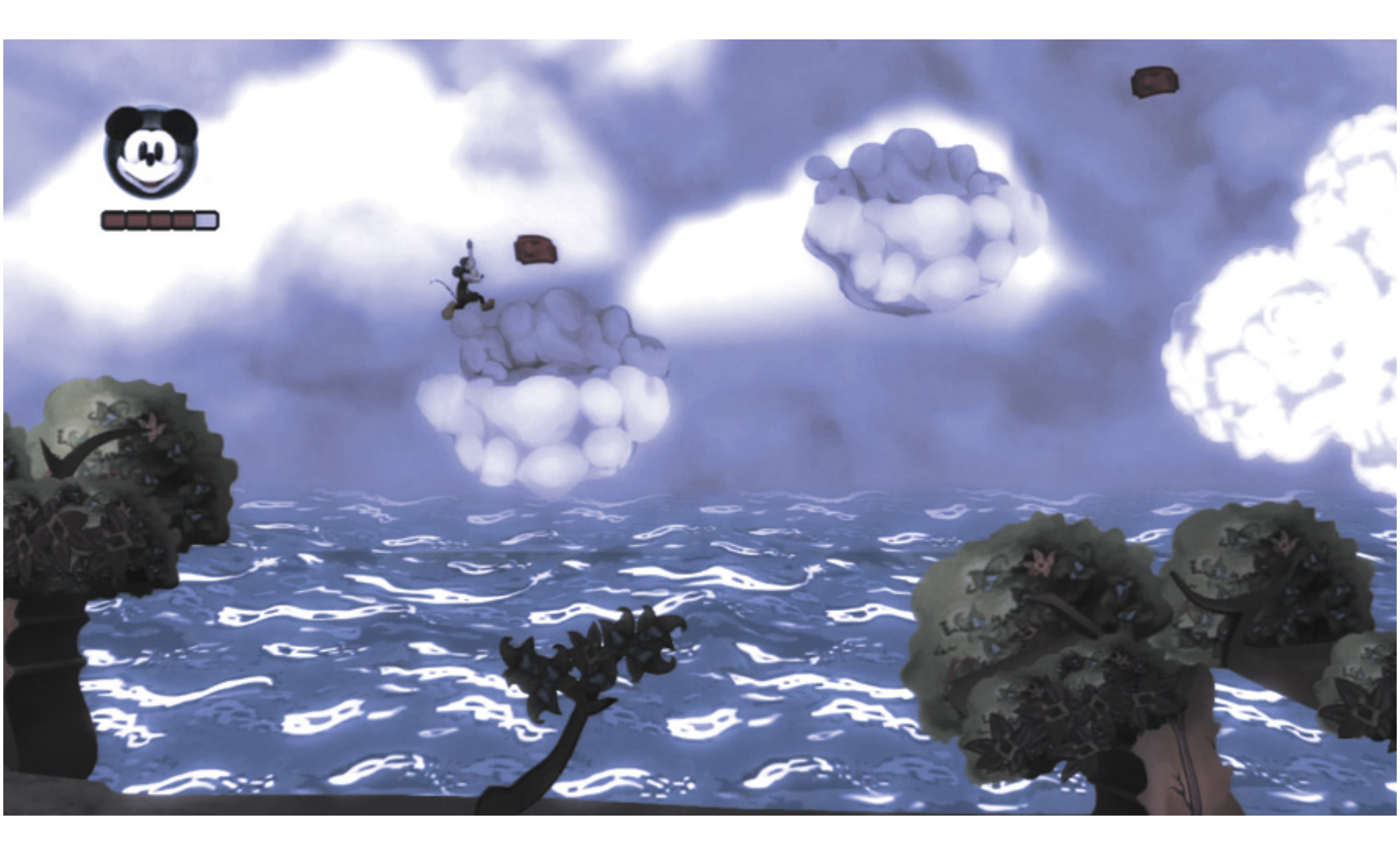
The first ledge allows you to jump on tree branches right at the start. Oswald can toss you up here to a balcony that has the golden E-ticket.

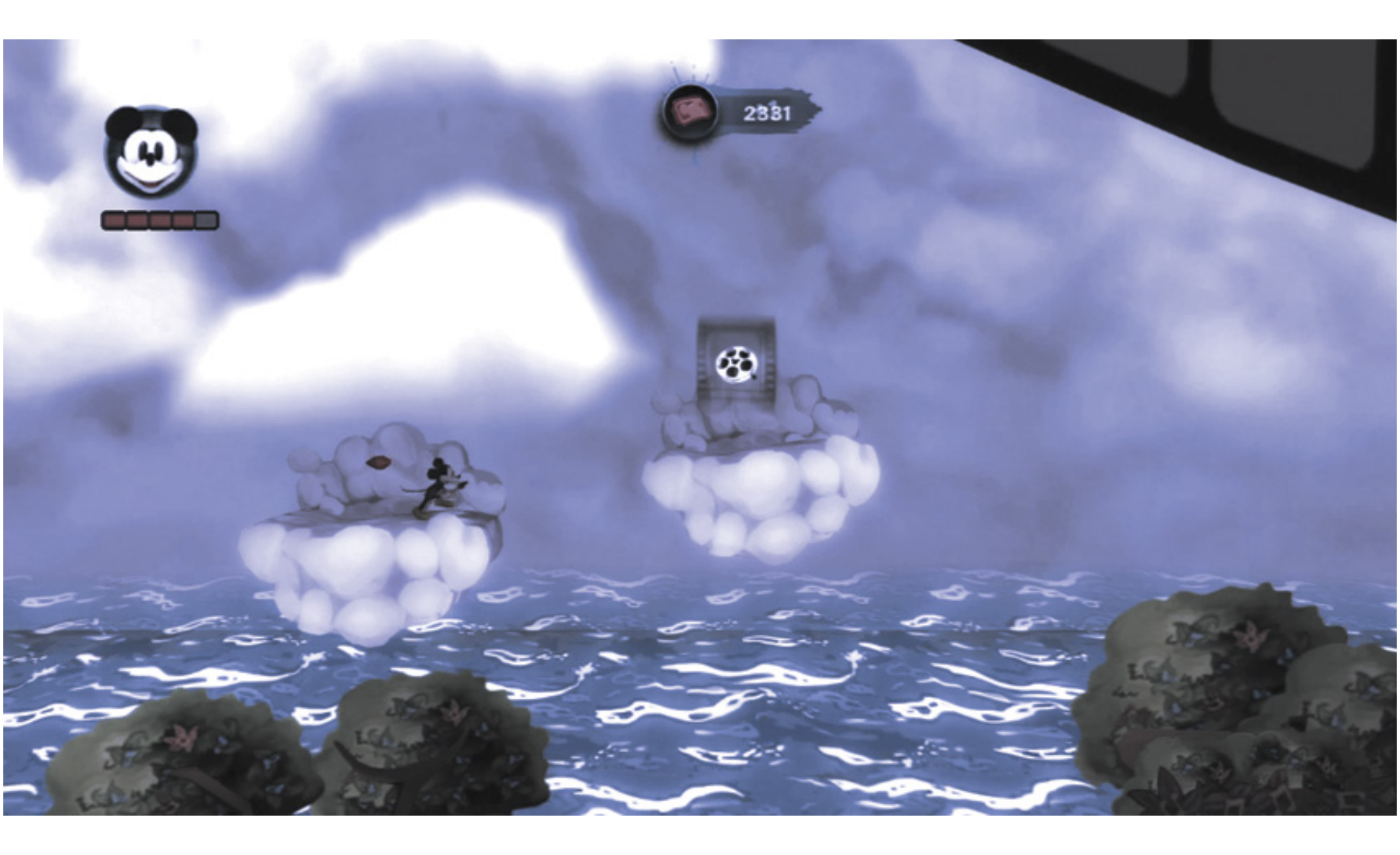


Continue along the wall while watching out for the note bombs. You see huge chunks of the wall missing at times, which is a good warning that a bomb may drop there.

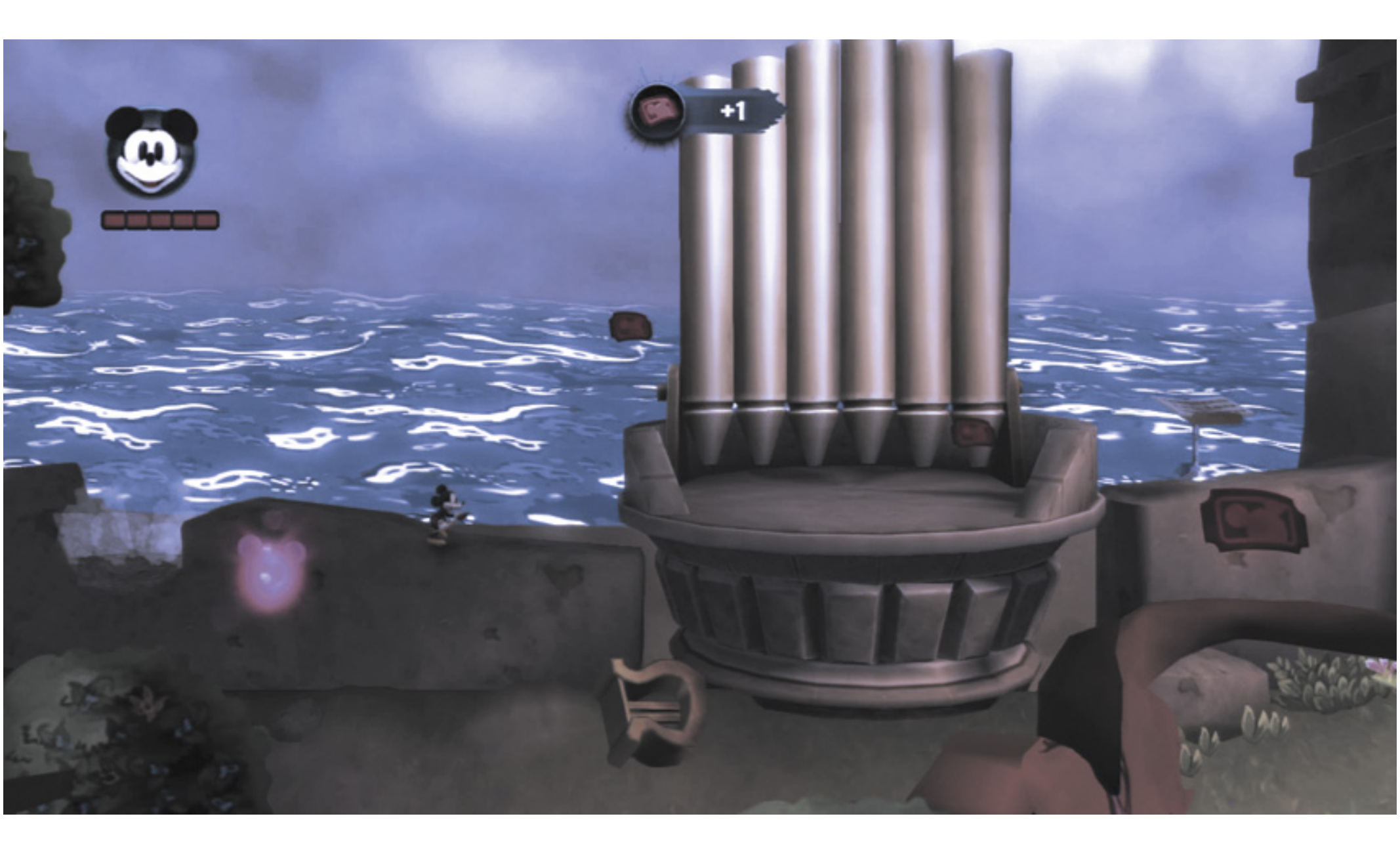


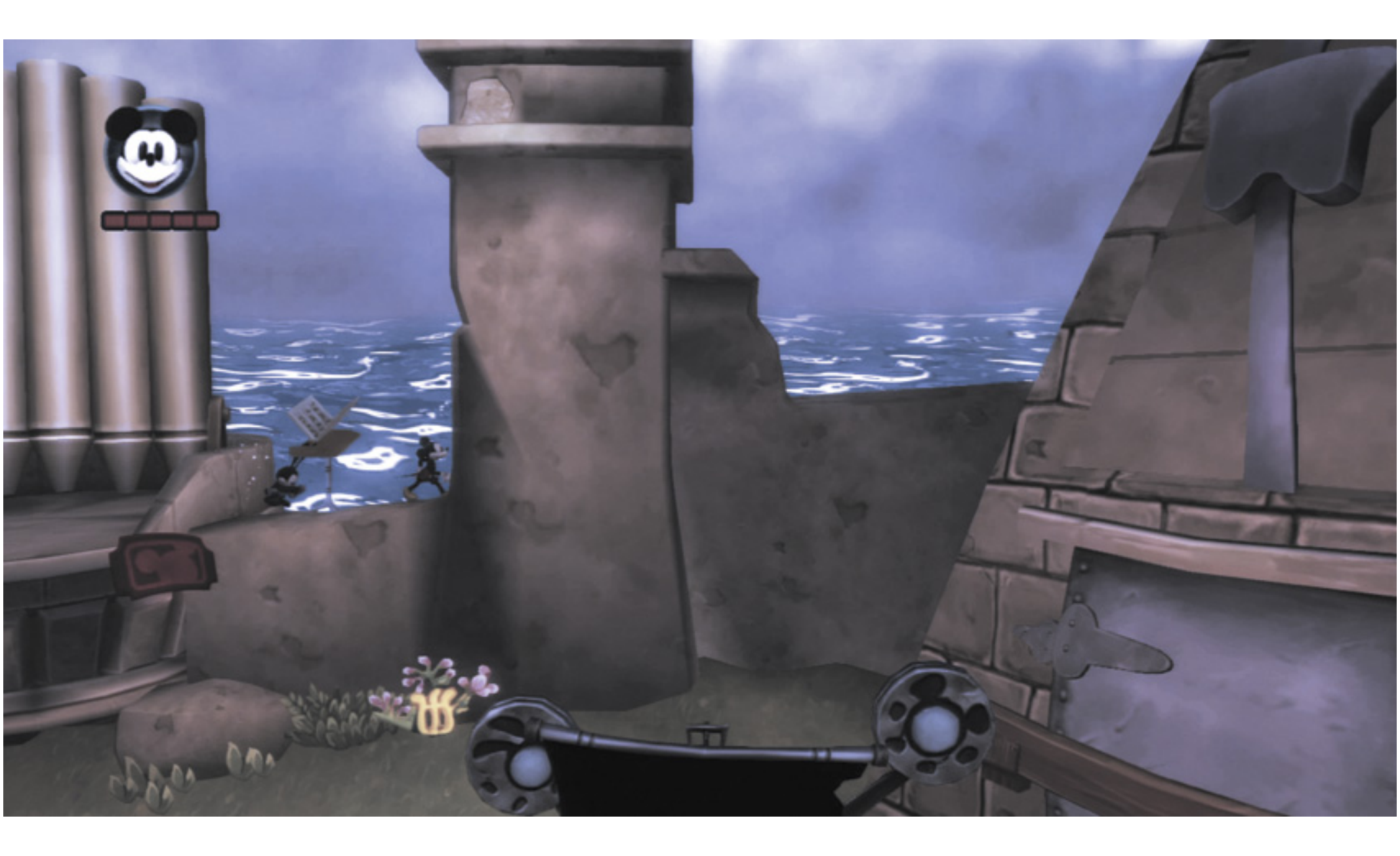
The next tree has a branch hanging out to the right that you can jump to. A series of clouds are forming to your right.



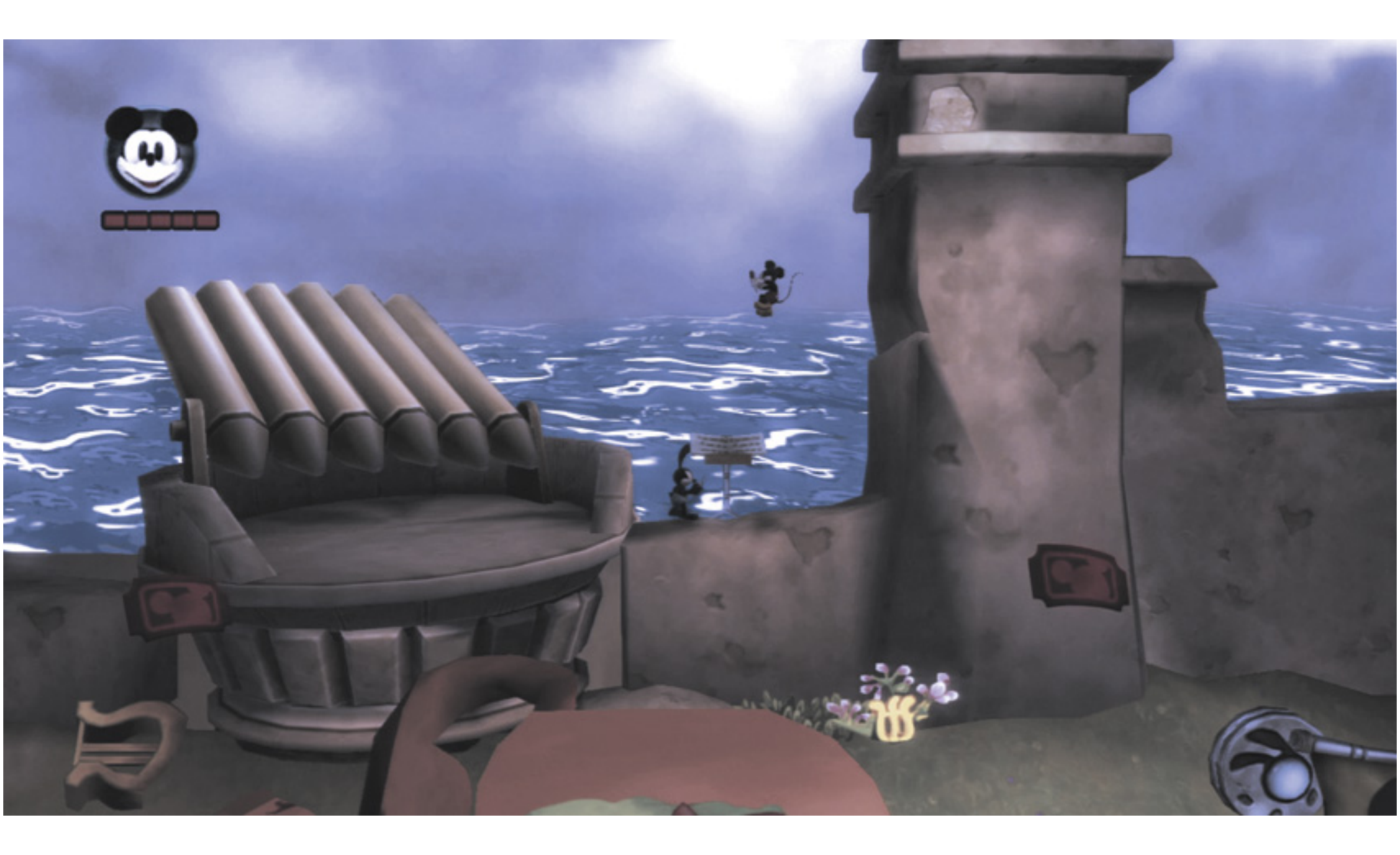


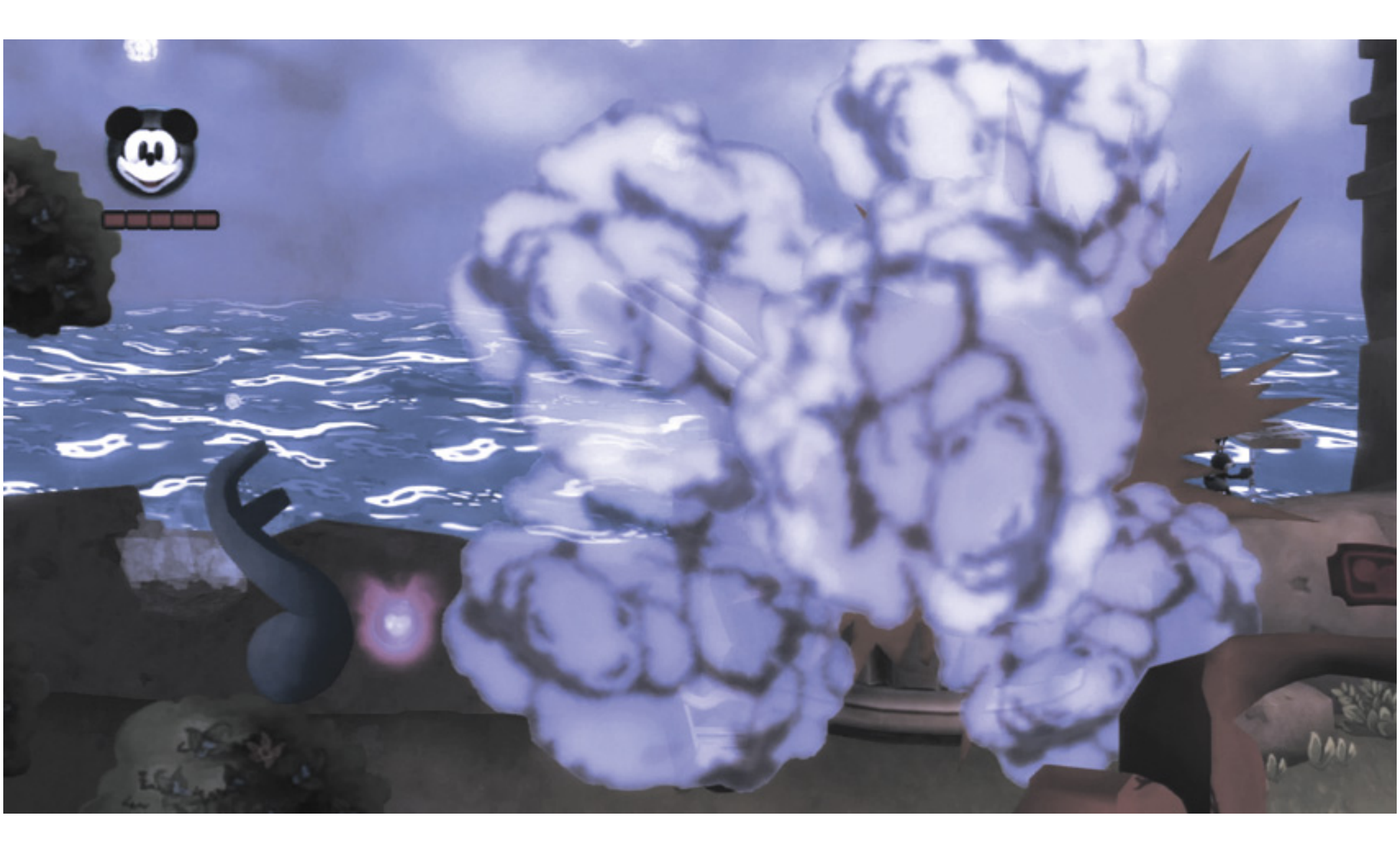
These clouds can be jumped on, but they only remain for a few seconds before disappearing. Make sure to start jumping right as the first cloud forms to give yourself enough time. Keep jumping across the clouds to be rewarded with the Film Reel on the last cloud.



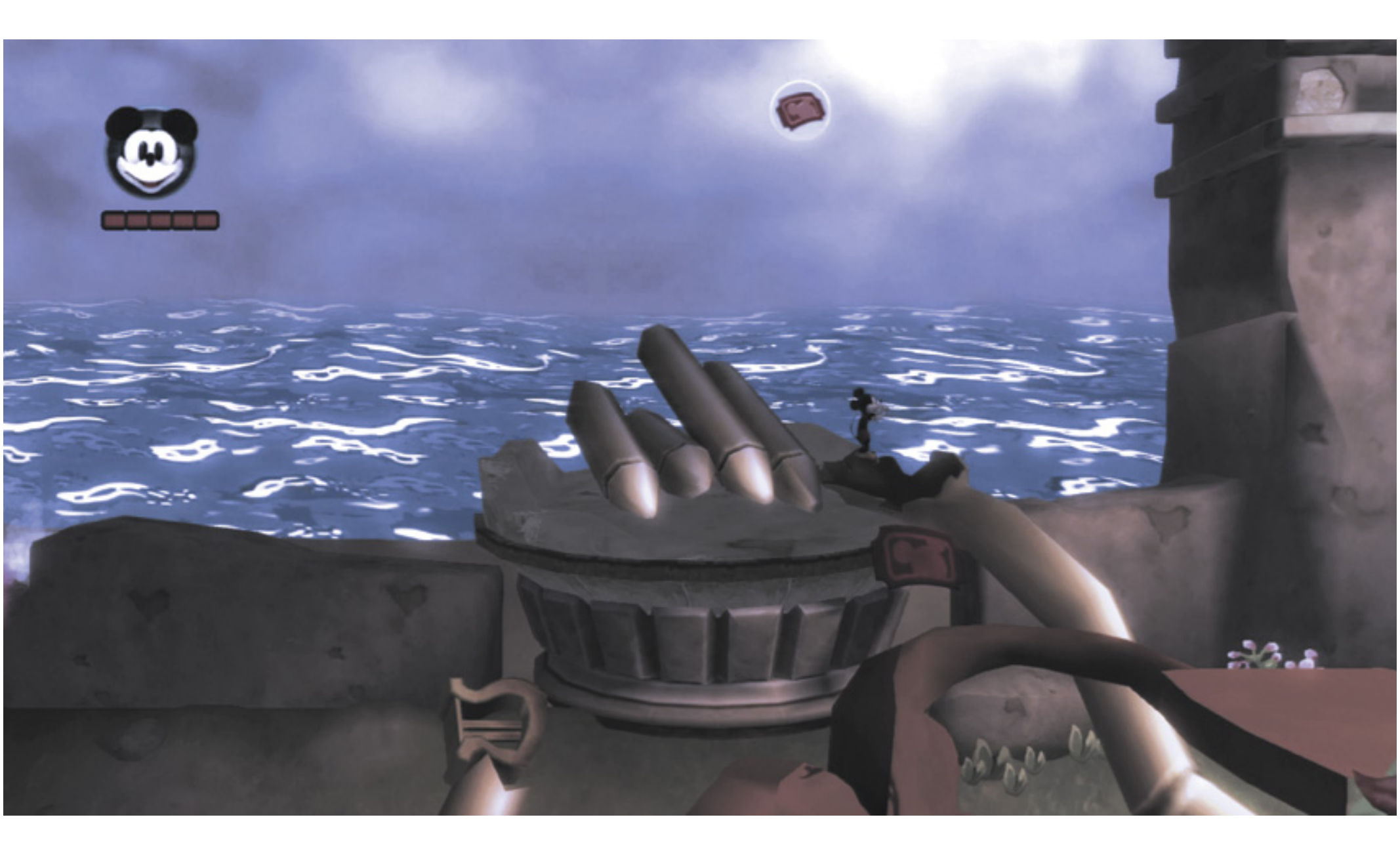


Next up, you'll find a large pipe organ with a music stand to the right of it. Walk over and hit the music stand.

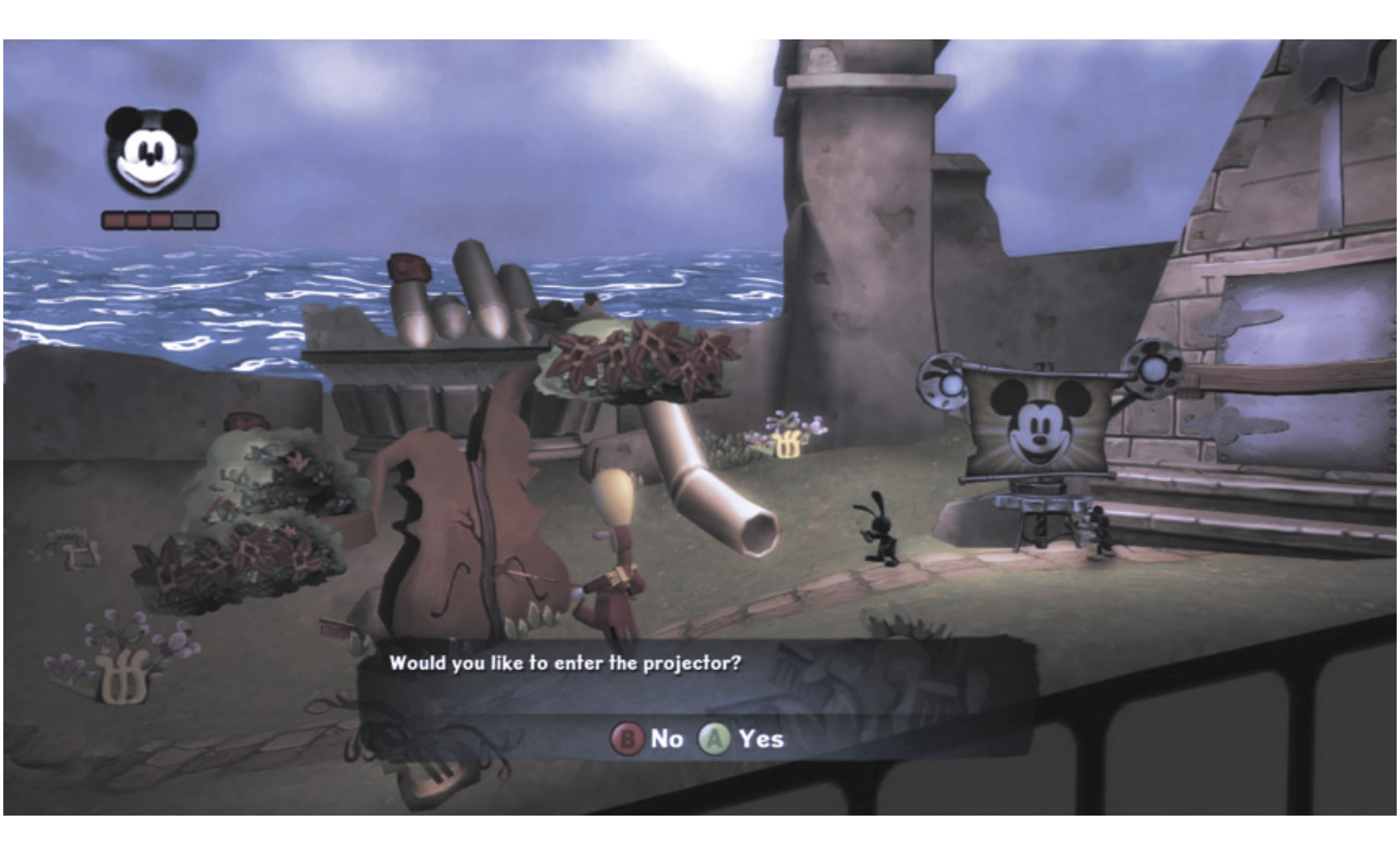




The pipe organ turns into a cannon and a large explosion occurs. After the dust settles, you see that the pipes are now broken.



One of the remaining broken pipes has an opening large enough for you to jump through. If you jump in, you can slide down the pipe to the lower path near the projector.

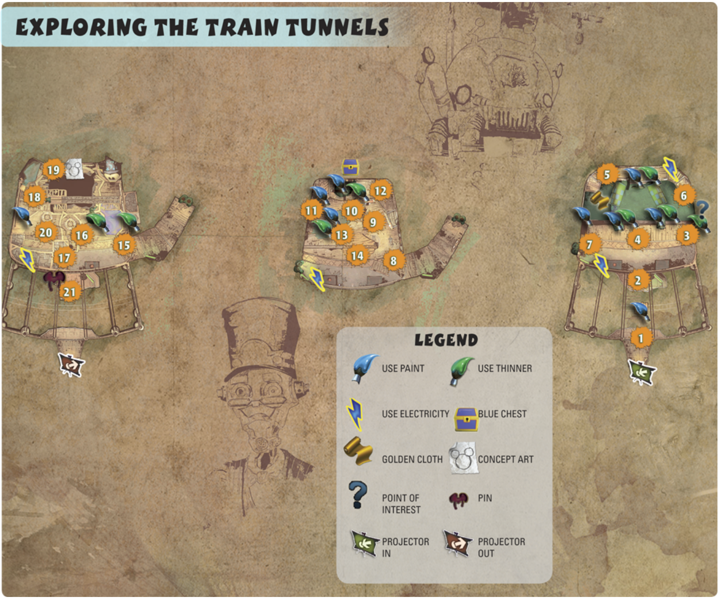


Exit the level using the projector.

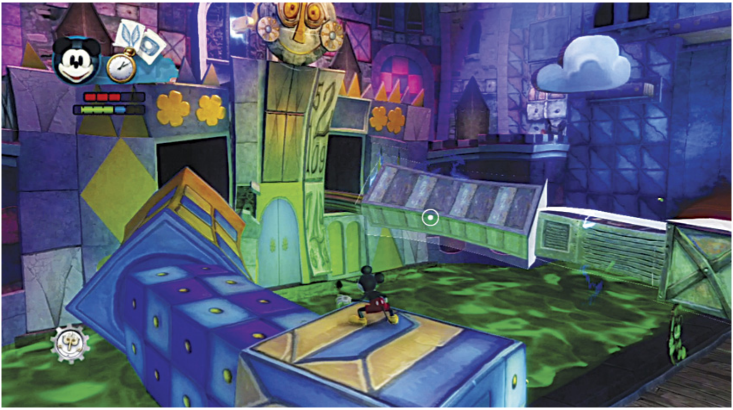
Episode 2

Train Tunnels

EXPLORING THE TRAIN TUNNELS



LEVEL OVERVIEW



The Train Tunnels are home to three dioramas built by Prescott to celebrate your past accomplishments in the Wasteland. You arrive to find the dioramas falling apart and in need of repair. An Animatronic called the Automatic Branch Engineer, or ABE, oversees the operations in this area and needs your help. You can choose to repair the broken dioramas or disable them to open up the way forward.

LEVEL BREAKDOWN

Challenges

- Tryptic
- Collectibles
- Concept Art 36
- Golden Cloth
- Gold Pin
- Knight Greaves

Enemies

- Blotworx Shocker
- Hoppers
- Spatters
- Spinners

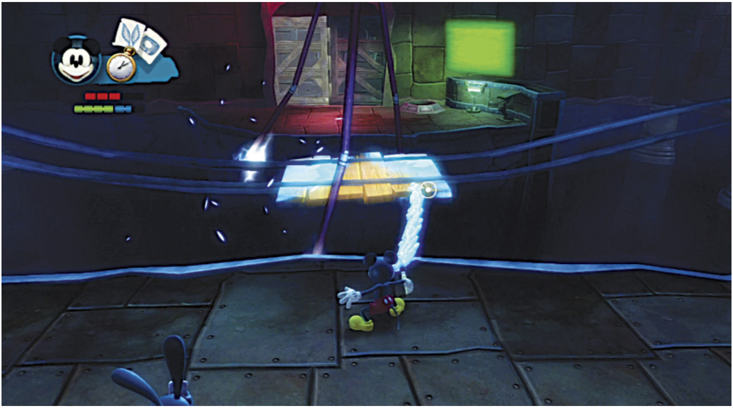
Quests

- The Bunny Wranglers (visit 2)

- The Encyclopaedia Wastelandica
- Finding the Hidden Heroes
- Operation Gremlin Drop

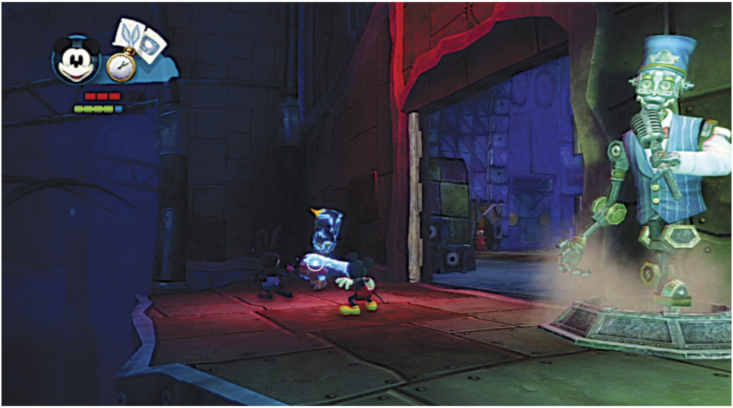
Things to Do

- Talk to ABE to find out what's been going on
- Decide to repair or disable the dioramas
- Rescue the Gremlin
- Get the Golden Cloth
- Take pictures at the Picture Spots
- Solve the Clock Diorama problems
- Use fireworks to open the secret room with the Knight Greaves
- Solve the Mad Doctor's Attic Diorama problems
- Solve the Blot Diorama problems

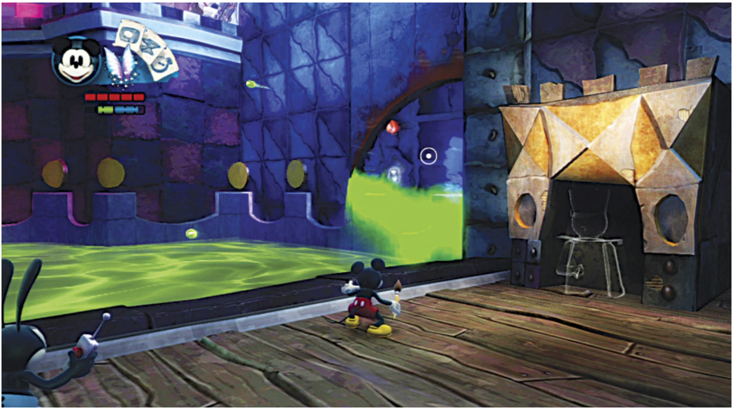


To start out, paint in the wooden platform and jump across in between the loose electrical wires.

ABE has seen better days and needs your help repairing the broken-down dioramas. The first diorama room is the Clock Diorama.



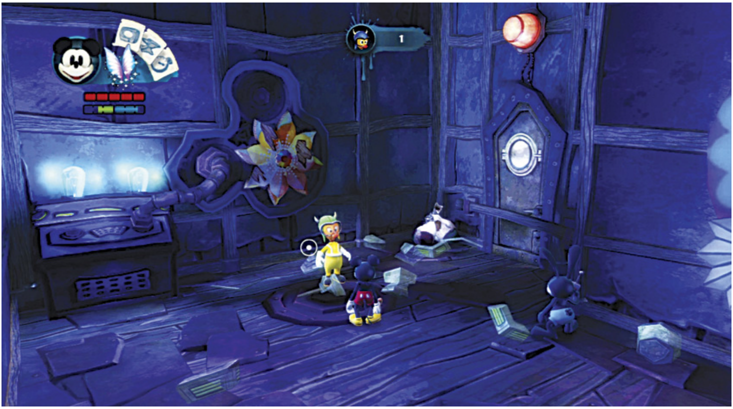
Some Hoppers dressed as toy soldiers attack you at the start. You can push them off the ledge as a quick solution, or you can thin out their toon shell and then either character can Spin Attack them.



On the right wall of the Clock Diorama, thin out a small patch of toon to reveal a secret room.

OPTIONAL QUEST

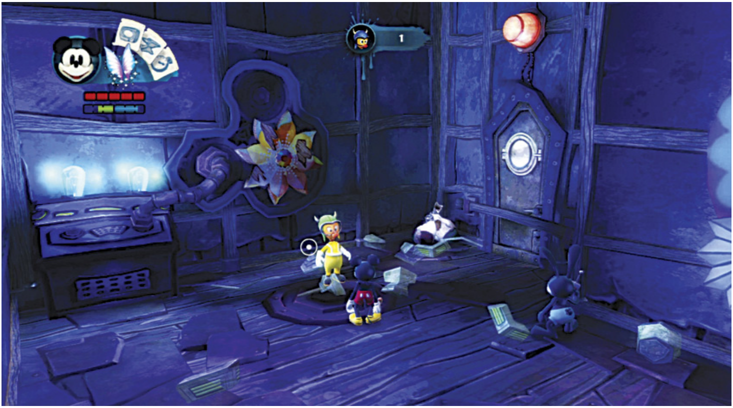
OPERATION GREMLIN DROP



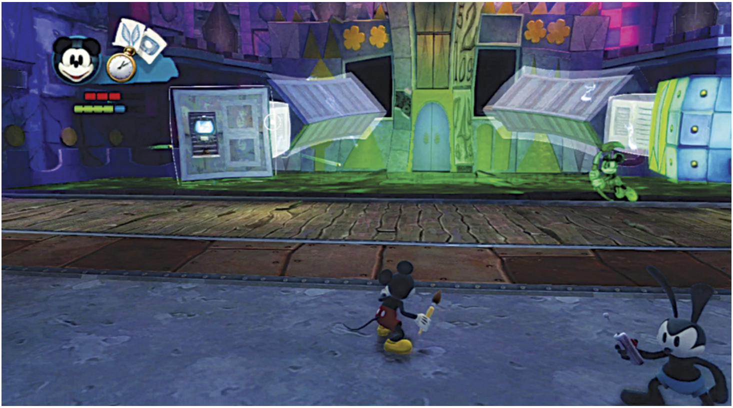
Inside the small secret room is another Gremlin to be rescued. He was here to repair some of the failing dioramas and can lend a hand.

OPTIONAL QUEST

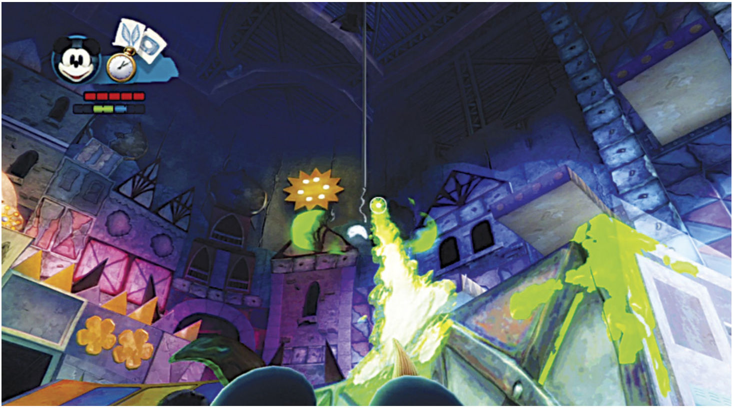
FINDING THE HIDDEN HEROES



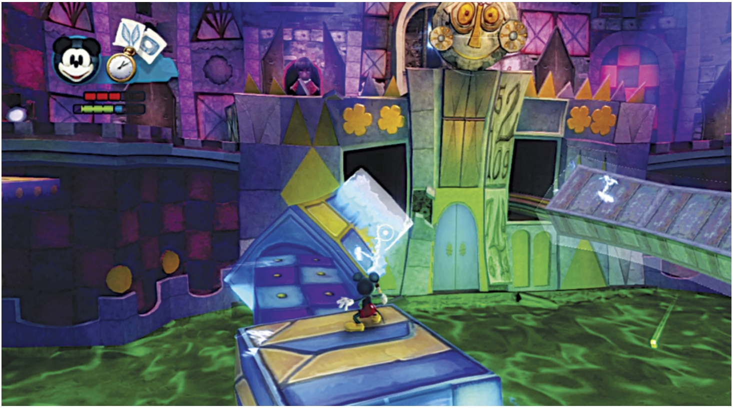
You can also find two hidden Mickeys on the walls in the room with the Gremlin. Plus, you can find a hidden Oswald by thinning out the toon wall above the toy soldier box outside this secret room.



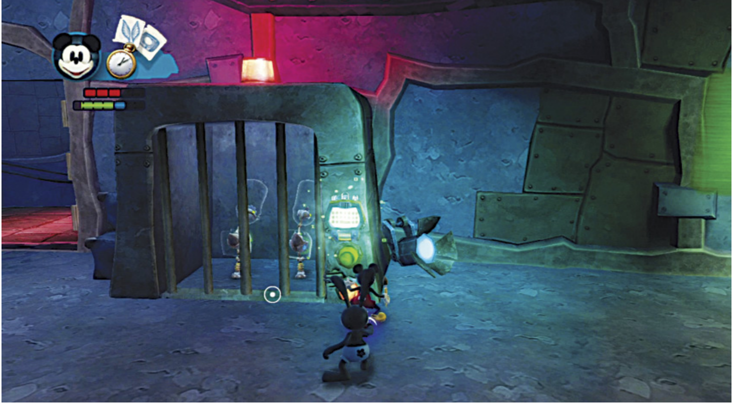
Each of the dioramas has three elements that must be solved by either repairing or disabling it. Whichever method you use for at least two of the three elements determines your path for the diorama. The puzzles for the Clock Diorama are the two malfunctioning arms and the broken clock face above.



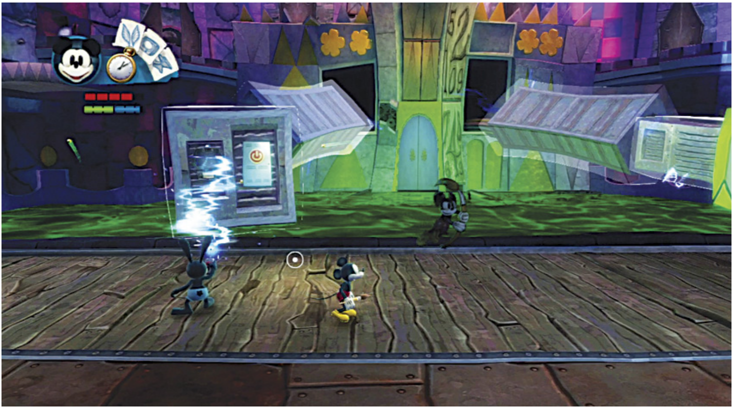
Thin out the cloud floating above the right arm for a hidden silver E-ticket.

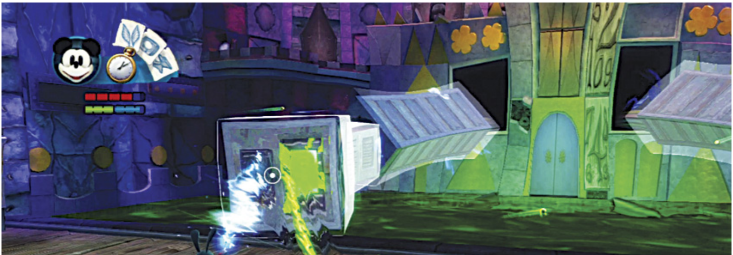


To repair the giant arms, simply paint in the missing portions of toon on the arms.

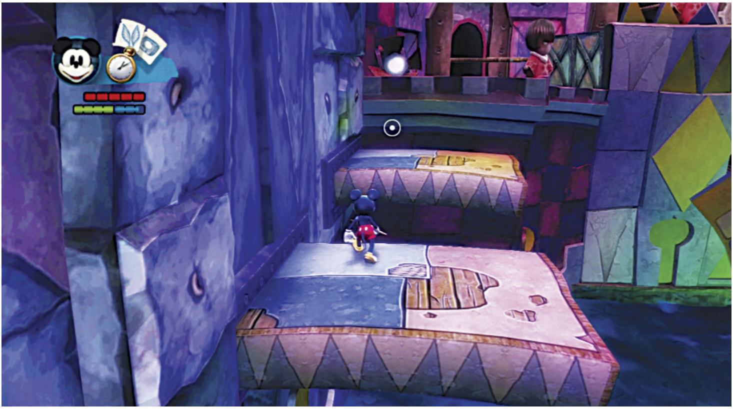


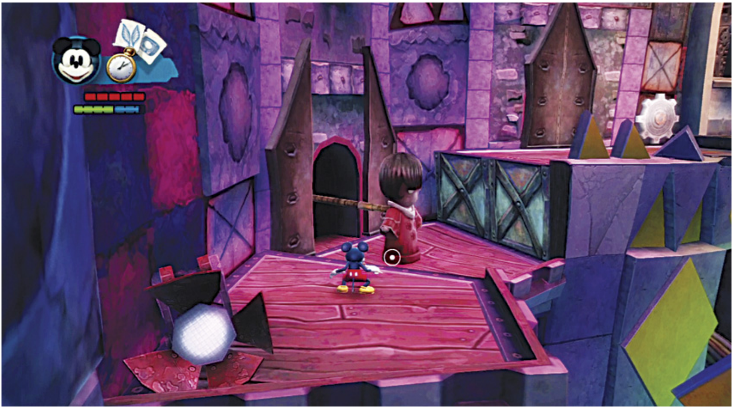
Each room has a cell with Hopper reinforcements that will be released if you try to disable the diorama. If you plan on disabling anything, have Oswald reprogram the cell first so you can dispose of the reinforcements before they come out.



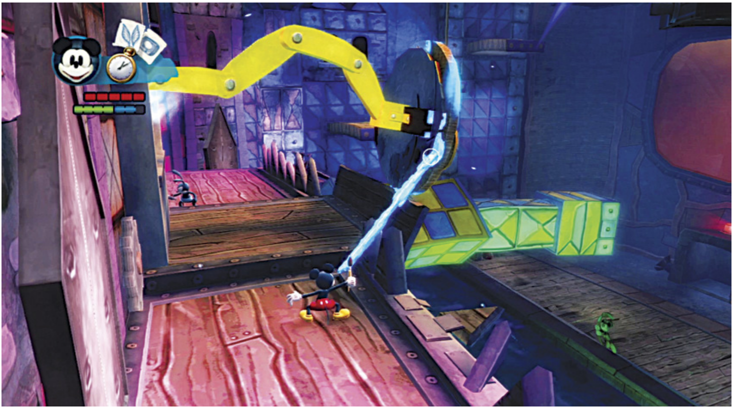


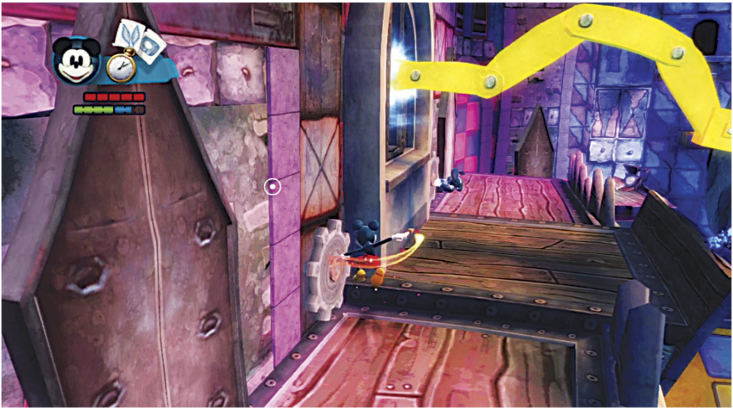
If you want to disable the arms instead, first thin the hands to reveal an electric console. If Oswald shocks the console, he reveals a power box, which allows you to thin it out and disable the arm.

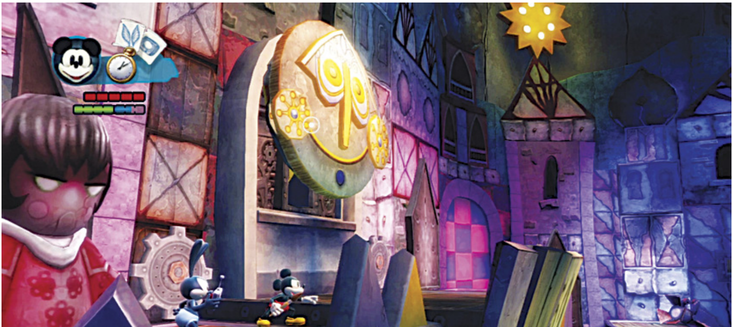




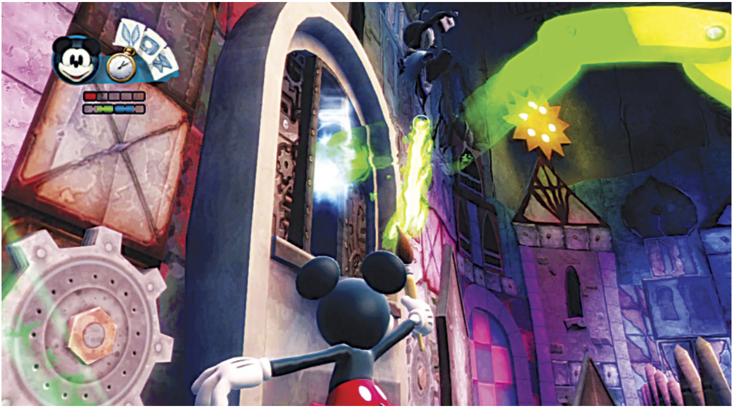
After you have finished with the arms, head over to the left wall and climb on the box with the toy soldier in it. Paint in the first moving platform and then jump up to castle wall. Make your way up to the clock while avoiding the figures that pop out of the walls.



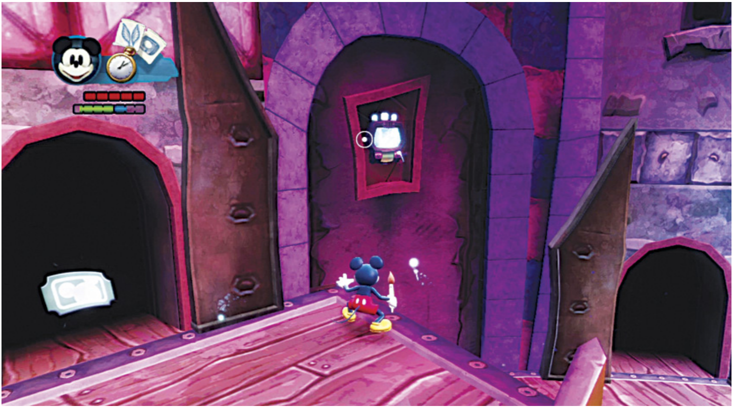


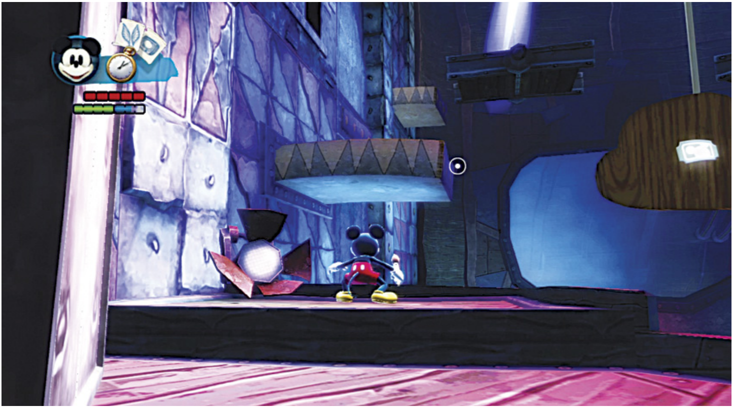


To repair the clock face, Mickey and Oswald need to hit the gears along the wall at the same time, retracting the clock face back to its working position.

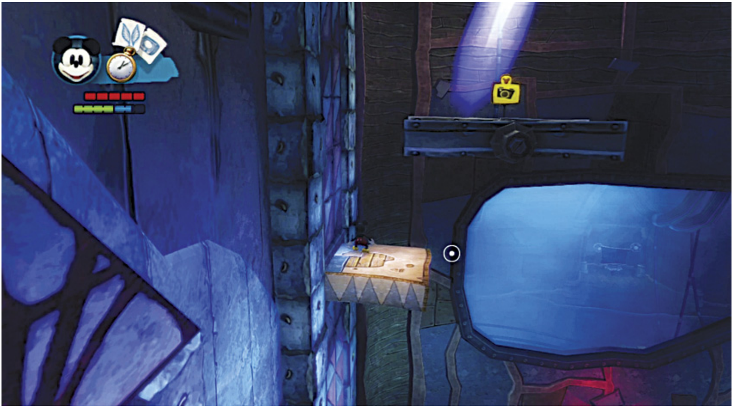


If you want to disable the clock instead, just thin out the metal arm attached to the clock face and it will break off.

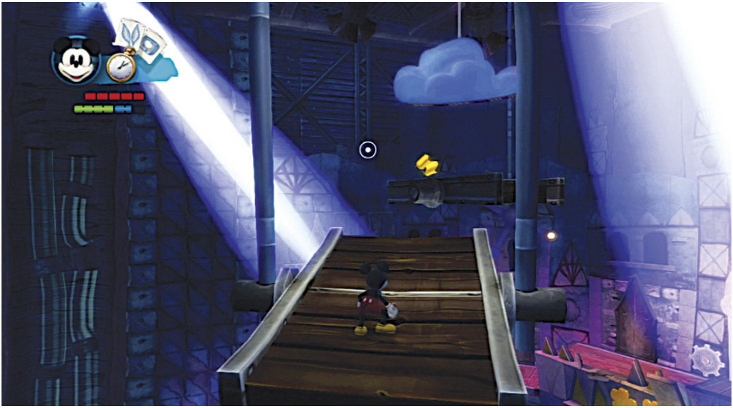




Right after the clock is a thinnable wall on the left that reveals a console. If Oswald operates the console, he opens a panel with a silver E-ticket inside. There is also another silver E-ticket behind a toon cloud to the right of the moving platforms ahead.



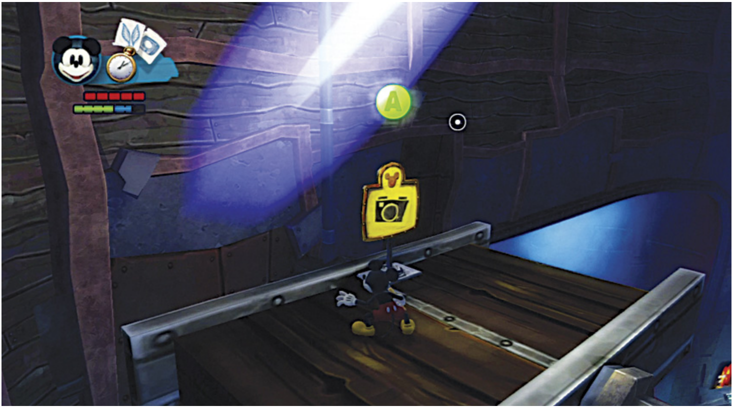
Ascend the moving platforms up to a wooden platform.



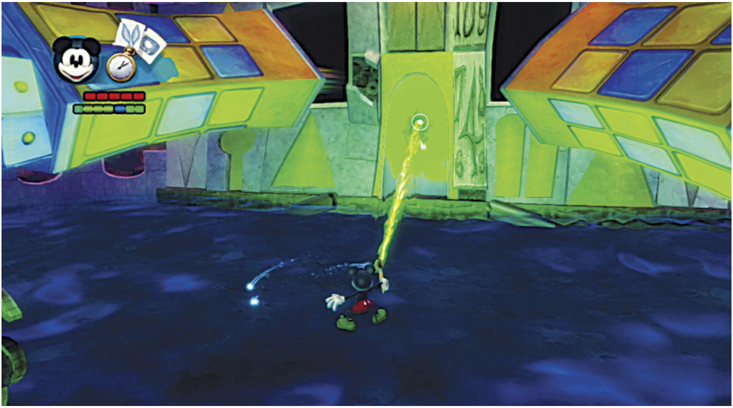
Cross over to a swinging wooden platform. Thin out the toon cloud blocking the next platform, then jump over to collect a silver E-ticket and the golden Cloth.

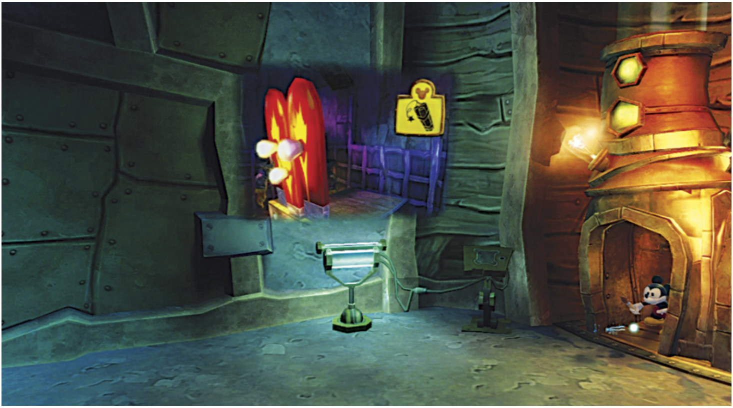
OPTIONAL QUEST

THE ENCYCLOPAEDIA WASTELANDICA

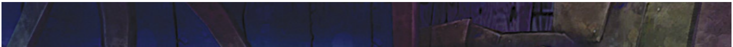


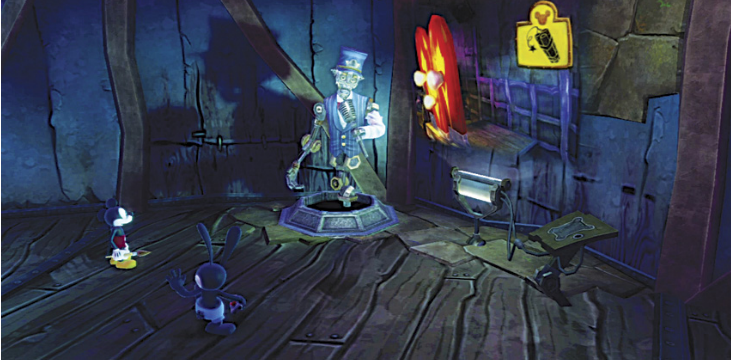
Take a picture of the diorama from the top wooden platform



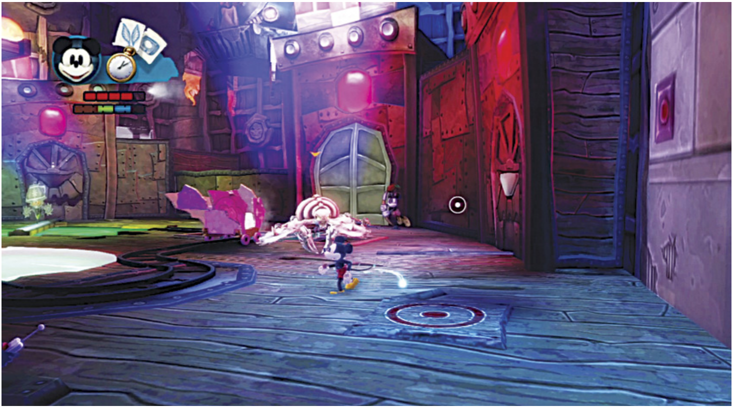


For another silver E-ticket, drop down and thin out the doorway to the castle between the arms. Now that you have fixed the diorama, the Transport Tubes activate and allow you to teleport to the next diorama.

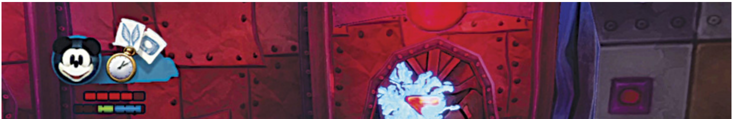


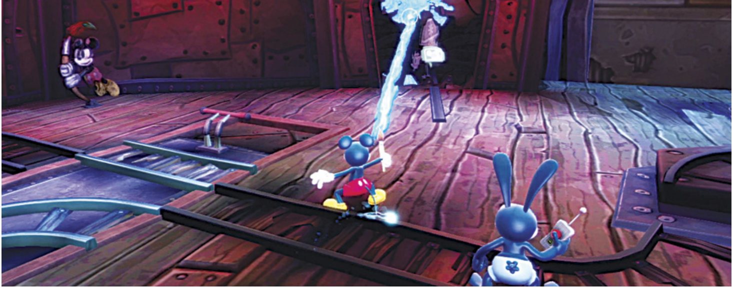


ABE gives you a status report on your progress in between rooms.

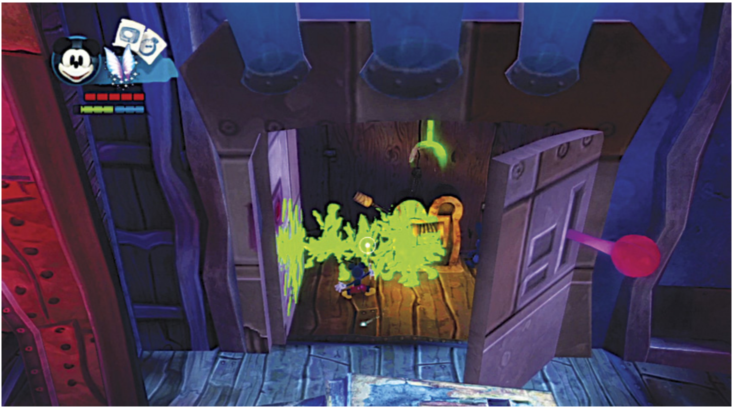


At the start of the Mad Doc's Attic Diorama, you encounter a Spinner in the room. To beat the Spinner, Mickey should thin out the armor shell and hit the Spinner while it rolls on the ground. Oswald can also assist with his Electricity.





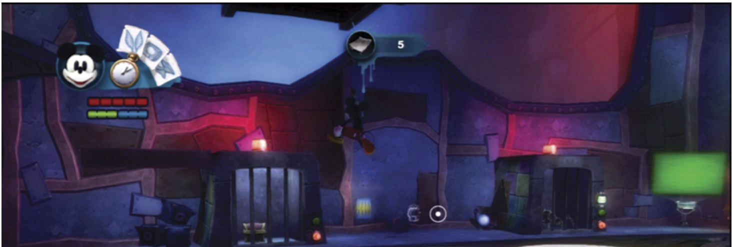
Paint in the metal door to the right of the train track to reveal a silver E-ticket.

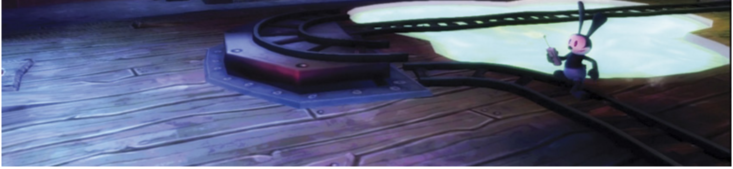


Open the secret room close to the entrance by hitting the large pink lever. Inside, thin the rope holding up the anvil outside to make it drop and provide you a green E-ticket.

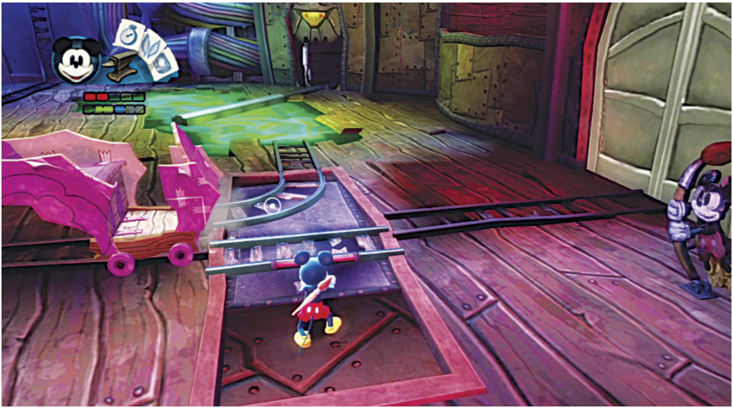
OPTIONAL QUEST

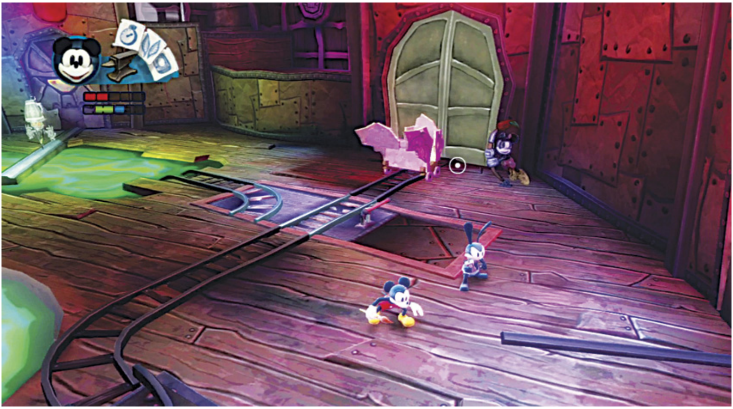
THE BUNNY WRANGLERS (VISIT 2)



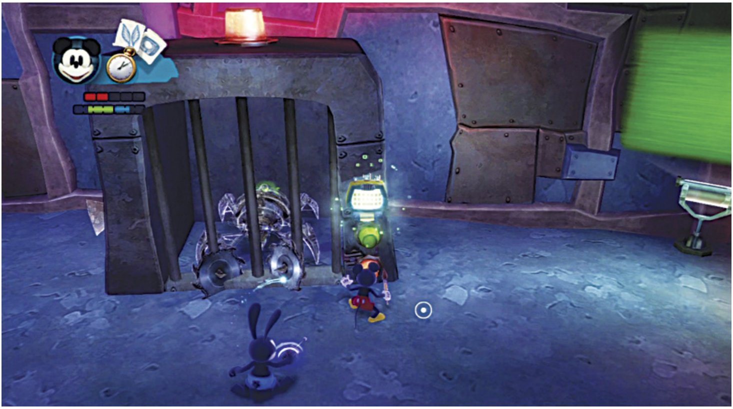


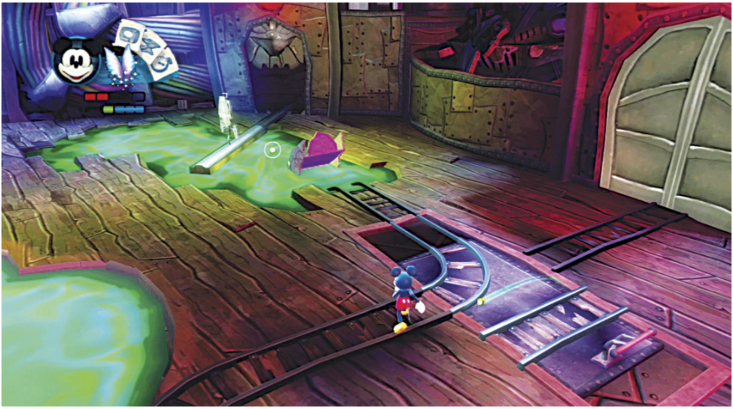
During the second visit to the Train Tunnels, you'll be able to wrangle some bunny children using the pipe in the Mad Doc's Attic Diorama.





You need to first fix the broken track in this diorama. A section of the track has a handle. If you push it forward, the track straightens out to repair the track.



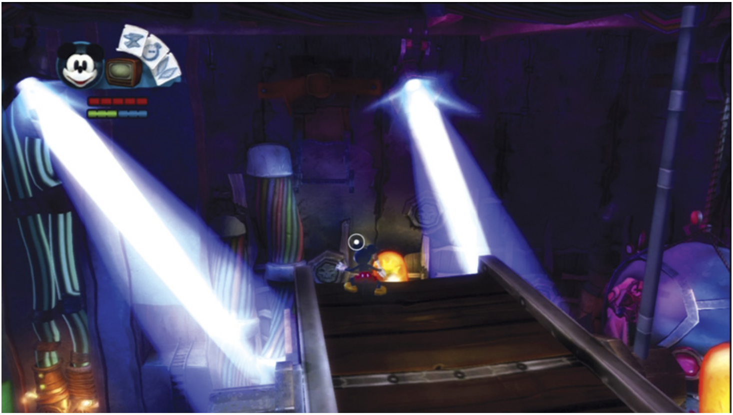


If you choose the disabling path, remember to reprogram the reinforcement cage. Then, to sabotage the cart track, pull the track handle so that the curved track aligns into place. This causes the cart to steer into the Thinner pool.

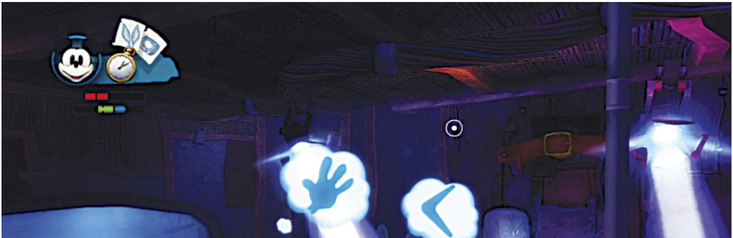
Climb up the platforms to the highest one in the rafters. Along the back wall, look for some wiring attached to a machine carrying the Mad Doc's ship. If you paint the wires, it repairs the mechanism.

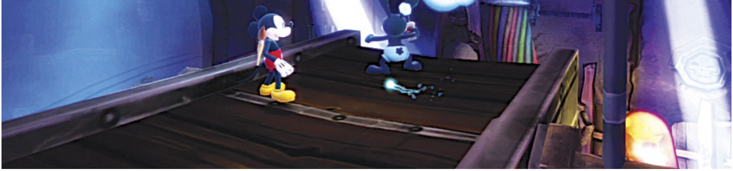
OPTIONAL QUEST

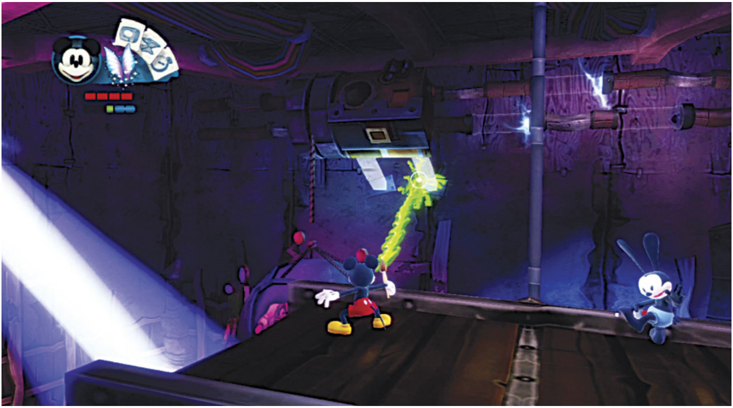
FINDING THE HIDDEN HEROES

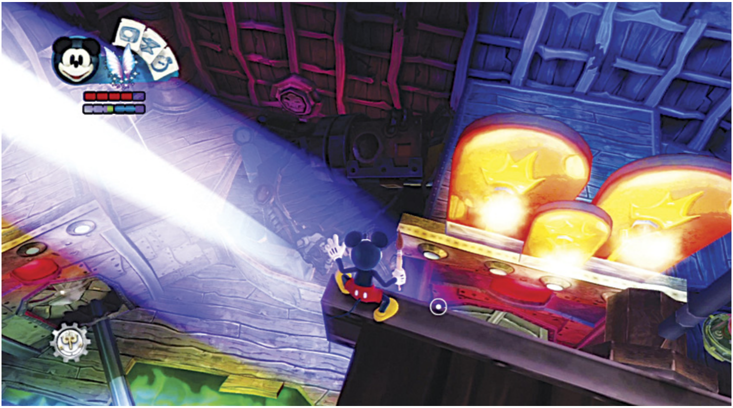


Thin out a red strap along the wall to the left to reveal a hidden Mickey symbol.

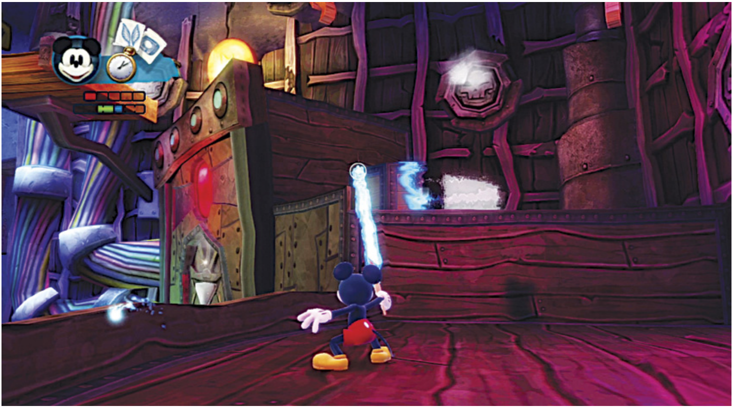








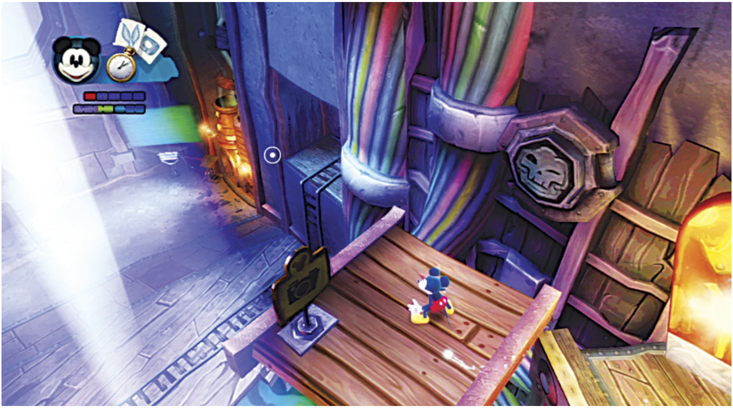
To dismantle the machine instead, have Oswald toss his Boomarmerang at it. This breaks the panel in front, revealing some wooden supports. Thin out the wooden supports and the ship crashes to the ground. Drop down on top of the wreckage.



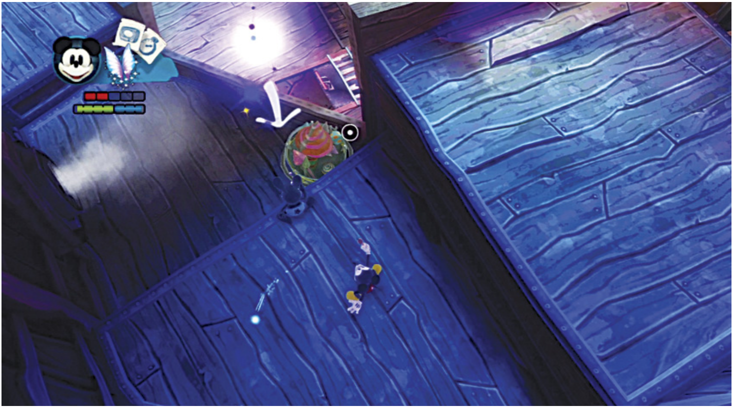
Jump to the platform below the Mad Doc's ship. Paint in the block to boost you to the hanging platform with a Picture Spot on it. Be careful of the air vents, which will blast you to the ground.

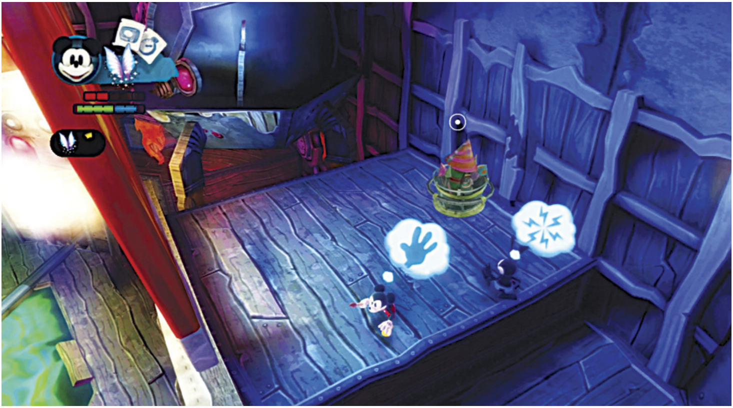
OPTIONAL QUEST

THE ENCYCLOPAEDIA WASTELANDICA



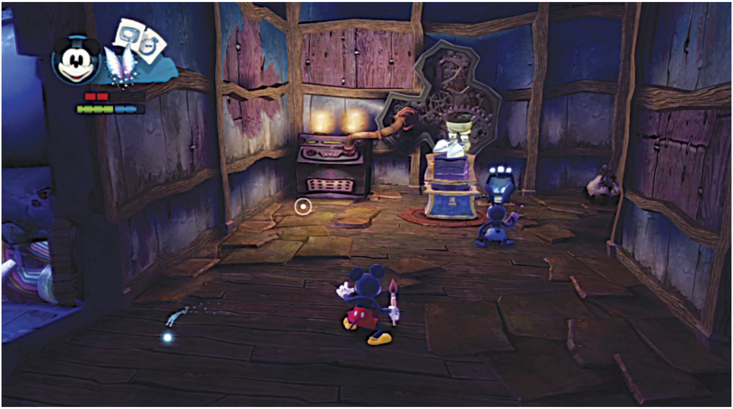
Thin the red strap holding the hatch open above the vent. The hatch will close and you can jump on the hanging platform and take a picture of the Mad Doc's Attic Diorama without worry.



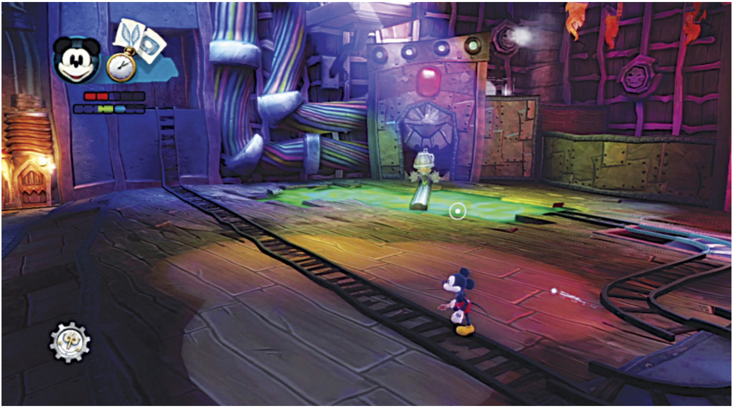


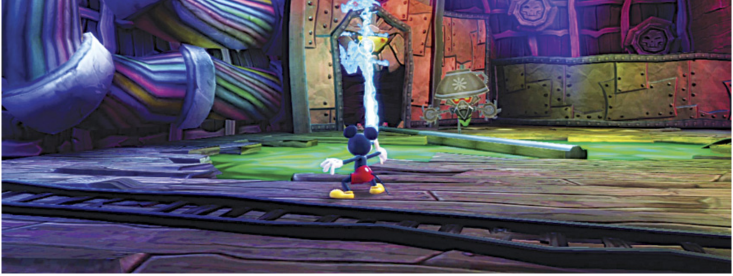
Head back over to the raised platform against the right wall. Use the Fairy Sketch on the set of fireworks to raise them into the air and then push them to the next level. Repeat this process to get the fireworks in the center behind the cardboard sign. Detonate the fireworks along the back wall to reveal a secret room.

Knight Greaves

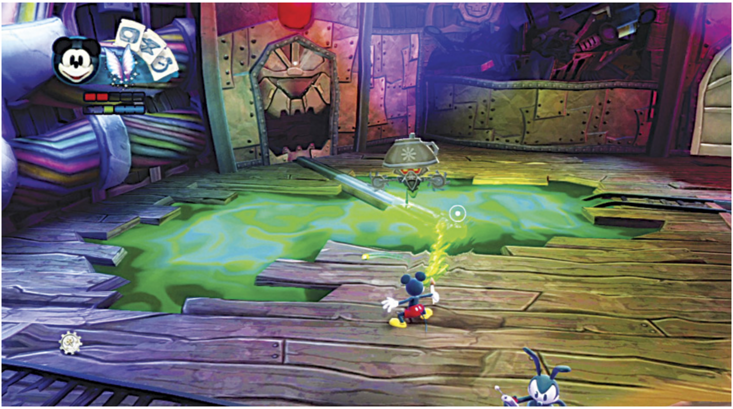


A blue chest rests inside the secret room behind the back center wall. The chest contains the greaves from the Knight Costume.



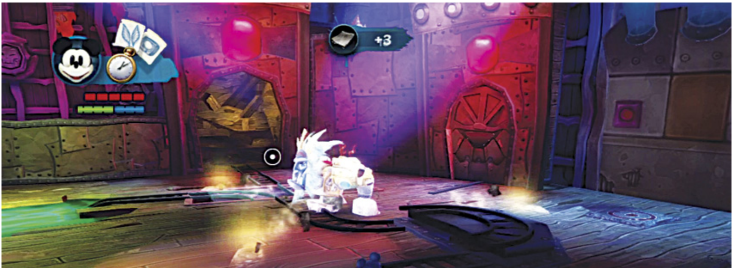


The broken Beetleworx track on the left side of the room is the last problem to fix for this diorama. Paint in the eye of the door to repair it. The door now opens so that the cardboard cutout can move freely along the track.

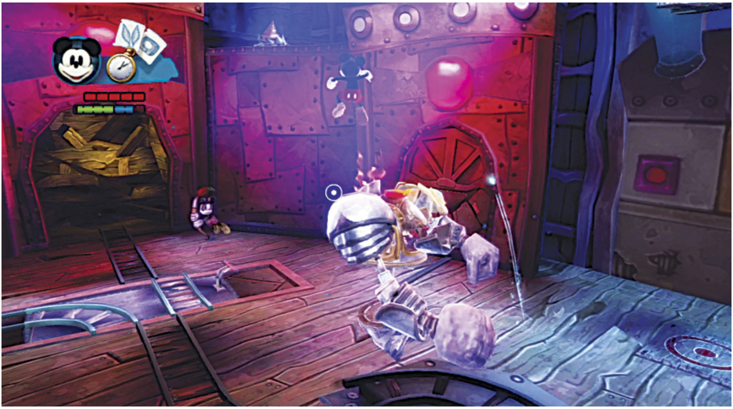


If you want to disable this mechanism instead, just thin out the rail and the cutout falls into the Thinner pool.

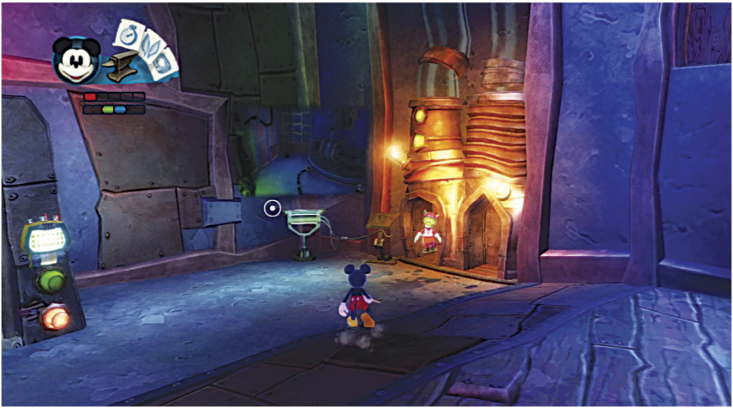
Blotworx Shocker



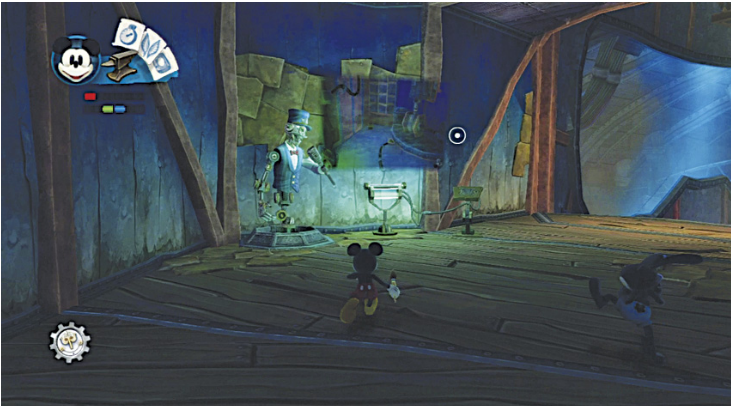
Don't give a Blotworx Shocker the opportunity to do a number on you. To defeat the Shocker, you must first perform a jump near its head in order to break off the mask, which reveals a large red button. However, you cannot jump on this button until the flame jets in its head go out. Wait for the thing to do a stomping attack, and then jump on the button when its stunned in order to spray Paint or Thinner at the Spatter pilot



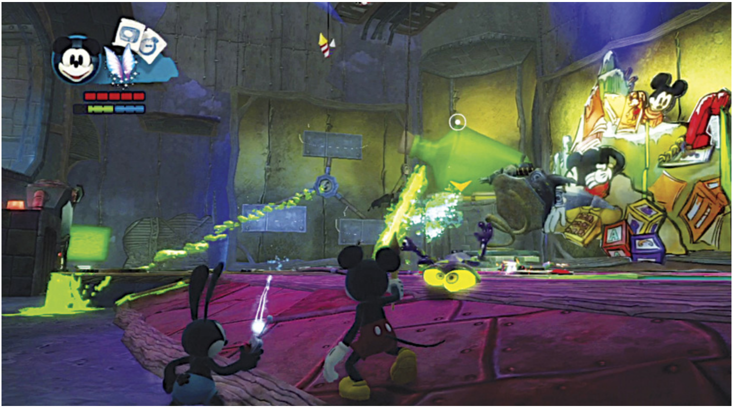
Once you have repaired or disabled the diorama, a Blotworx Shocker appears from a gate in the back. Knock off its mask and then hit the button. If you're quick enough, you can douse the Spatter pilot with enough Paint or Thinner to win the battle.



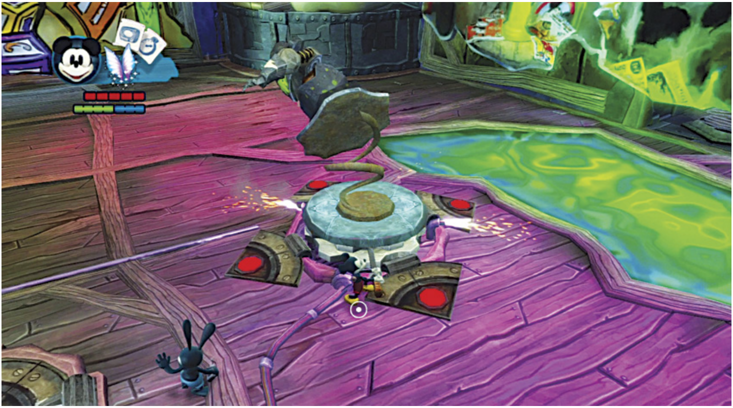
After the Shocker has been defeated, you can use the Transport Tubes to reach the final diorama.

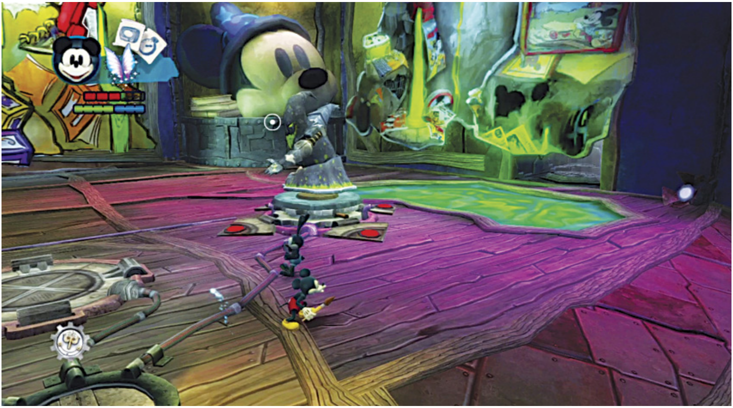


Before you begin the Blot Diorama, ABE gives you an update based on how you performed in the first two dioramas. If you used the same method in the first two dioramas (Paint or Thinner), then your ending is already determined. If you used different methods on the first two dioramas, you can decide the outcome of the Train Tunnels based on whether you rely on Paint or Thinner in this final diorama.

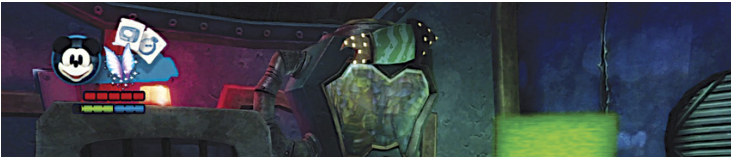


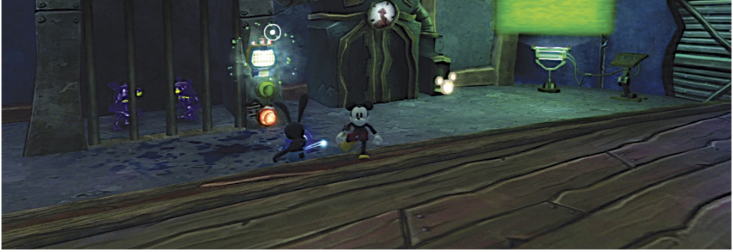
A horde of Spatters challenges you as the final set of enemies. Deal with them with Paint or Thinner; it won't affect how the rest of the room plays out.



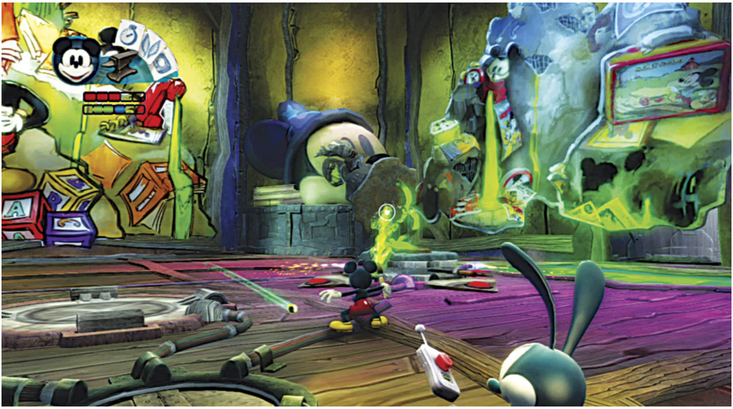


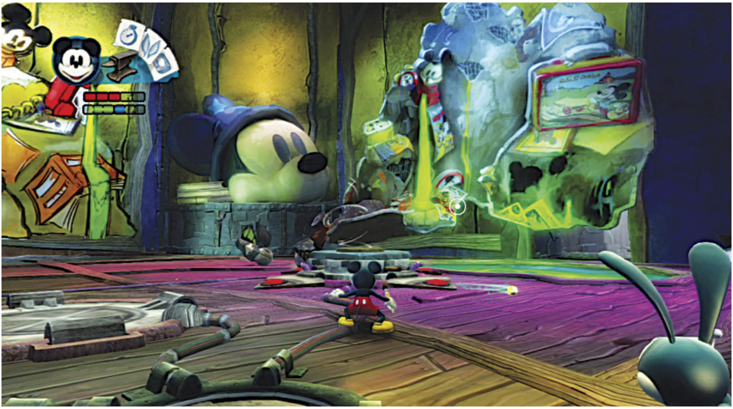
The first thing in need of repair here is the prop version of the Shadow Blot. Grab the handle at the base and rewind the coil. Watch out for the sparks that shoot out as you wind, or they will knock you back.



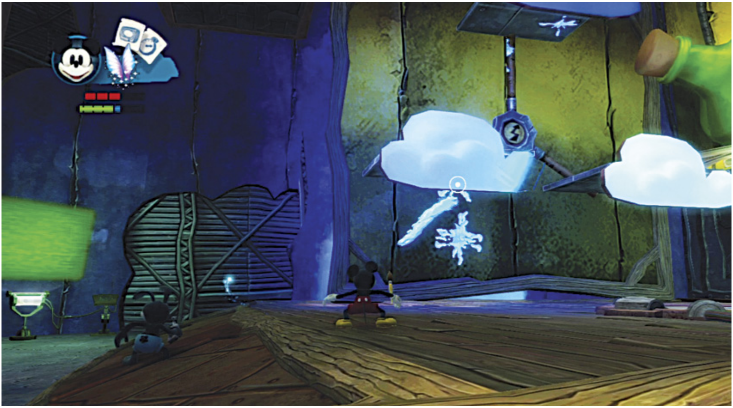


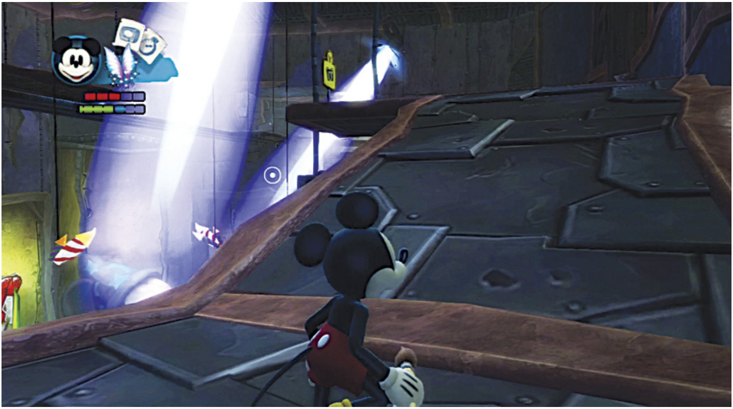
If you plan on disabling the diorama, remember to reprogram the cage near the fireworks dispenser.



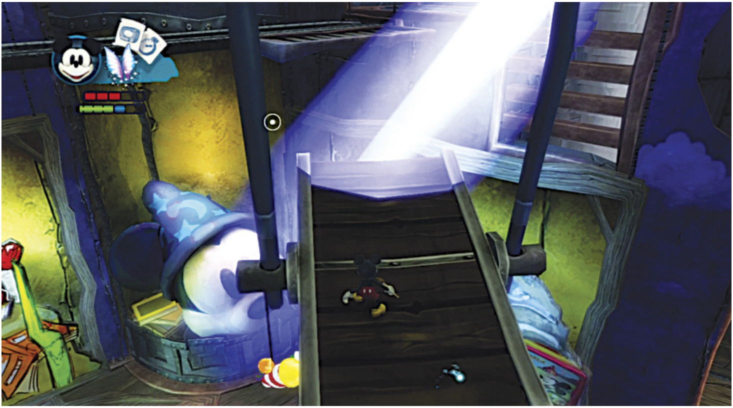


Destroying the Shadow Blot is a simple task. Aim your Thinner at the spring coil and the prop falls apart.

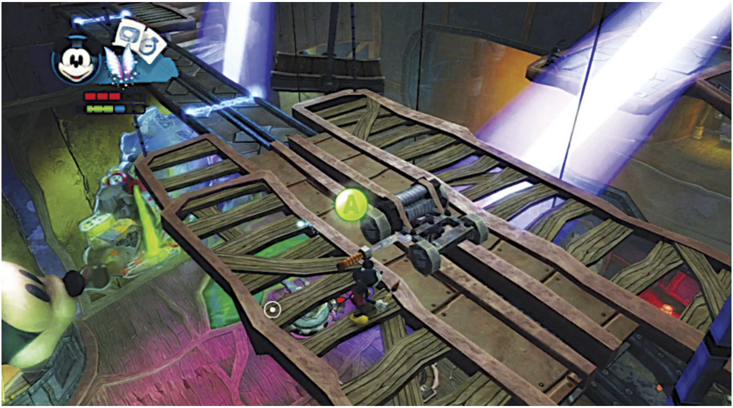




The “flying” prop version of the Shadow Blot must be repaired next. To do that, you have to get to the track all the way at the top of the room. Paint in the clouds on the left wall to create a set of spinning platforms. Use the wheel of platforms to reach a catwalk across the front of the room.

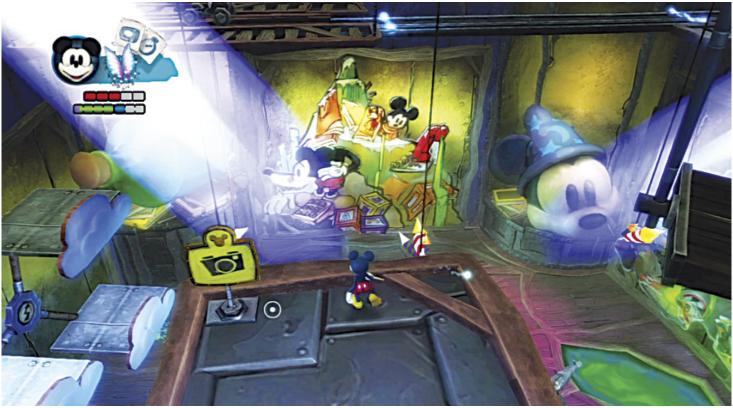


From the Picture Spot, hop over to the swinging platform and then up to raised railway. Travel along the rail until you get to the cart at the end. If you want to repair the floating Blotling, push the cart along the powered track.

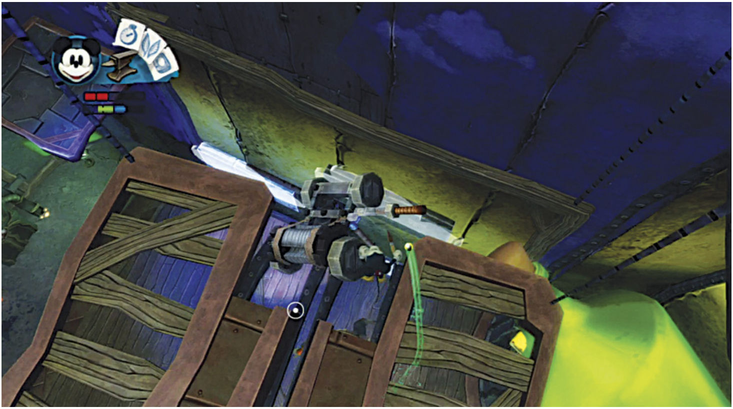


OPTIONAL QUEST

THE ENCYCLOPAEDIA WASTELANDICA

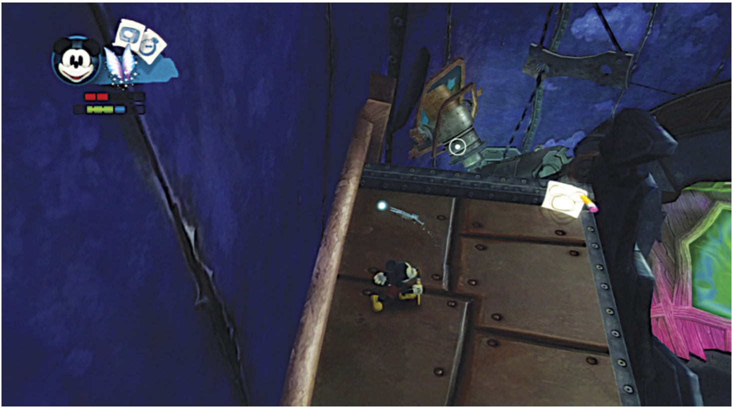


When you get on the catwalk, stop at the Picture Spot to snap a photo of the Blot Diorama.

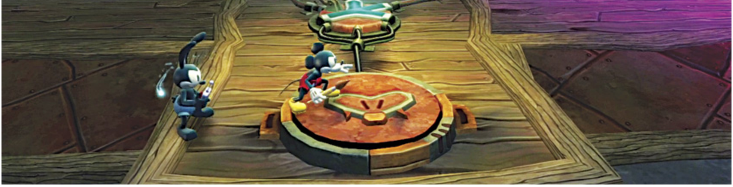


To disable the floating Blotling instead, push the cart off the end of the track to break it.

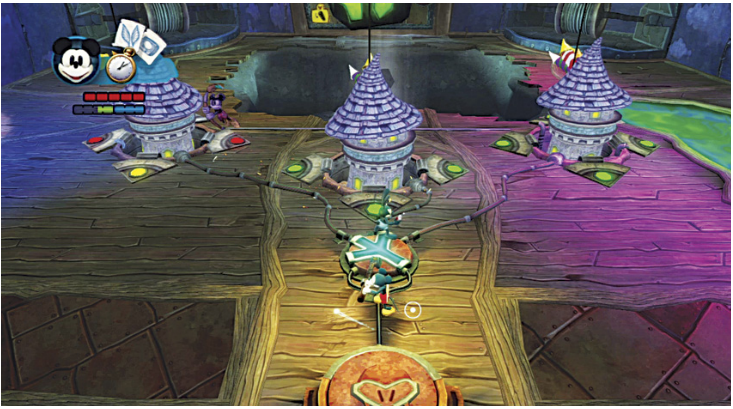
Concept Art 36

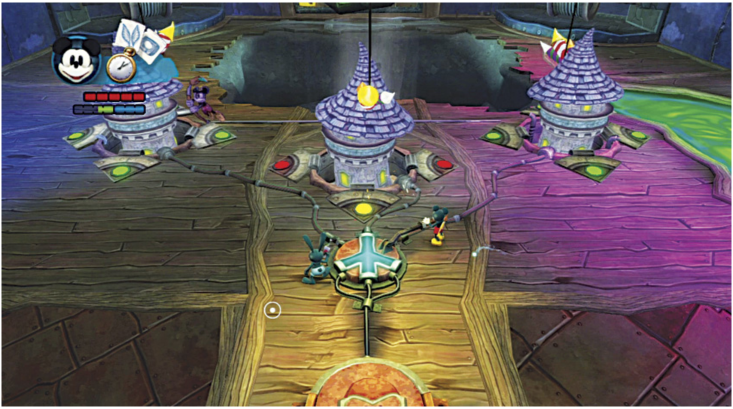


Jump from the track to the top of the new Storm Blot display below. You will find a piece of concept art on top of it.



Jump back to the ground floor and check out the new firework towers. To finish repairing the diorama, you must align all the firework towers to point at the Storm Blot. There is a chicken-foot-shaped spinner that determines which towers get power when you press the giant button. Each signal sent to the towers causes them to spin.

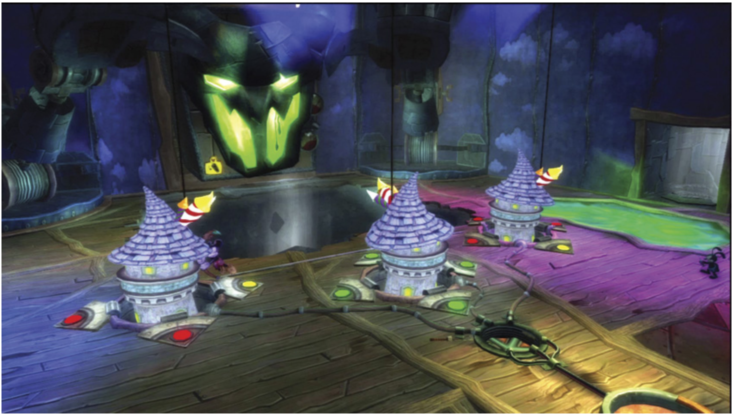




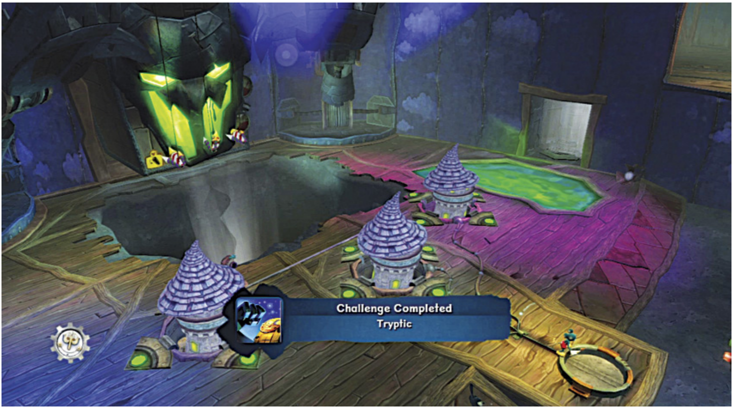
Make sure the right tower gets the signal and press the button until that tower is in place (all green lights on the floor). Next turn the splitter so that the center and left tower get the signal. Press the button until the left tower is set. Finally, change the splitter to signal only the center tower and hit the button to finish the repairs.

OPTIONAL QUEST

FINDING THE HIDDEN HEROES



Once you repair the diorama, you can stand on the platform in the right corner (the Storm Blot's left arm) to be spun into a secret room with a hidden Mickey symbol.

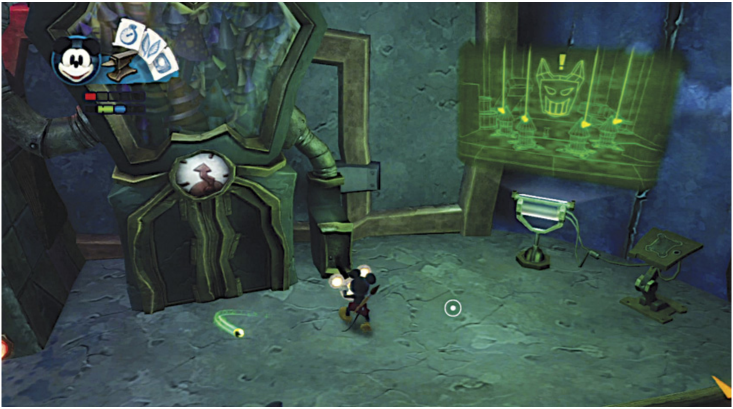


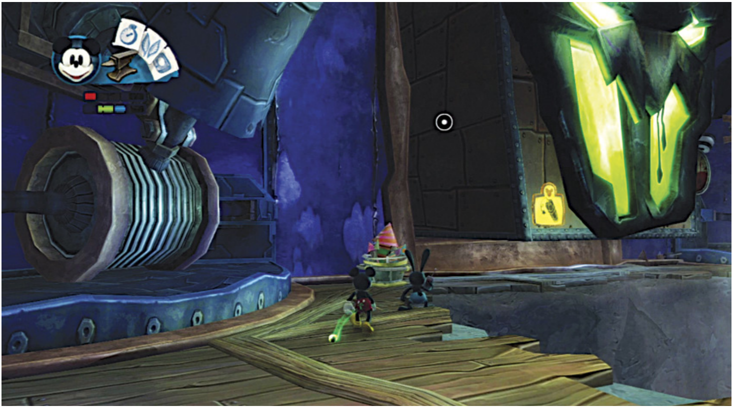
You will complete the Tryptic challenge after repairing all three dioramas in the Train Tunnels.

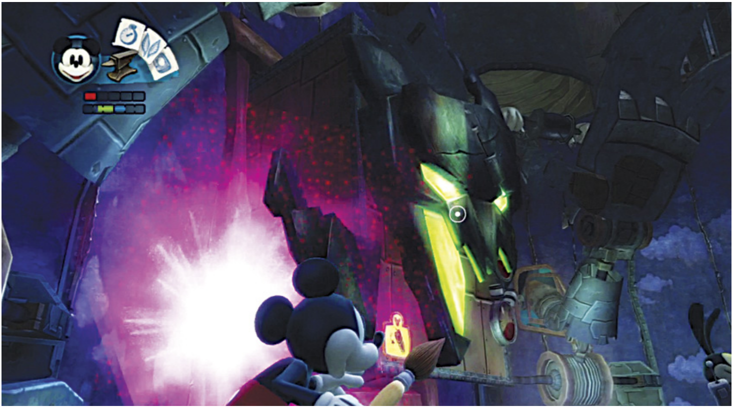
Tryptic

Playstation 3 Trophy: Bronze

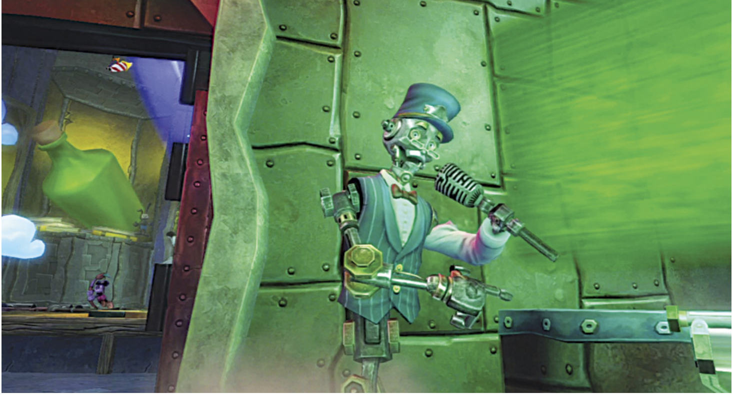
Xbox 360 Gamer Points: 20



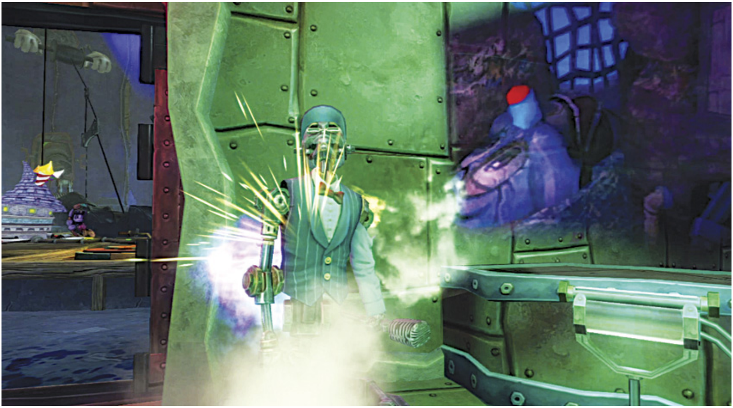




If you want to destroy the Storm Blot instead of repairing it, you first need some fireworks. Retrieve some from the dispenser near the front wall and drag the fireworks over to the wall near the lower corner of the Storm Blot. Detonate the fireworks and watch the Storm Blot explode.

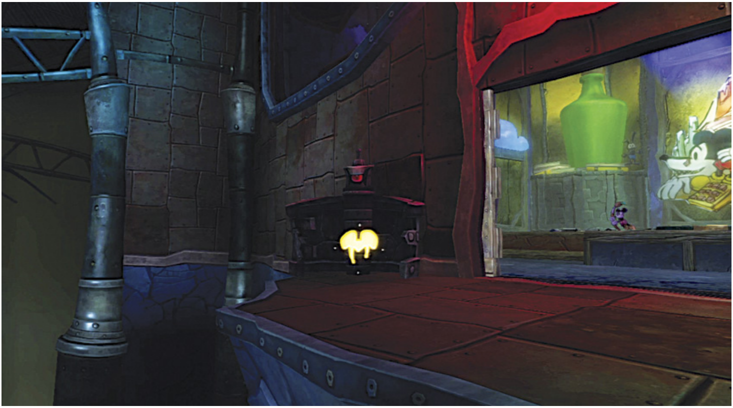


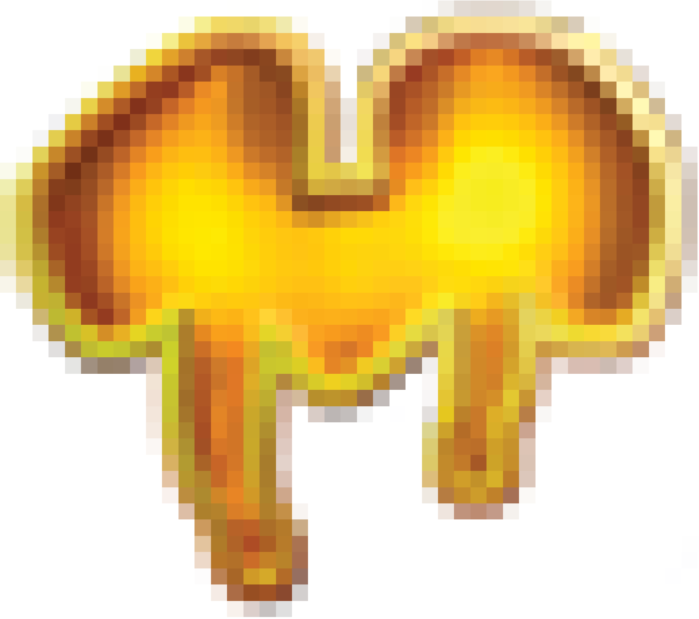
Once you have repaired the last diorama, the final door opens and ABE is waiting to thank you for restoring all the dioramas.



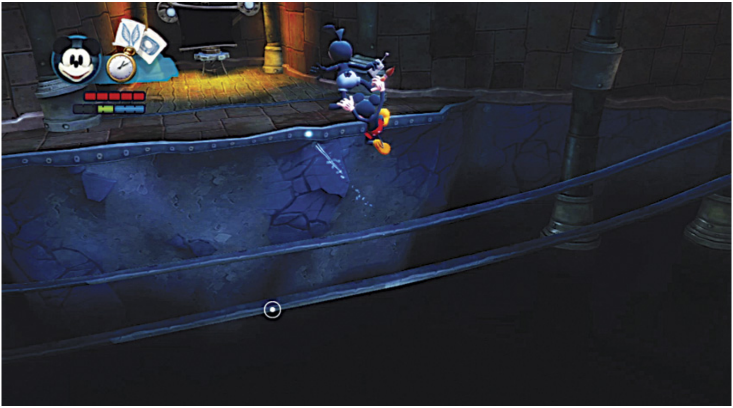
If you disabled the dioramas instead, ABE will be broken beyond repair and you won't receive the Gold Pin reward. However, you will have access to the Steamboat Willie Pants in a secret area near the end of the Floatyard instead.

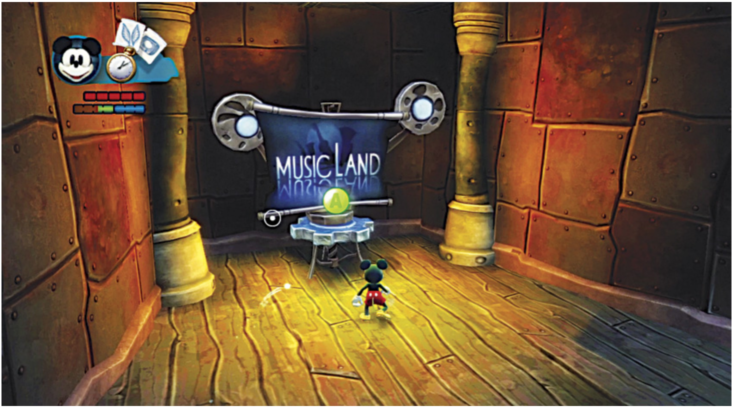
Gold Pin



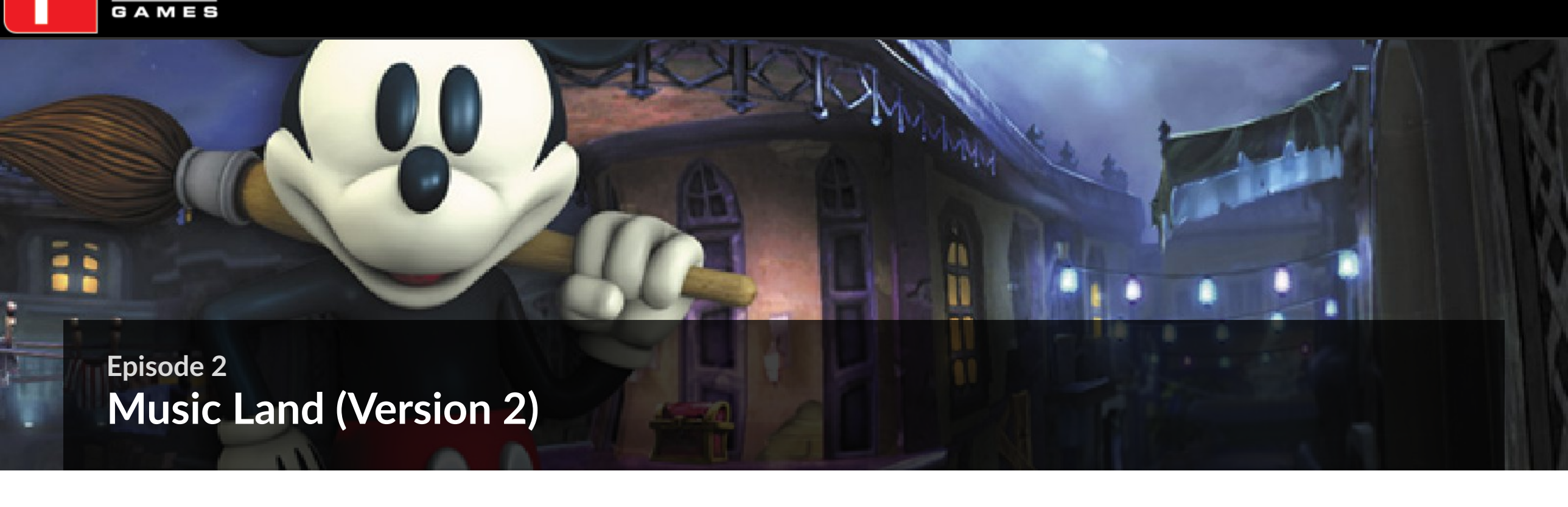


As a reward for repairing the dioramas, a container slides open with a Gold Pin.





After you are finished, there is one last obstacle to overcome. A large chasm lies between you and the projector. Team up with Oswald to glide across the chasm and reach the second Music Land projector.



Episode 2

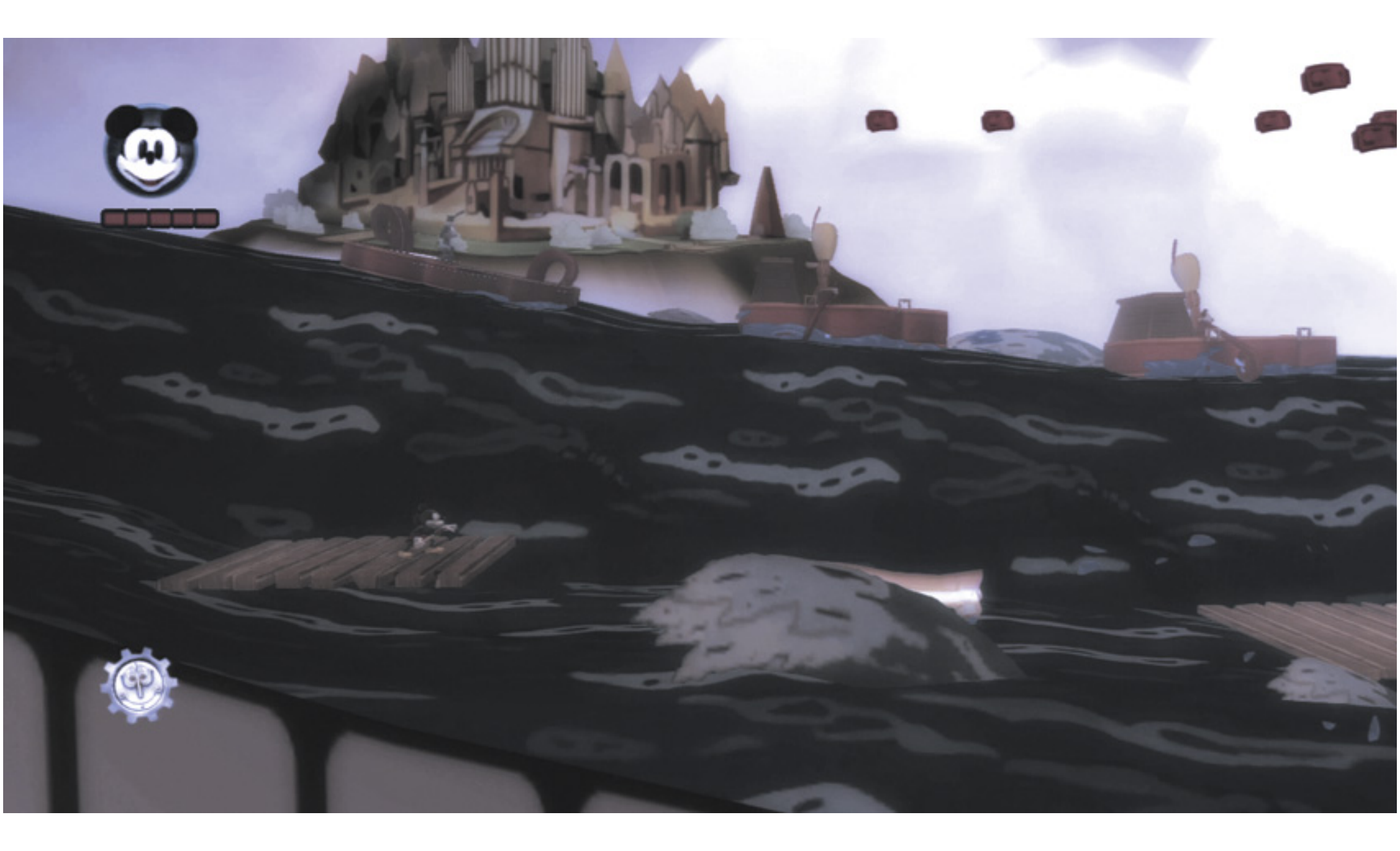
Music Land (Version 2)

LEVEL BREAKDOWN

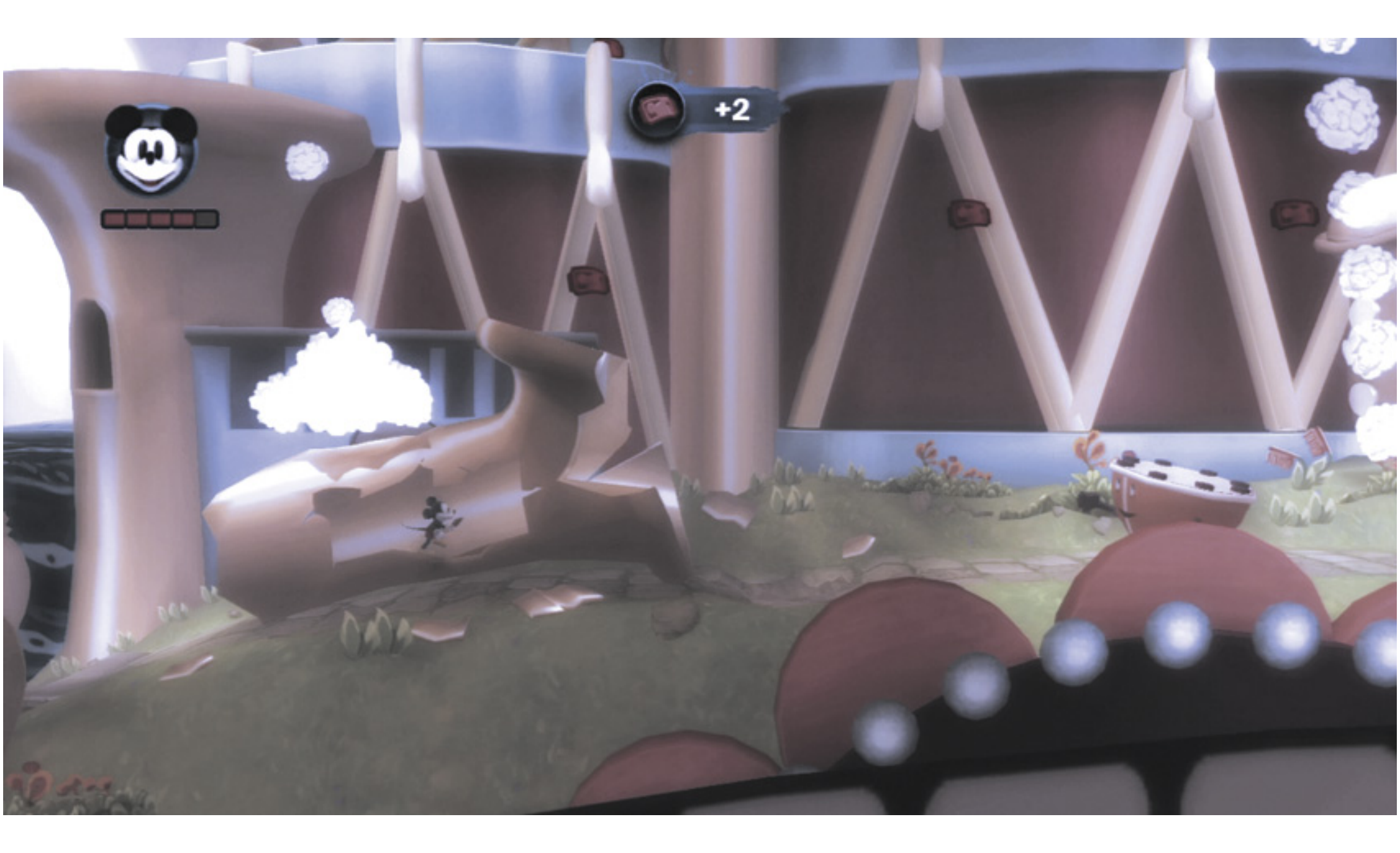
Collectibles

- Film Reel
- Golden E-ticket (x2)
- Gold Pin

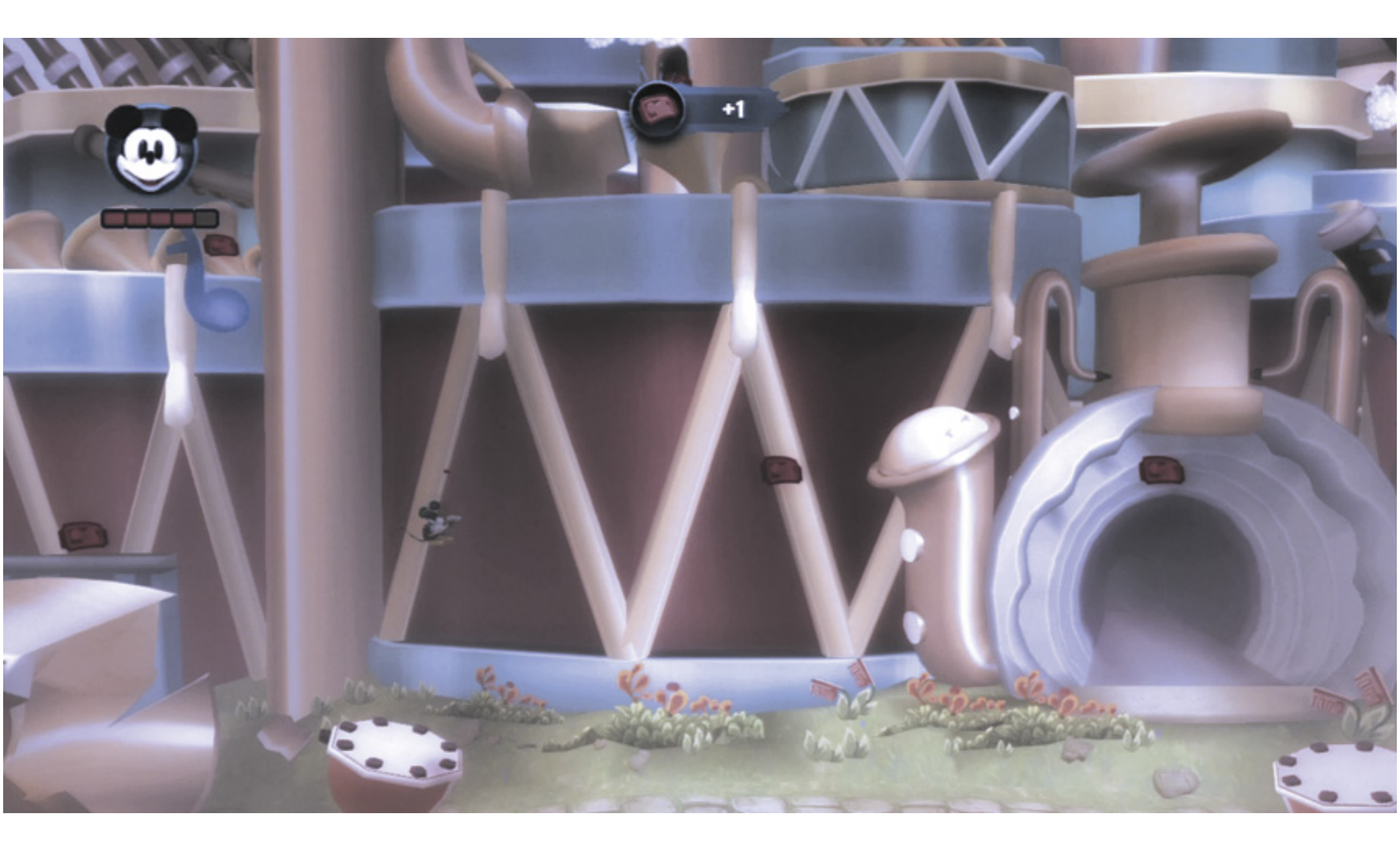
Note: Music Land (Version 2) allows you to travel between Train Tunnels and Fort Wasteland.



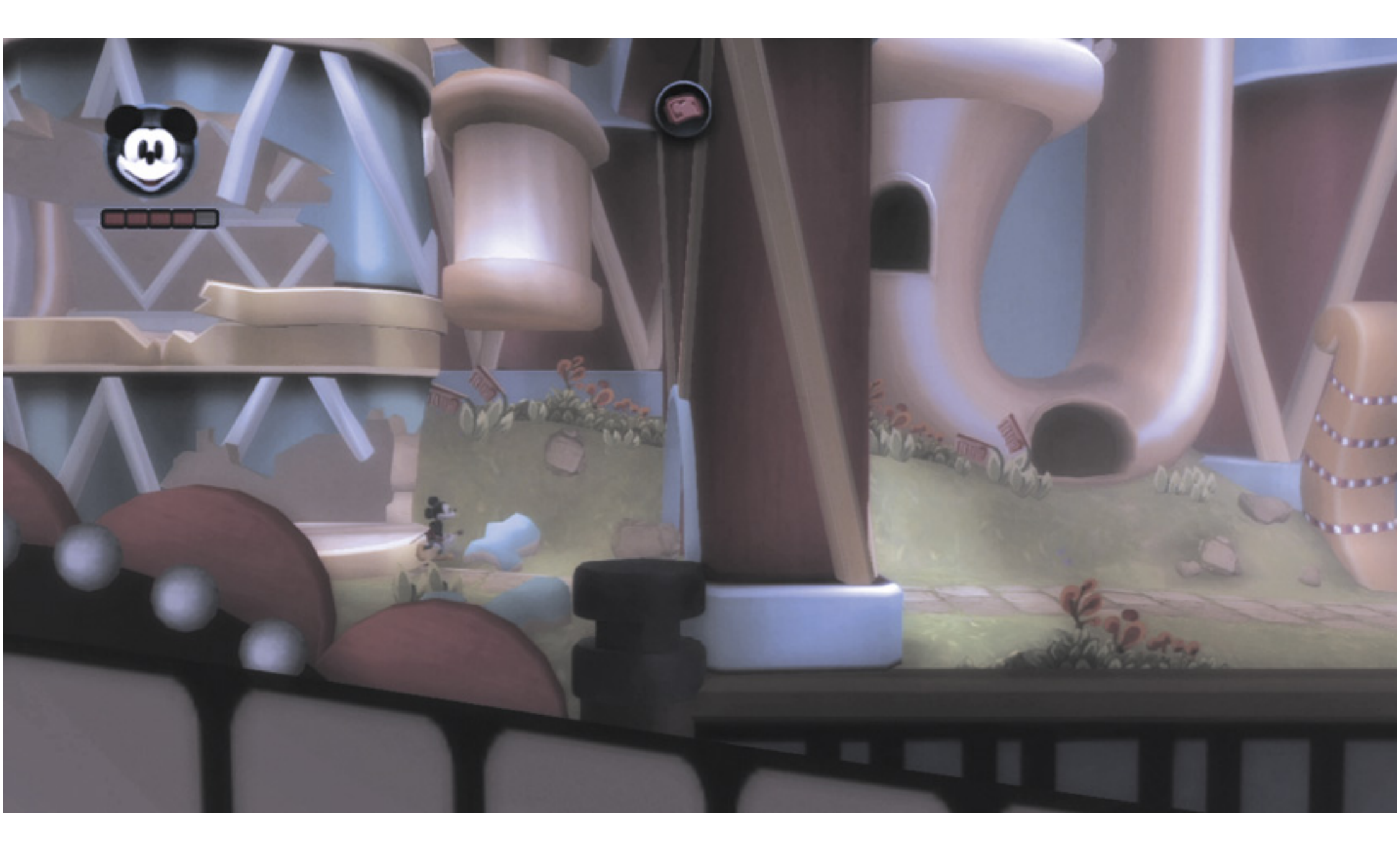
The lower path for this projector is quite short and all the items can be acquired on the upper path, so skip ahead if you just want the items. You start on a raft and have to jump across various floating objects. One raft has a waterspout under it that can push you high enough to reach some E-tickets.



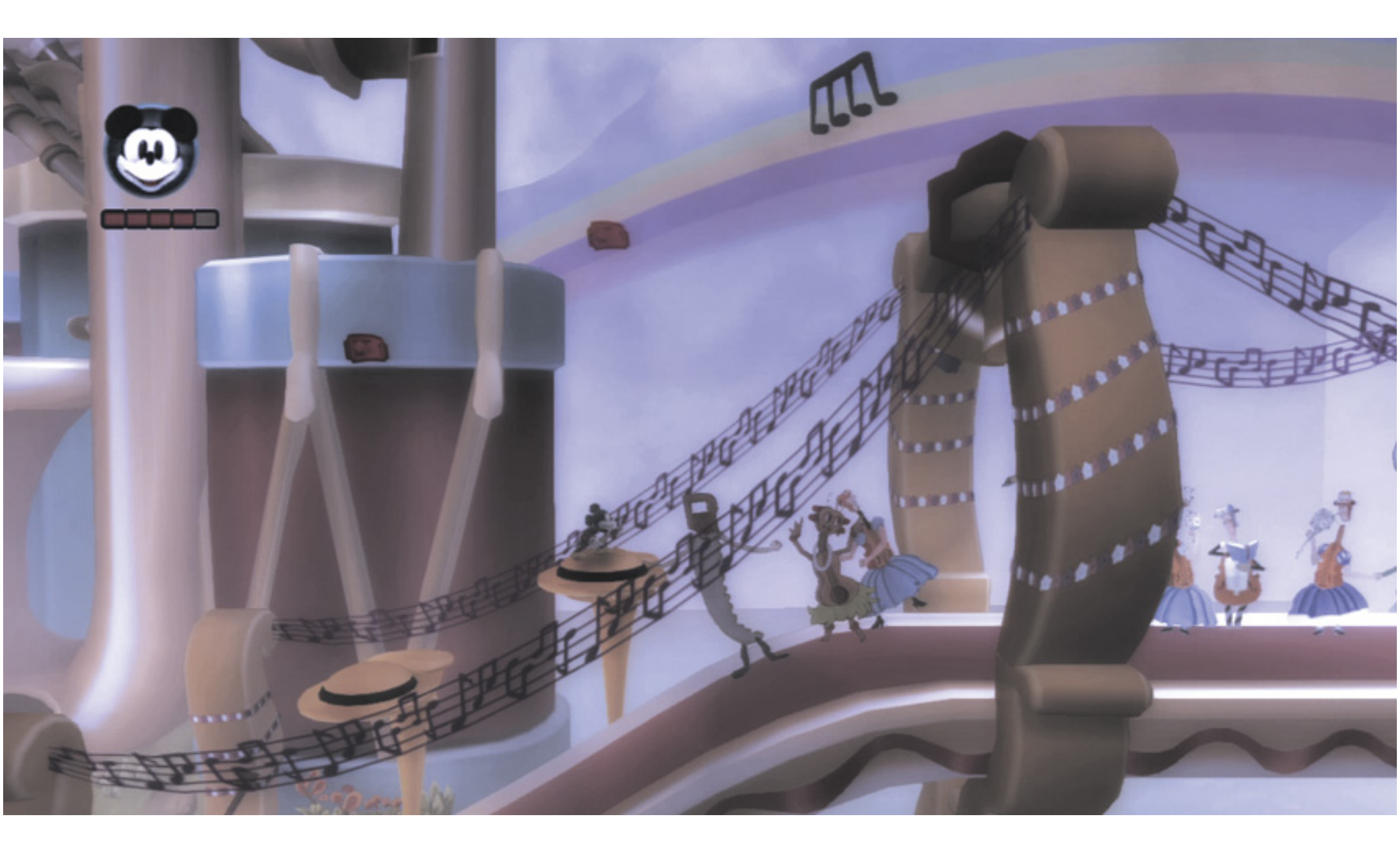
After you reach the shore, pass inside the broken horn to avoid a bomb.



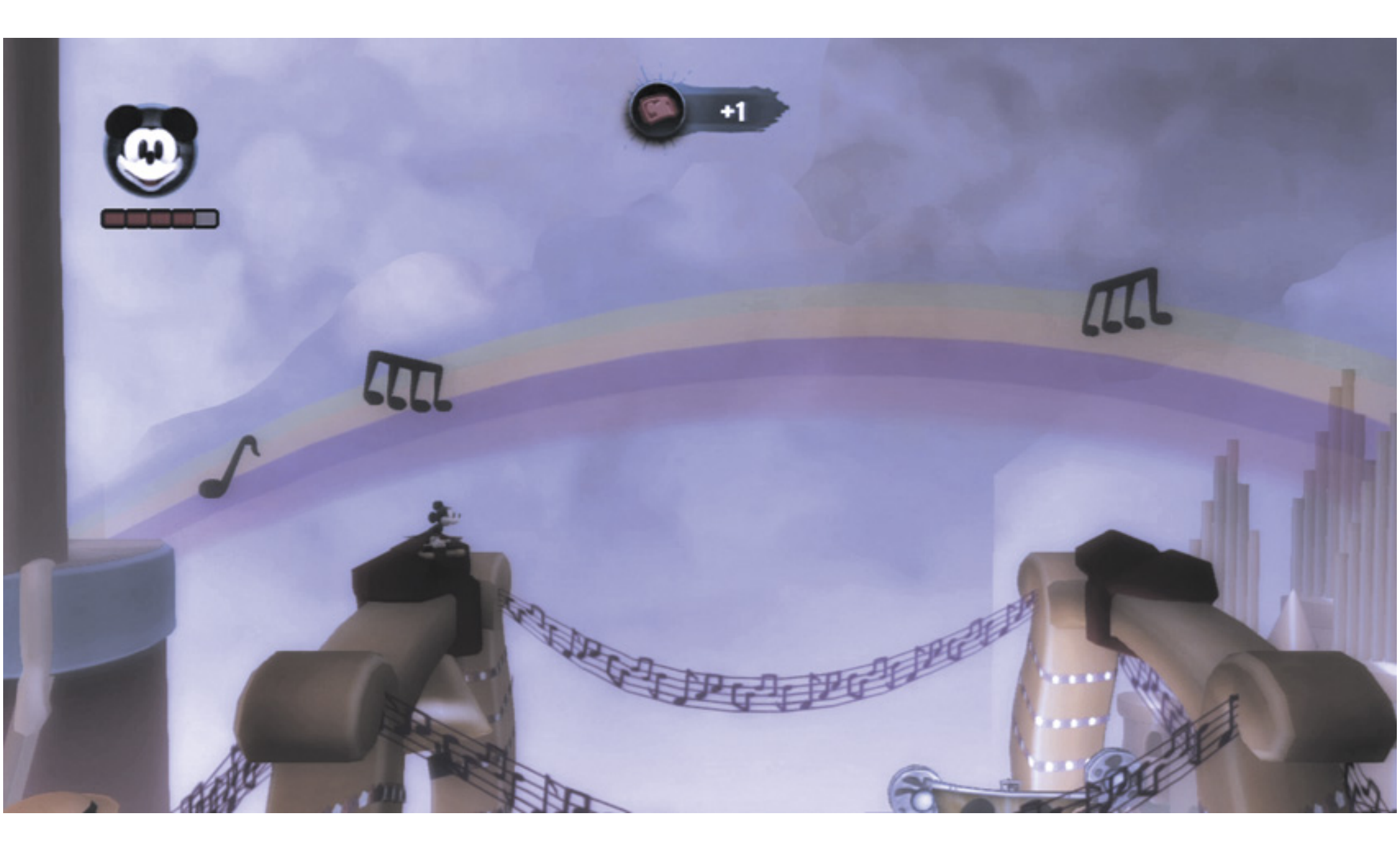
Next, you encounter a pair of walking drums that are fairly easy to avoid. If you jump on top of them you can bounce higher to reach some extra E-tickets.



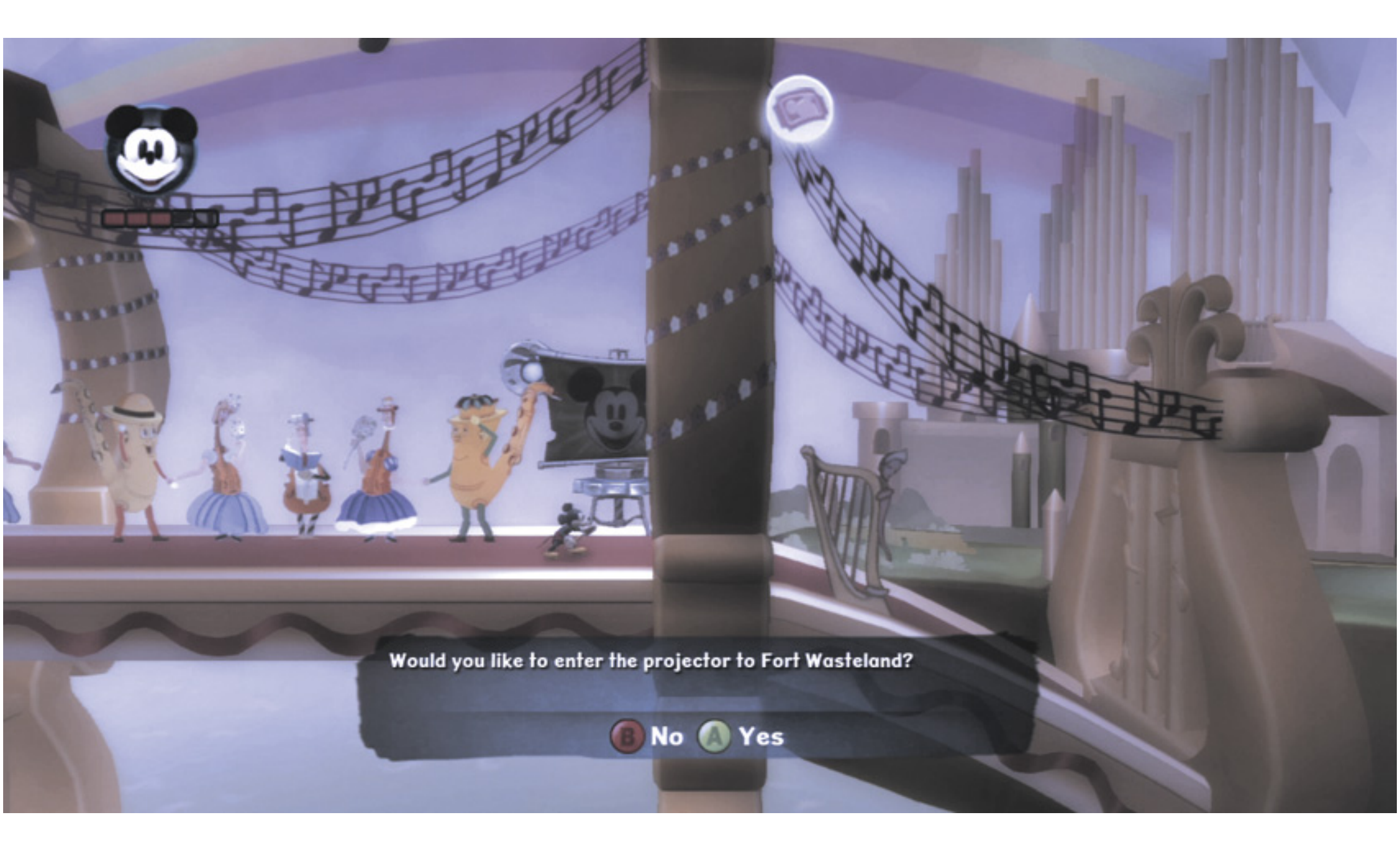
Once you pass the walking drums, there is a large drum that has been blasted apart. You can walk inside the drum and fall down to a lower level with a door to pass through the wall.



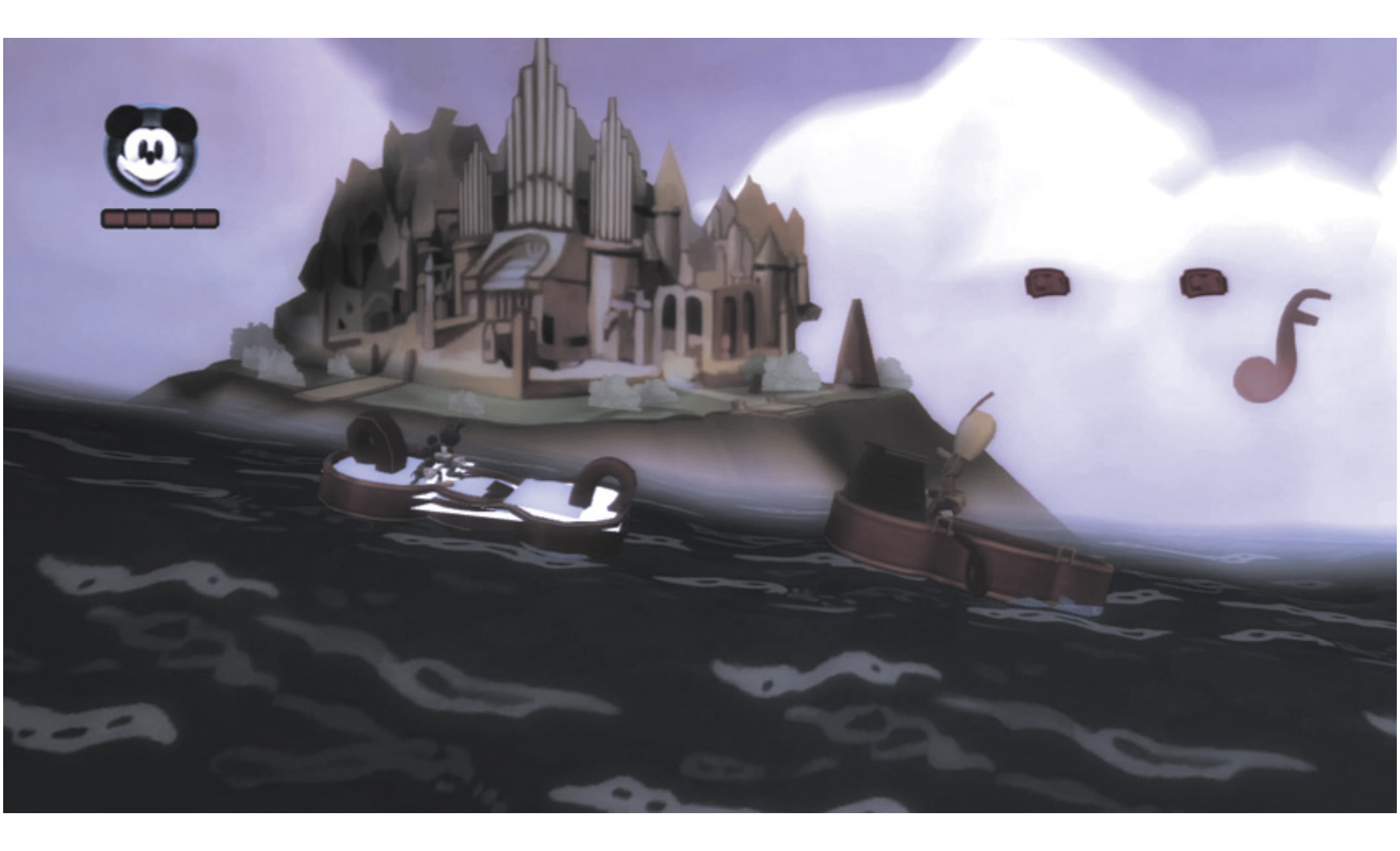
Near the end of the level is a parade of celebrating instruments. On the ramp leading up to the projector is a pair of horns tossing hats into the air. There is a bell here that is hanging from the archway. Use the Spin Attack to smack the bell and make some E-tickets appear.



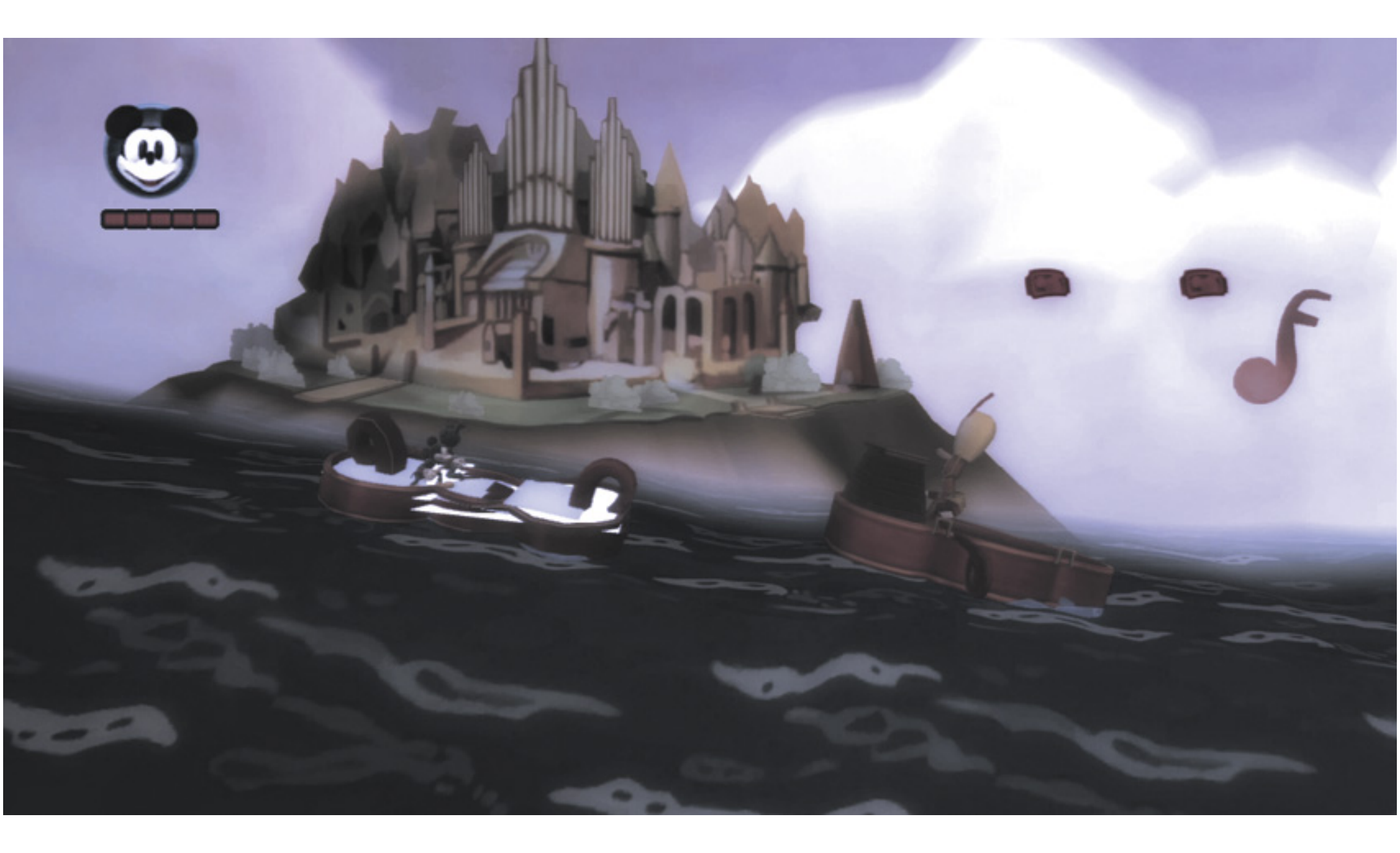
If you are wearing the Steamboat Willie Costume, there is a Gold Pin on top of the golden arch.

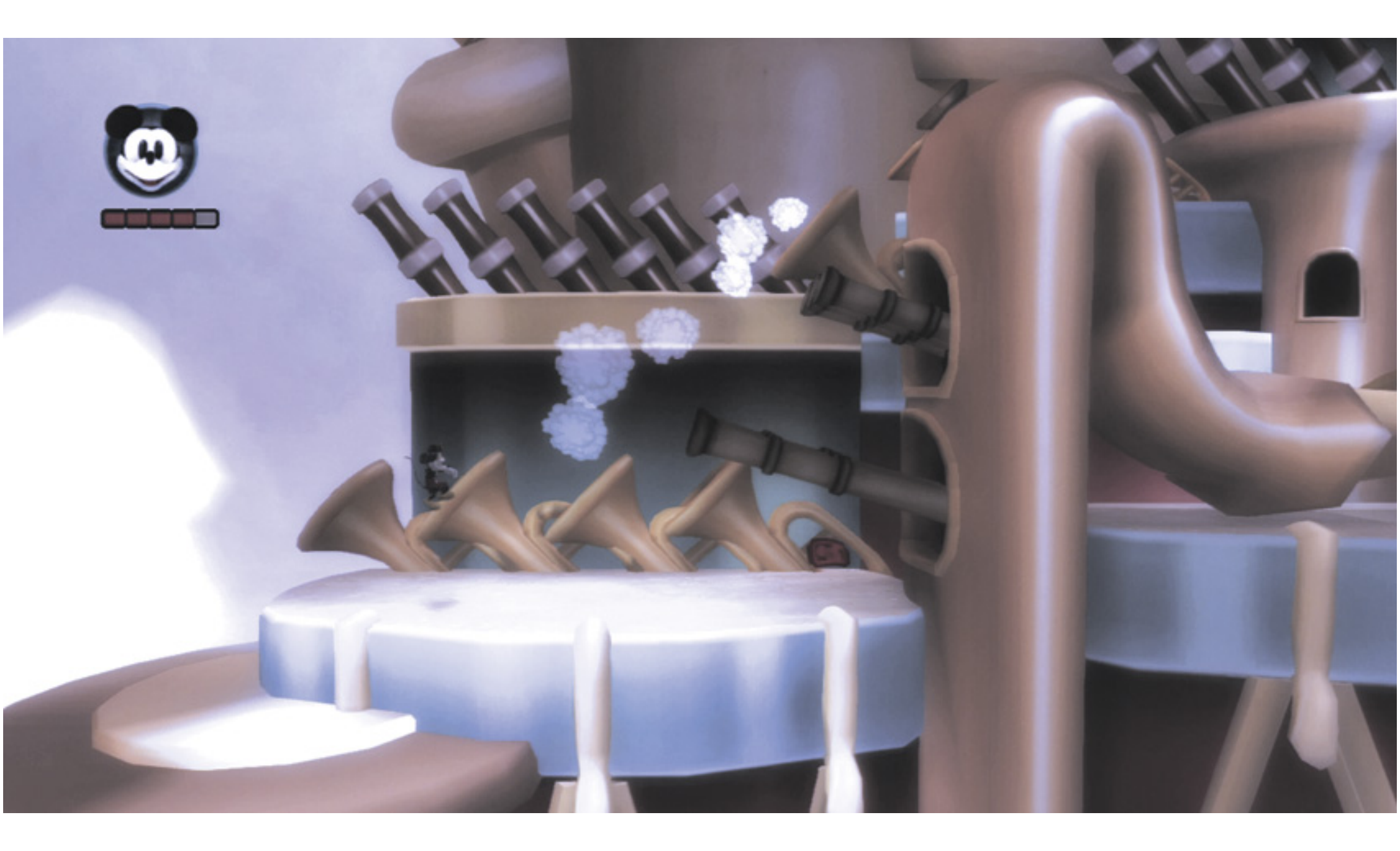


At the end of the parade is the exit projector.

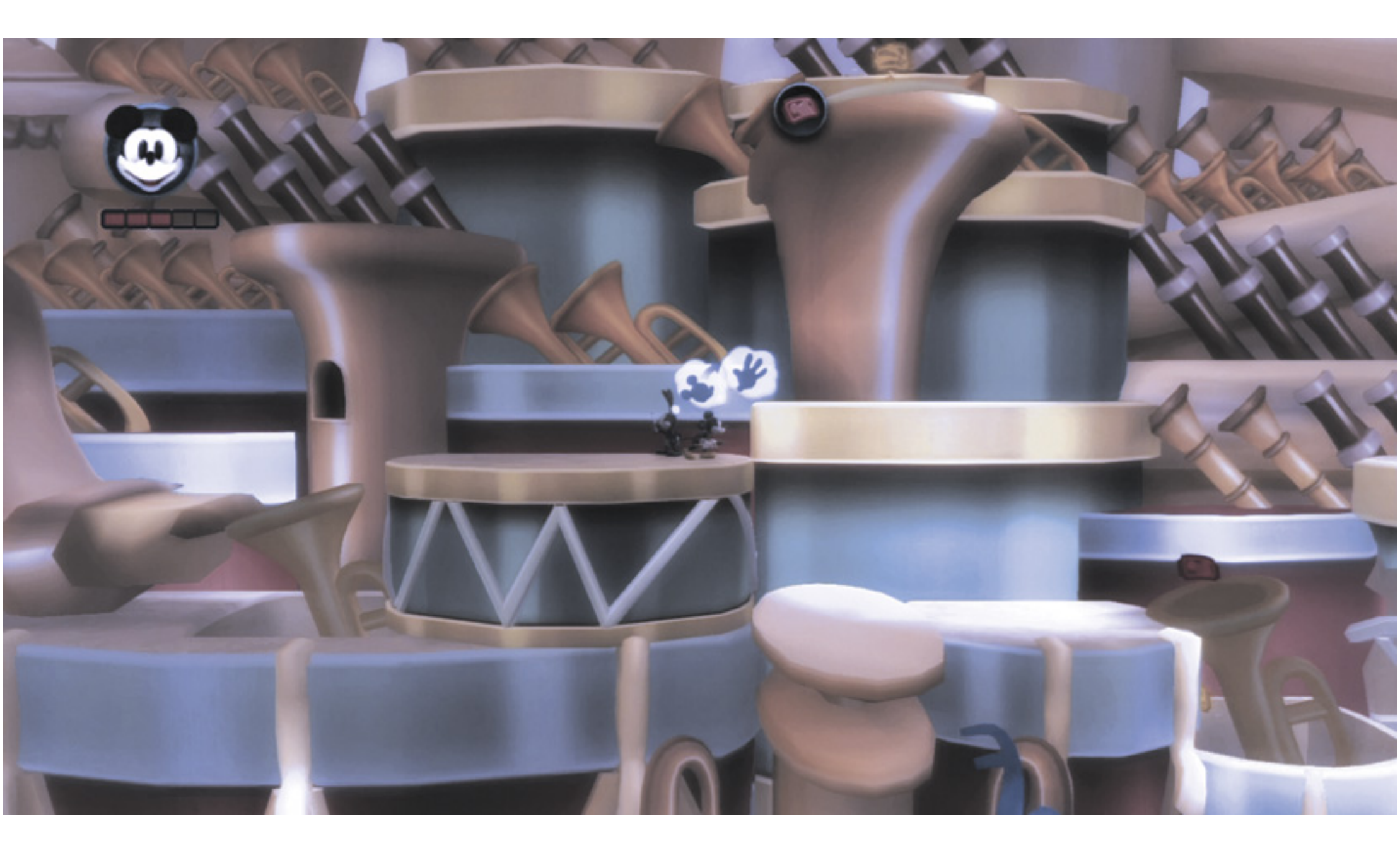


You start the upper path on a raft just as you did on the lower path. Hop in the nearby boat to be ferried a short distance to where you can jump on a floating instrument that gets pushed up by a waterspout every few seconds. When the waterspout shoots up, jump off to the ledge.

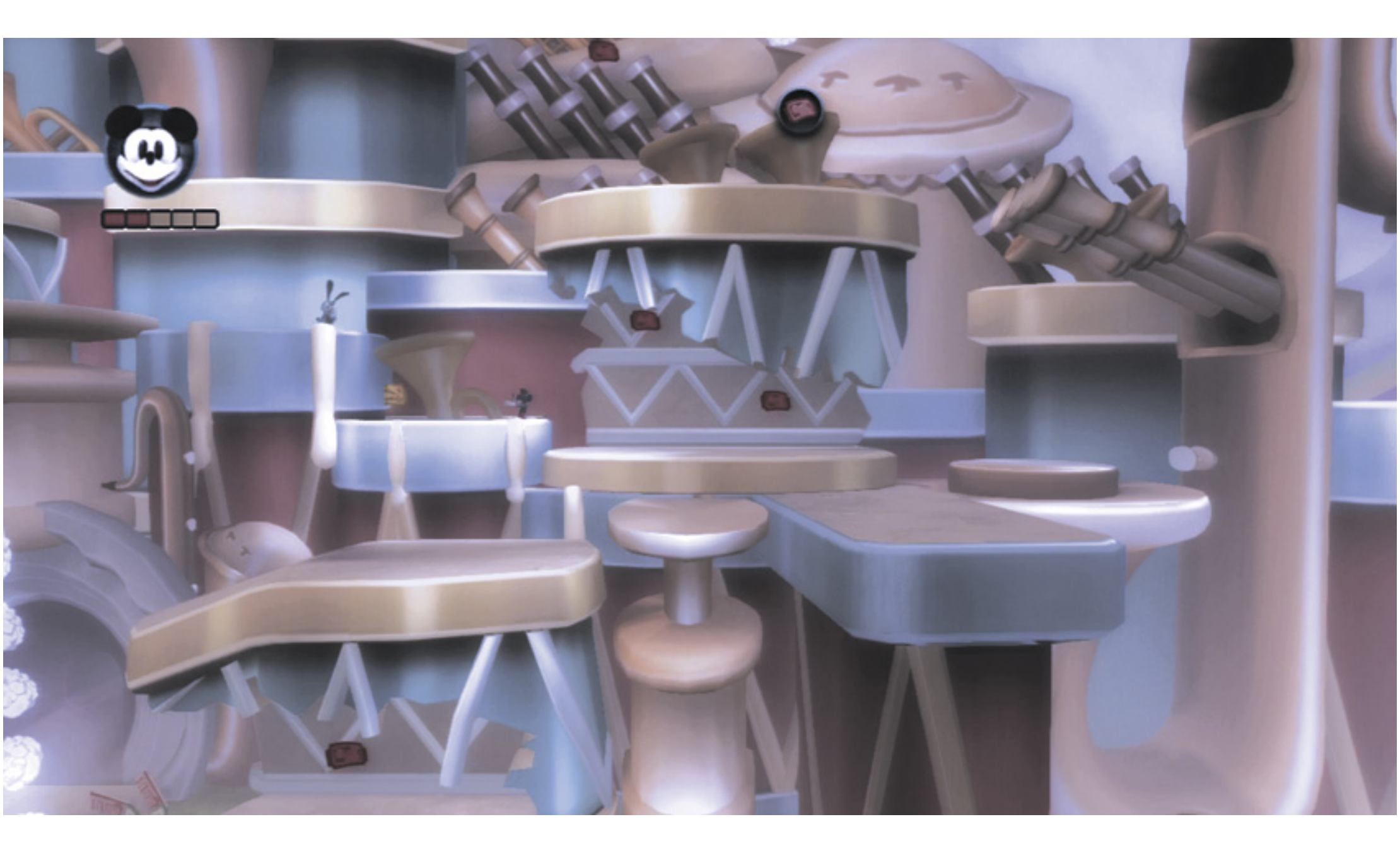




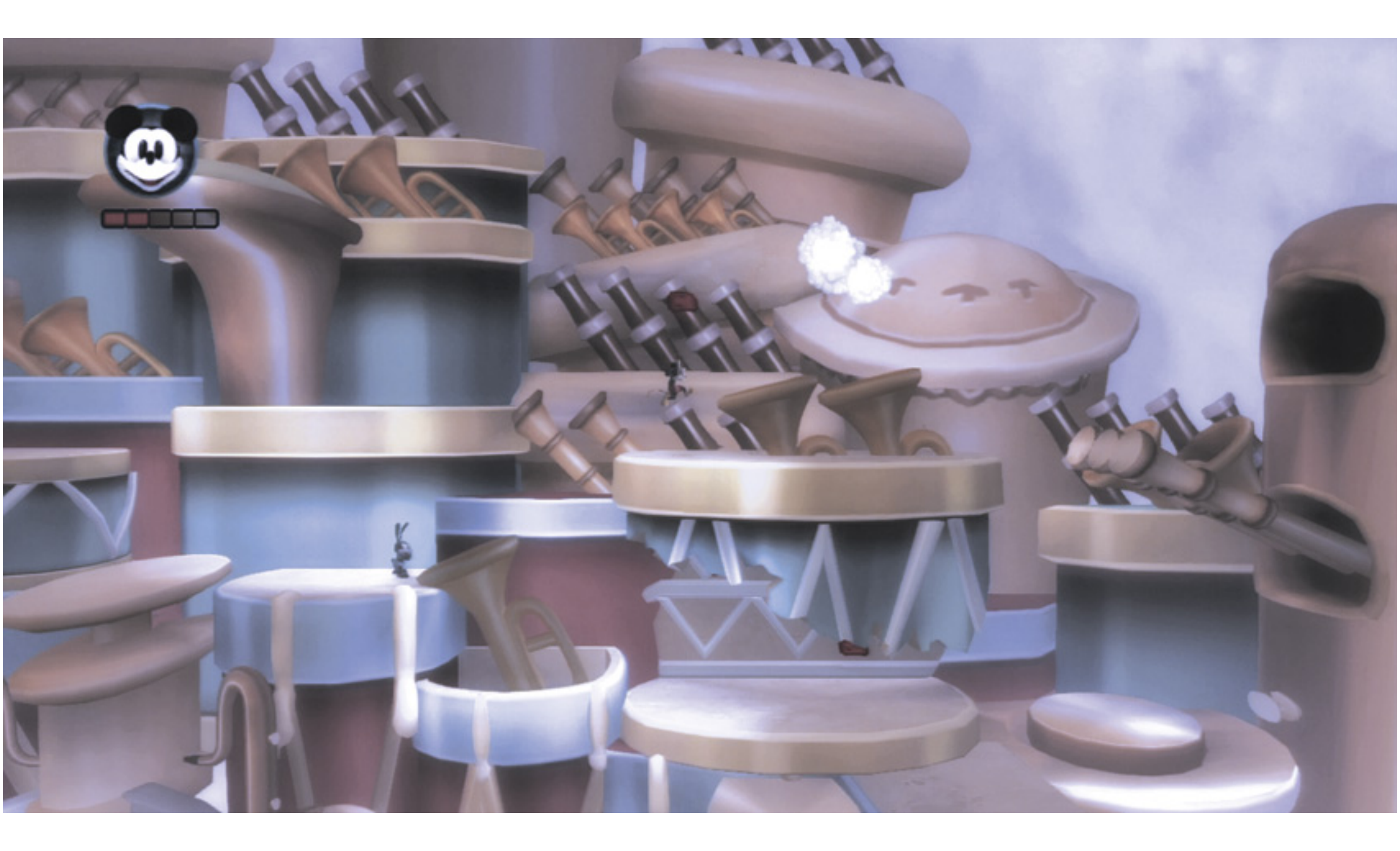
Ahead is a large saxophone with two openings. Two sets of flute platforms come out, and you can use them to jump up to the top.



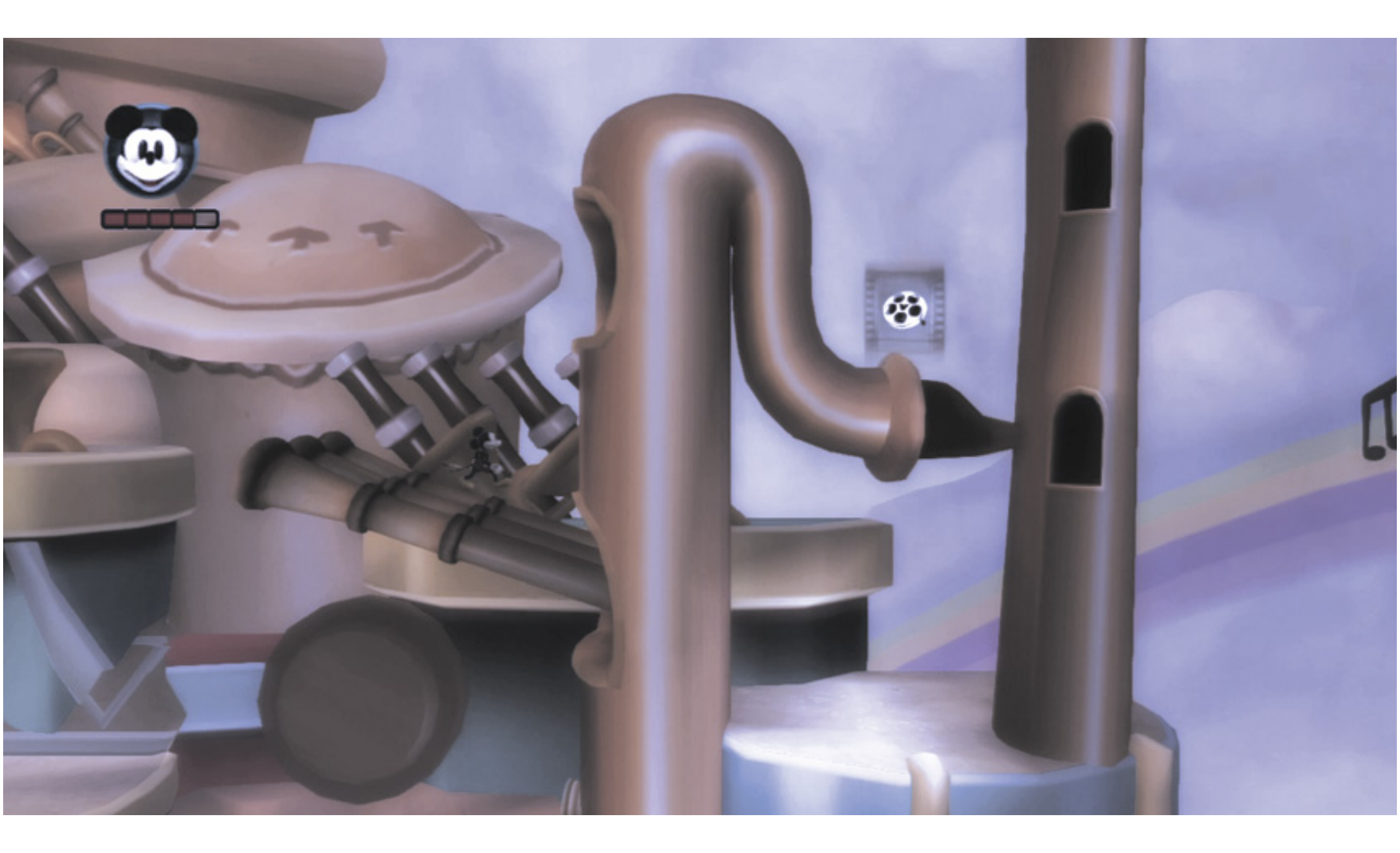
After jumping down from the saxophone, you see a trumpet in the ground pointed upward. You must jump over it after it blows air out. When you get to the snare drum platform, Oswald offers to throw you in the air to a higher ledge that has a golden E-ticket.

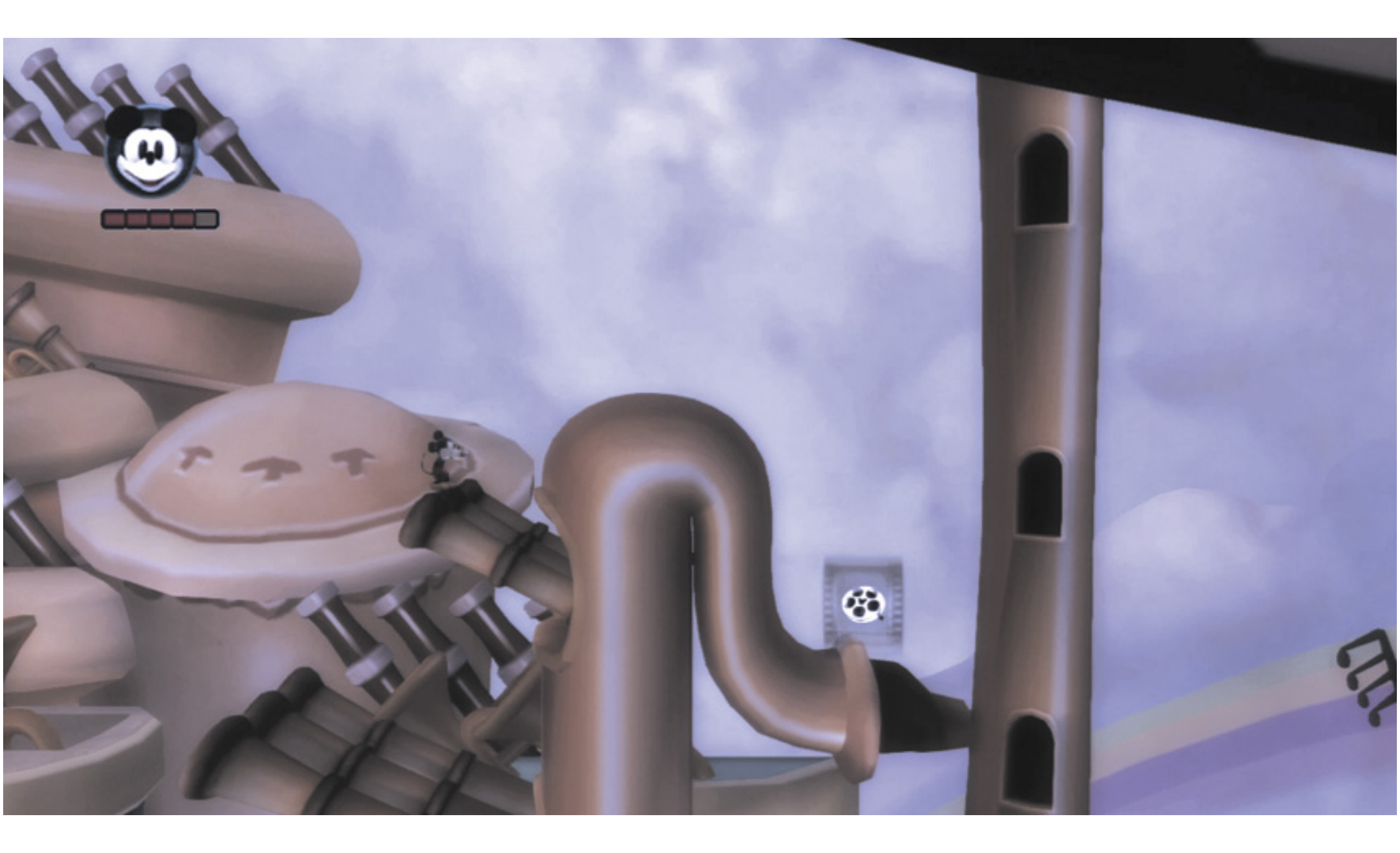


Shortly after this is a small drum platform with another trumpet below. The other golden E-ticket is under the trumpet. Simply jump over the trumpet while it isn't blowing, and walk back past the trumpet to get the golden E-ticket.

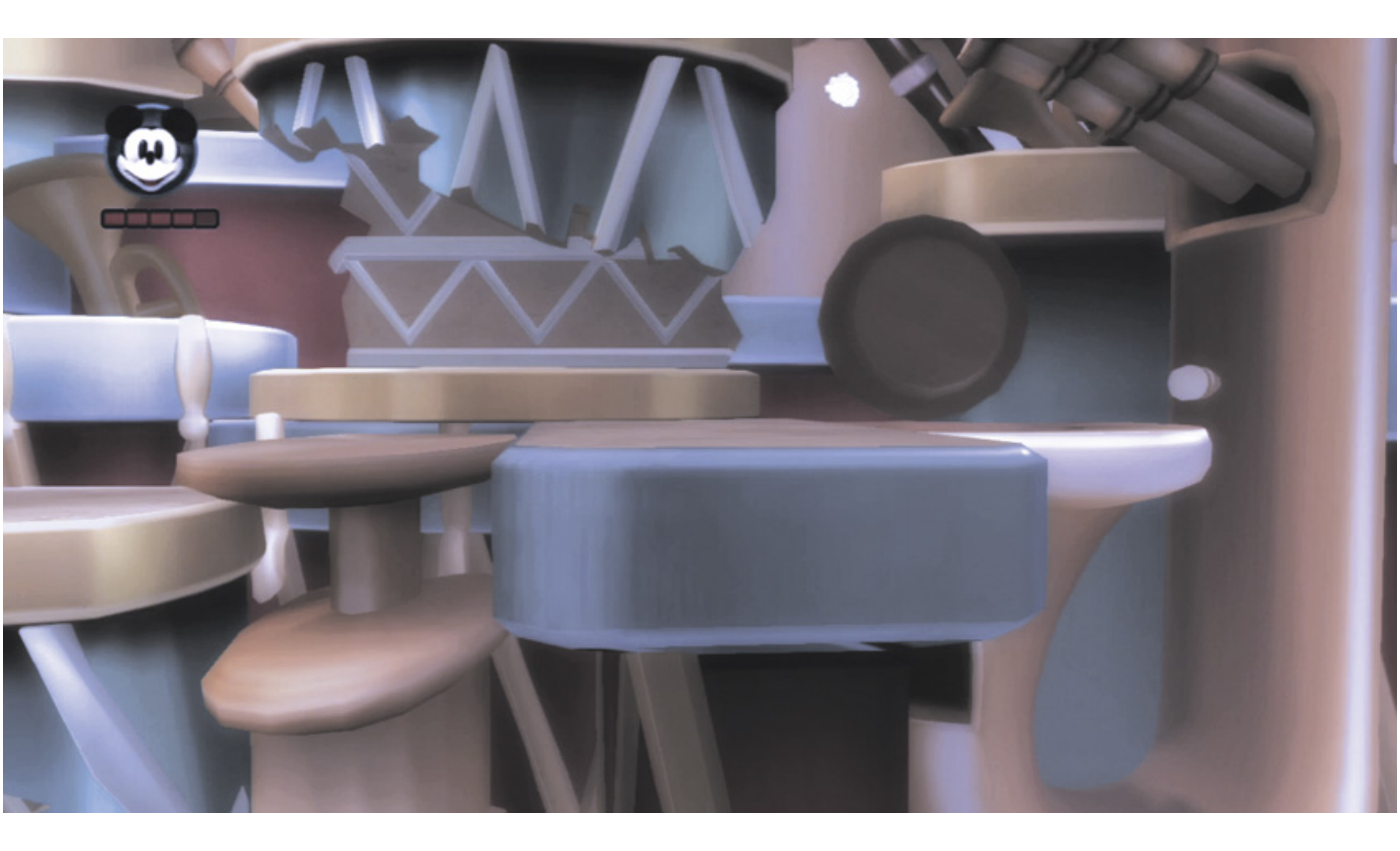


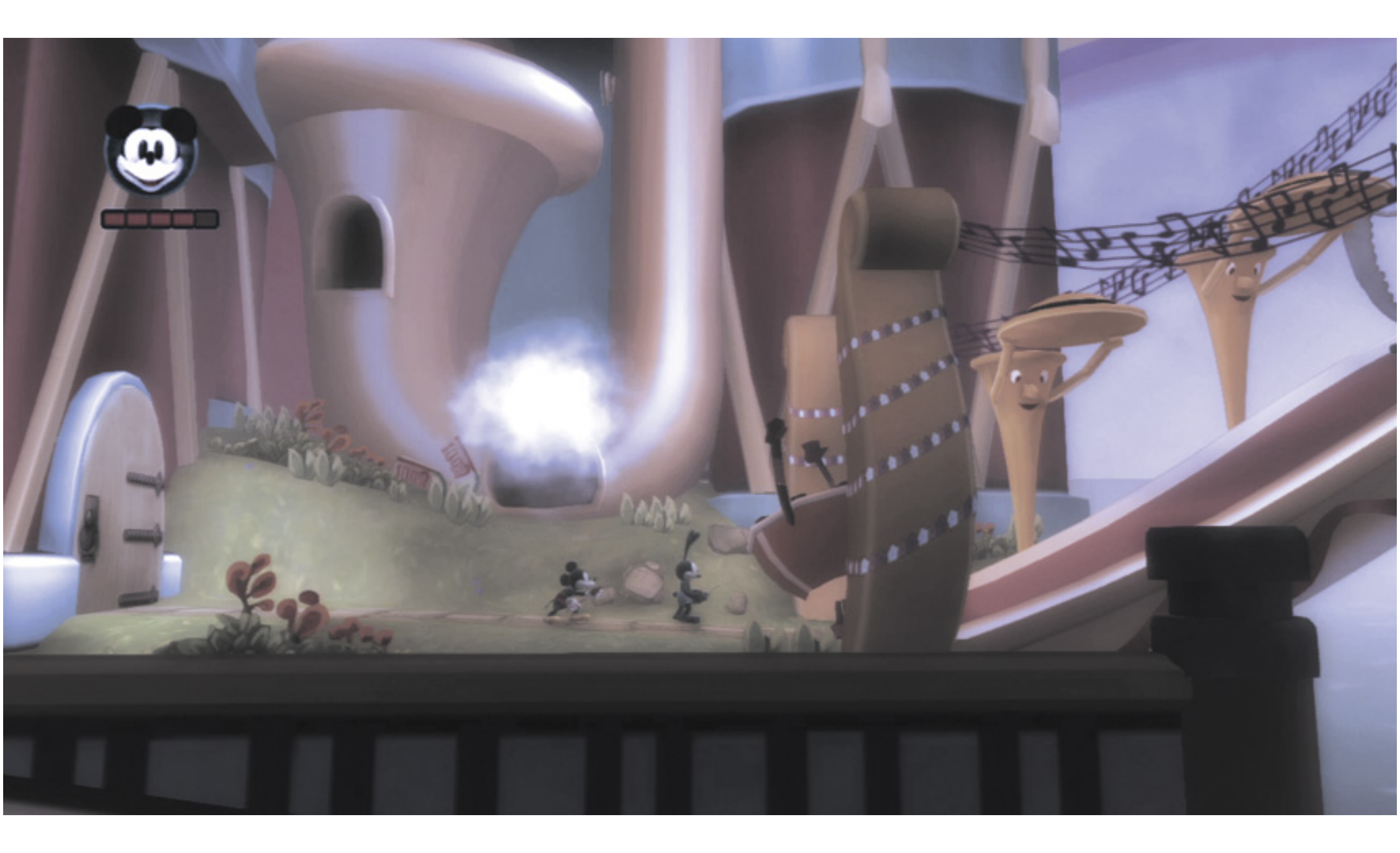
Jump back onto the trumpet when it isn't blowing and jump again to the higher drum platform. Cross two more trumpets to reach another large saxophone with extending flute platforms.



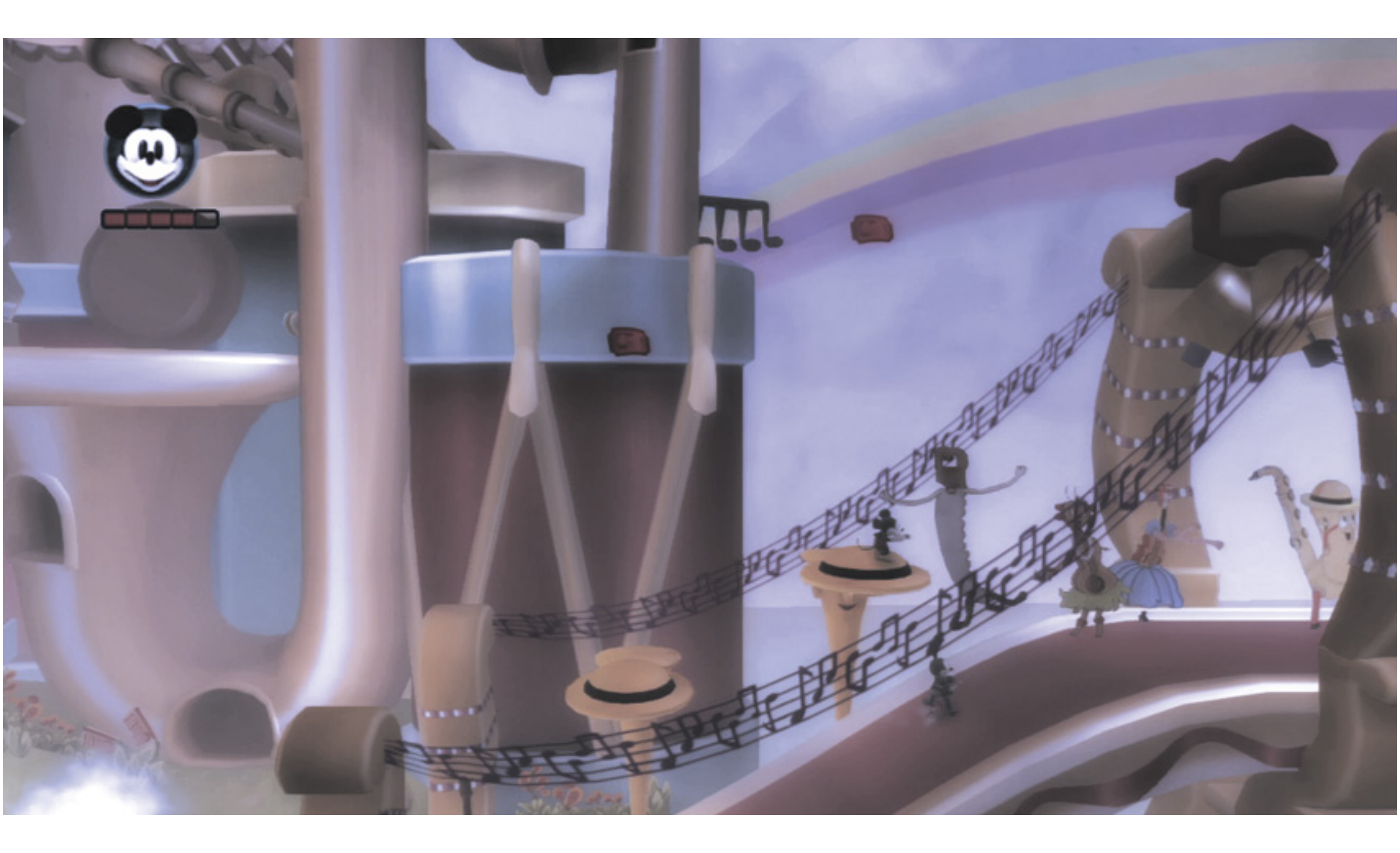


As you did with the large saxophone earlier, you have to jump on the extending platforms to reach the top. The timing is more difficult because you have to jump on the higher platform just as it begins to come out or it will be too high for you to jump on. Once you get on top of the saxophone, collect the Film Reel.

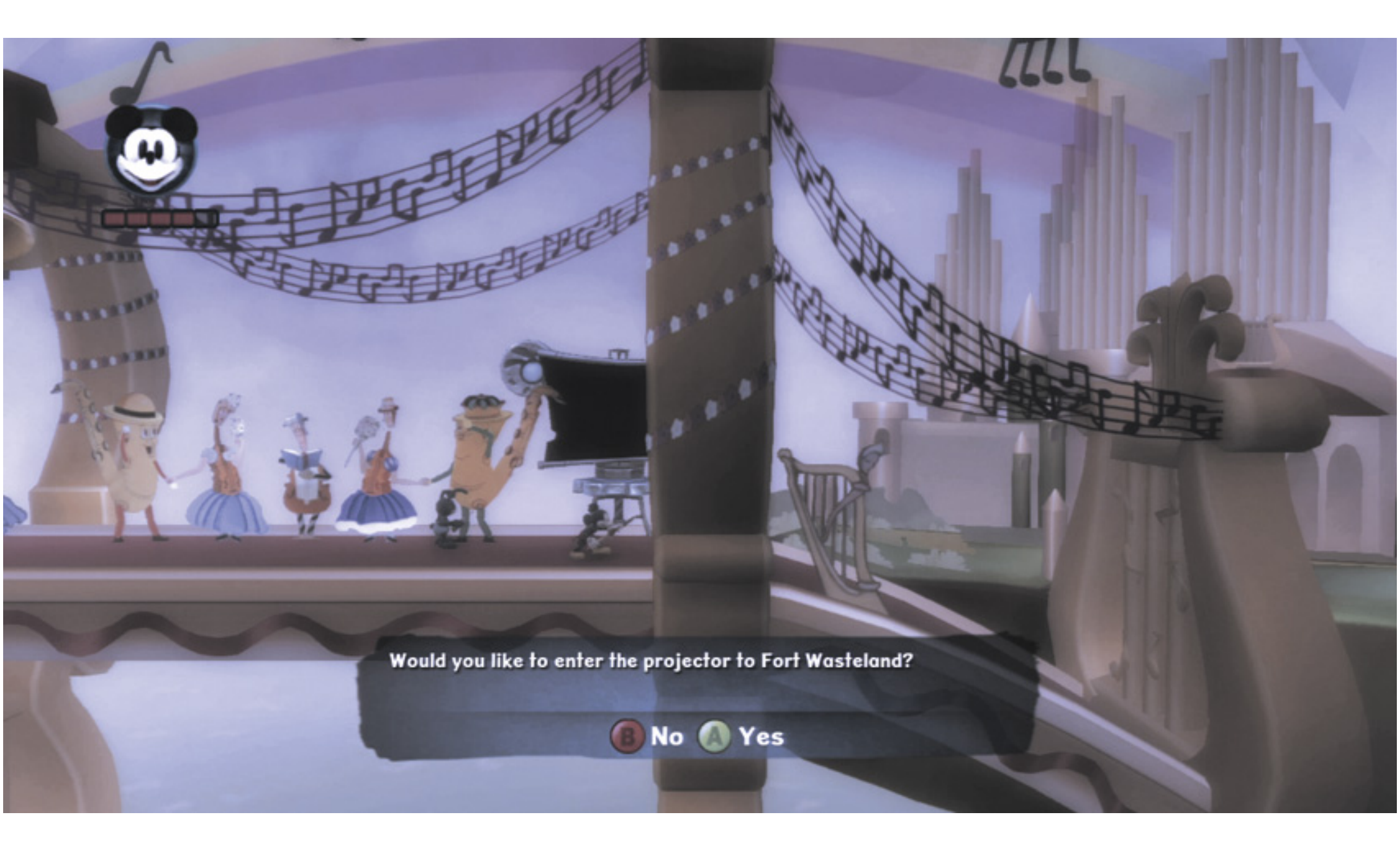




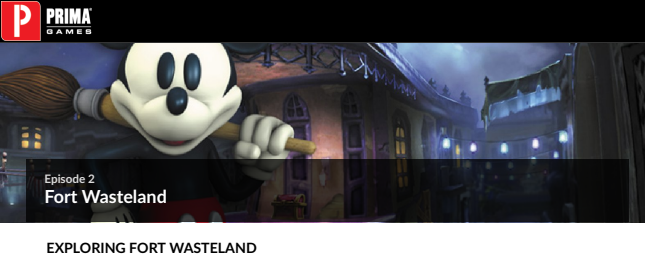
Drop back down. At the base of the saxophone, you can see that it opens up. Jump into the hole to get to the lower path at the start of the instrument parade.



If you didn't collect the Gold Pin on the lower path, get it now by using the floating hats to climb to the top of the golden arch while wearing the Steamboat Willie Costume.



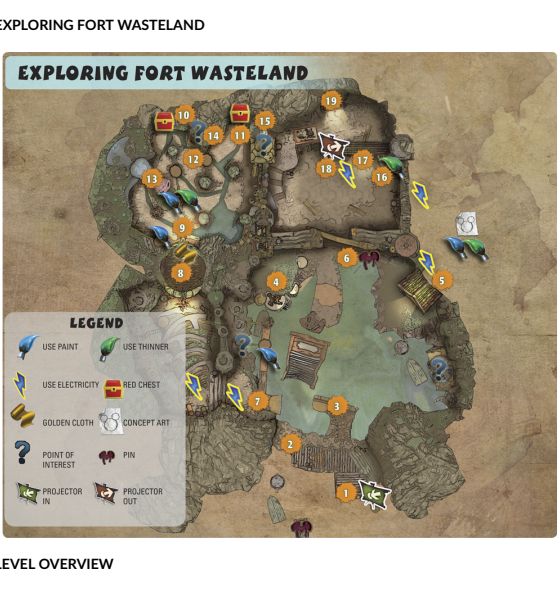
Finish your trek through Music Land by using the projector to leave.



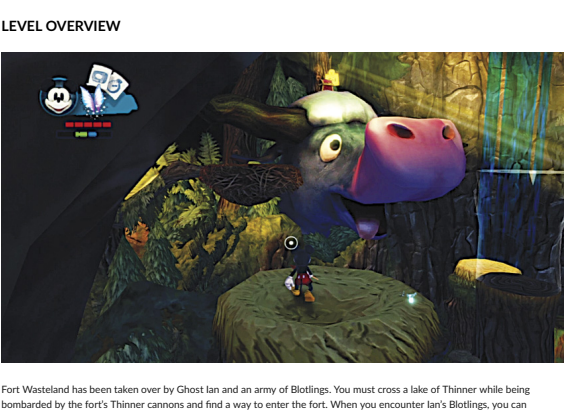
Episode 2

Fort Wasteland

EXPLORING FORT WASTELAND



LEVEL OVERVIEW



Fort Wasteland has been taken over by Ghost Ian and an army of Blotlings. You must cross a lake of Thinner while being bombarded by the fort's Thinner cannons and find a way to enter the fort. When you encounter Ian's Blotlings, you can befriend them with Paint to gain Ian's favor or wipe them all out with Thinner to reclaim the fort for the citizens of Wasteland.

LEVEL BREAKDOWN

Challenges

- Fortified

Collectibles

- Bronze Pin
- Cascade Peak Pin
- Chop Chop Pin (visit 2)
- Concept Art 37
- Donald Duck Milk Bottle
- Football Cleats
- Silver Pin

Enemies

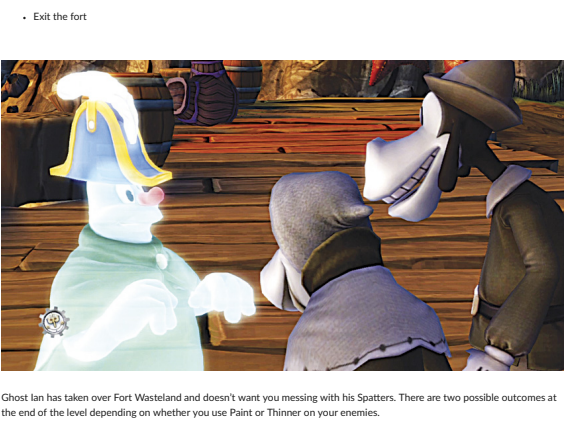
- Dropwings
- Slobber
- Spatters
- Spladooshes

Quests

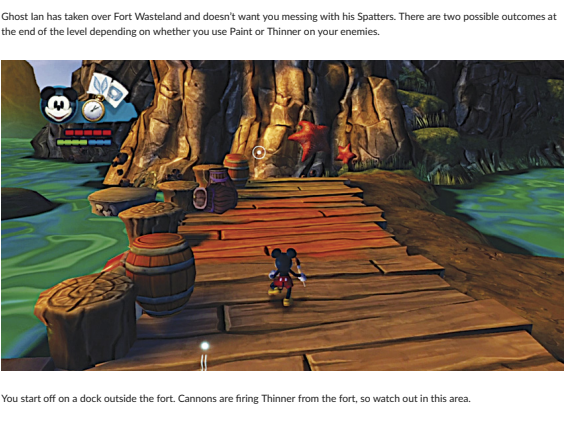
- A Friend in Deed
- Clothes Make the Spatter
- Creative Threedom
- Finding the Hidden Heroes
- Operation Gremlin Drop
- Thanks for the Memories (visit 2)
- The Bunny Wranglers (visit 2)
- The Encyclopaedia Wastelandica
- Watch the Skies

Things to Do

- Get the Bronze Pin on a raft behind the start
- Cross the Thinner lake by painting in platforms and avoiding cannon fire
- Collect the Clock Hands and enter the clock tunnel
- Grab the concept art inside the clock tunnel
- Fix the bottles inside the fort
- Go back outside and get a Silver Pin on the fixed bottle caps
- Climb the giant ax and get a golden Cloth before entering the forest
- Befriend or thin-out all the Blotlings in the forest
- Collect the Cascade Peak Pin and Football Cleats in the forest
- Climb to the top of the forest and rescue the Gremlin
- Proceed to the fort wall to collect the bottle and enter the fort
- Activate the machine and fight the Spatters and Slobber
- Exit the fort



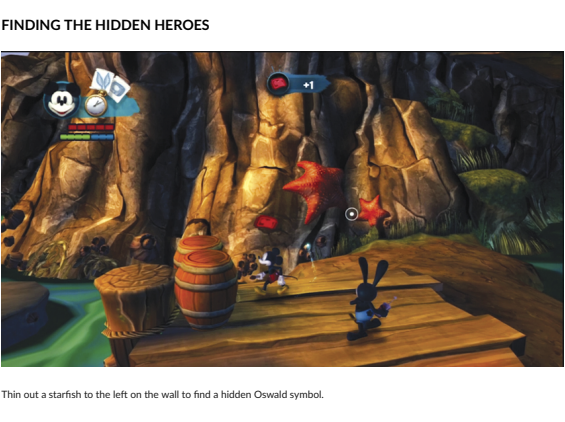
Ghost Ian has taken over Fort Wasteland and doesn't want you messing with his Spatters. There are two possible outcomes at the end of the level depending on whether you use Paint or Thinner on your enemies.



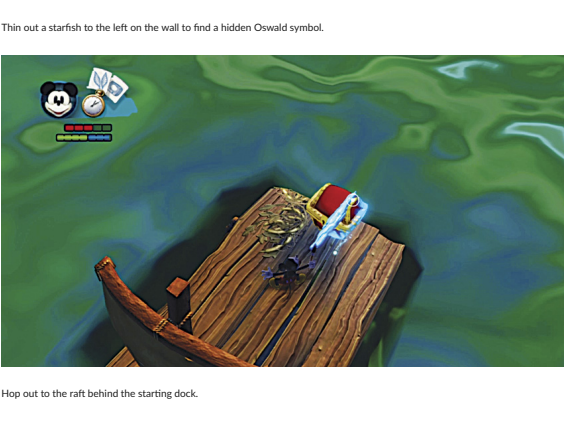
You start off on a dock outside the fort. Cannons are firing Thinner from the fort, so watch out in this area.

OPTIONAL QUEST

FINDING THE HIDDEN HEROES

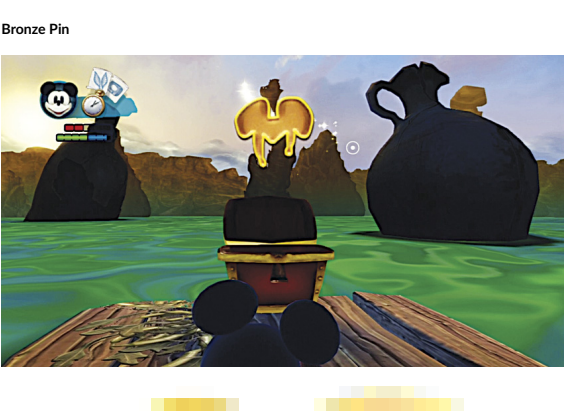


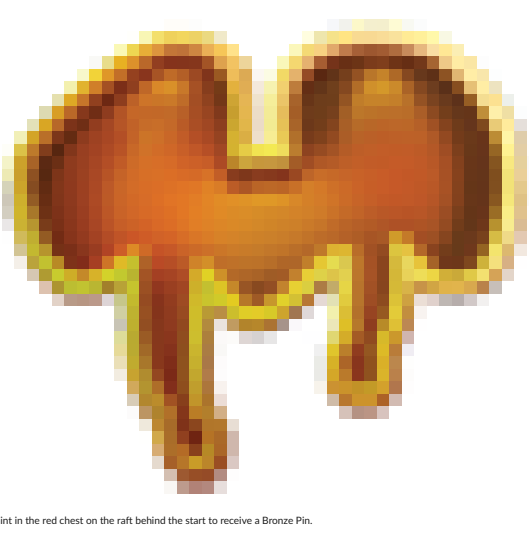
Thin out a starfish to the left on the wall to find a hidden Oswald symbol.



Hop out to the raft behind the starting dock.

Bronze Pin

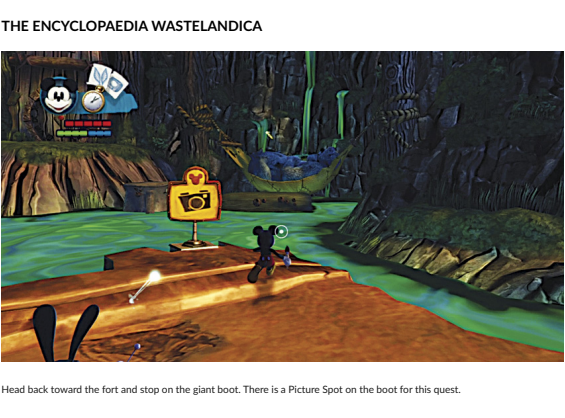




Paint in the red chest on the raft behind the start to receive a Bronze Pin.

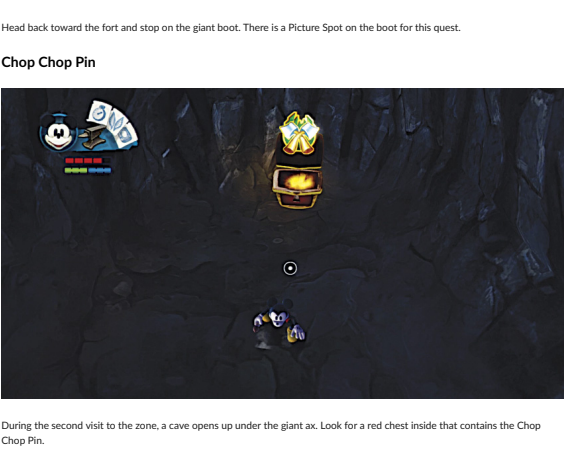
OPTIONAL QUEST

THE ENCYCLOPAEDIA WASTELANDICA

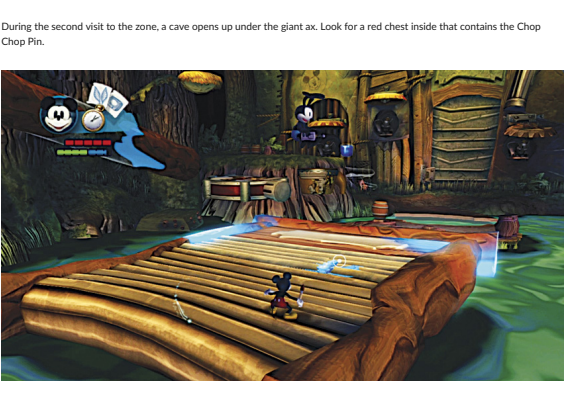


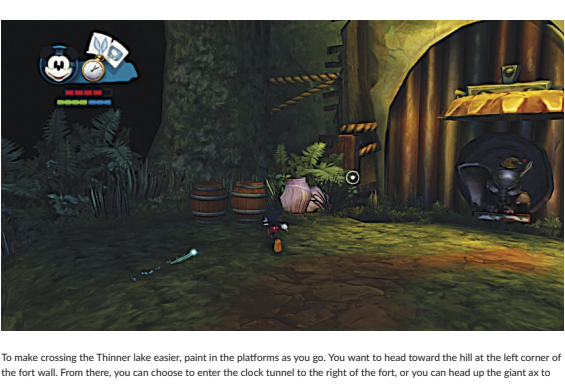
Head back toward the fort and stop on the giant boot. There is a Picture Spot on the boot for this quest.

Chop Chop Pin

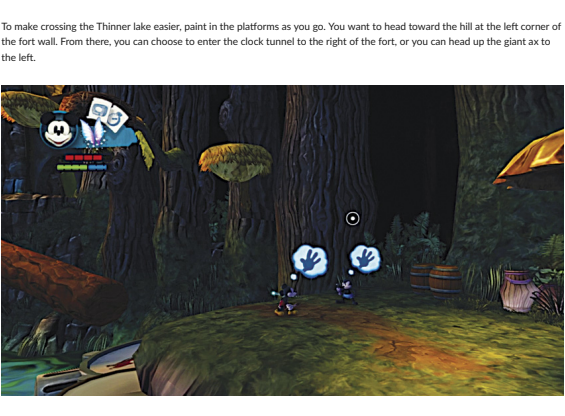


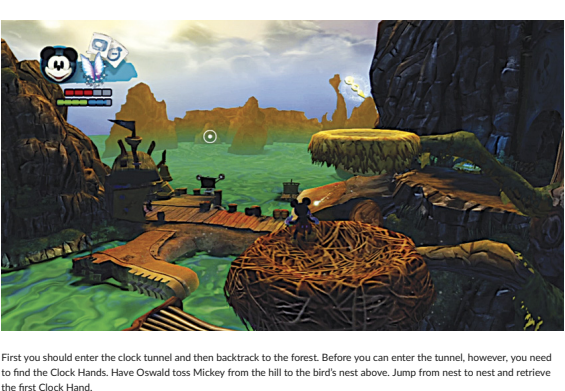
During the second visit to the zone, a cave opens up under the giant ax. Look for a red chest inside that contains the Chop Chop Pin.



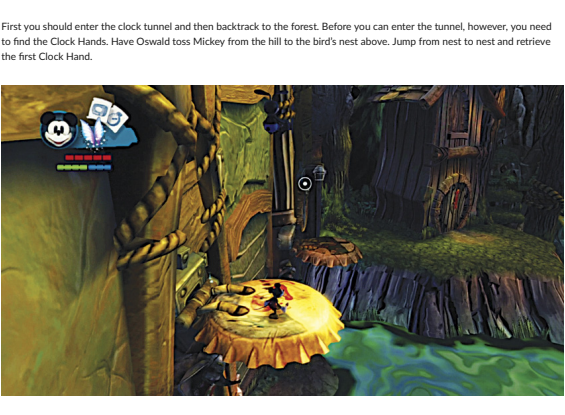


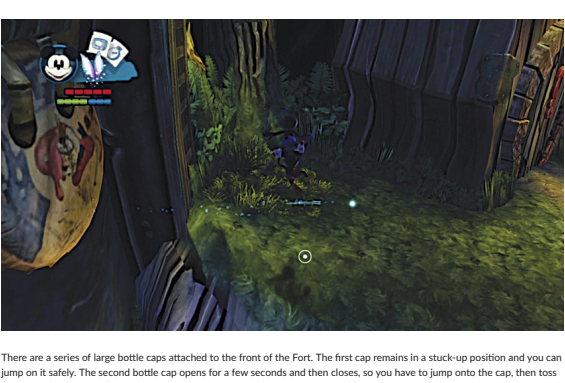
To make crossing the Thinner lake easier, paint in the platforms as you go. You want to head toward the hill at the left corner of the fort wall. From there, you can choose to enter the clock tunnel to the right of the fort, or you can head up the giant ax to the left.



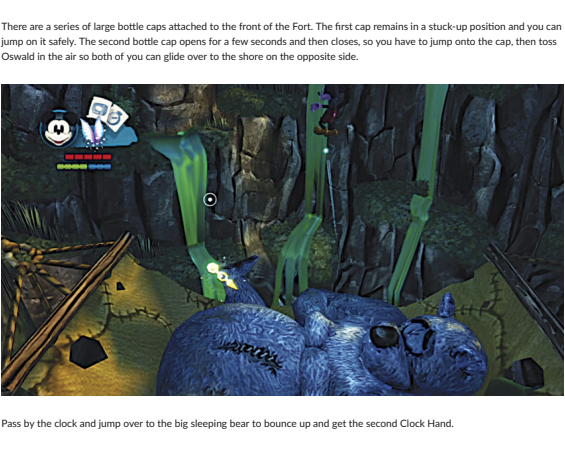


First you should enter the clock tunnel and then backtrack to the forest. Before you can enter the tunnel, however, you need to find the Clock Hands. Have Oswald toss Mickey from the hill to the bird's nest above. Jump from nest to nest and retrieve the first Clock Hand.





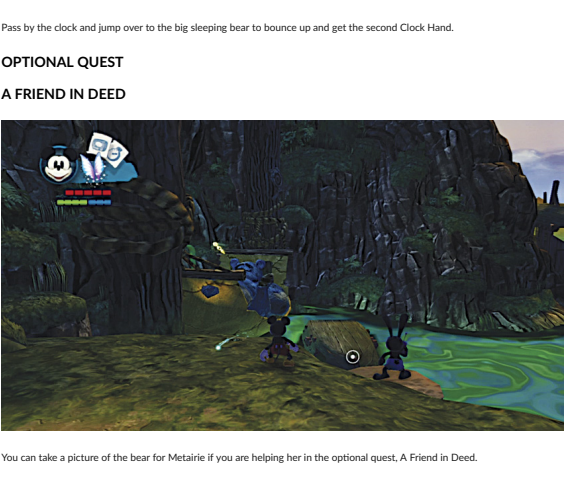
There are a series of large bottle caps attached to the front of the Fort. The first cap remains in a stuck-up position and you can jump on it safely. The second bottle cap opens for a few seconds and then closes, so you have to jump onto the cap, then toss Oswald in the air so both of you can glide over to the shore on the opposite side.



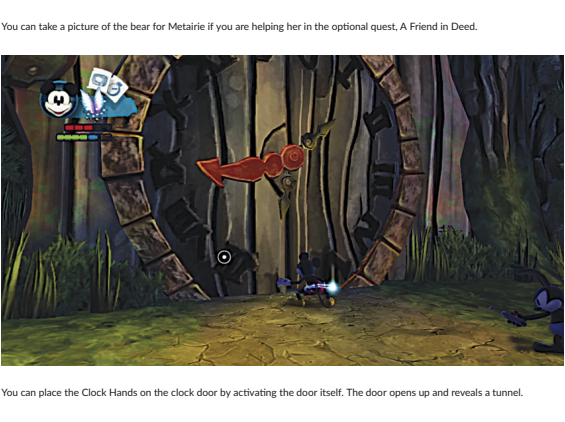
Pass by the clock and jump over to the big sleeping bear to bounce up and get the second Clock Hand.

OPTIONAL QUEST

A FRIEND IN DEED



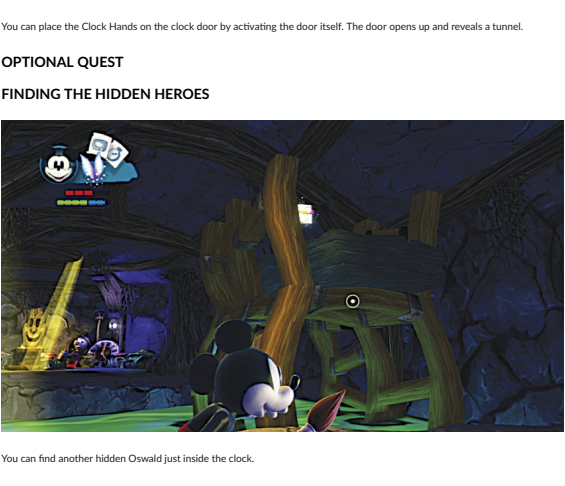
You can take a picture of the bear for Metairie if you are helping her in the optional quest, A Friend in Deed.



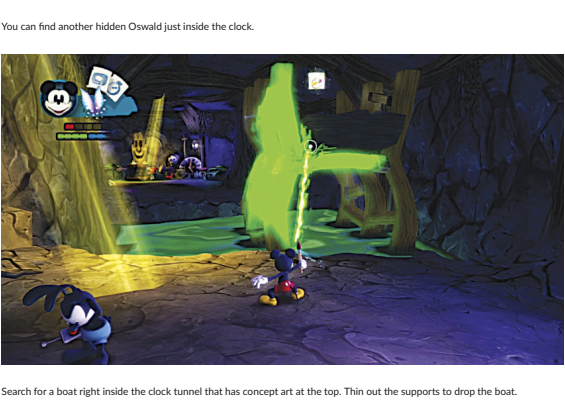
You can place the Clock Hands on the clock door by activating the door itself. The door opens up and reveals a tunnel.

OPTIONAL QUEST

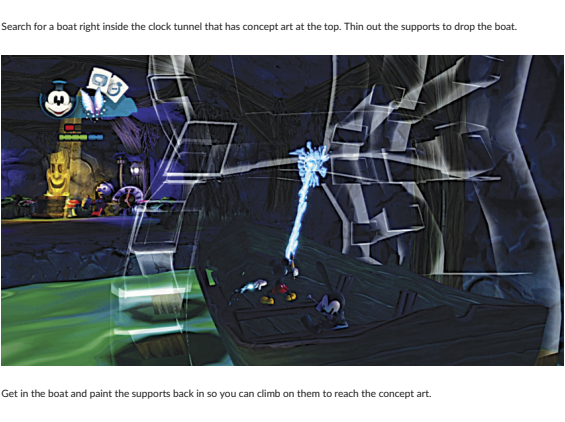
FINDING THE HIDDEN HEROES



You can find another hidden Oswald just inside the clock.

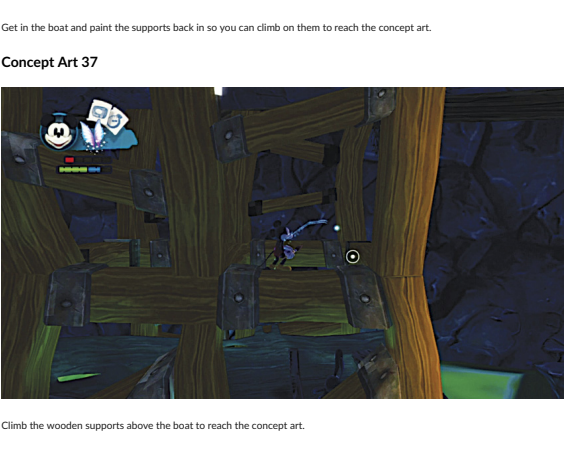


Search for a boat right inside the clock tunnel that has concept art at the top. Thin out the supports to drop the boat.

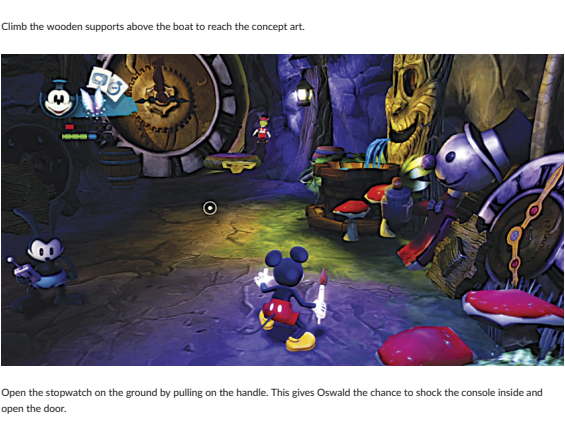


Get in the boat and paint the supports back in so you can climb on them to reach the concept art.

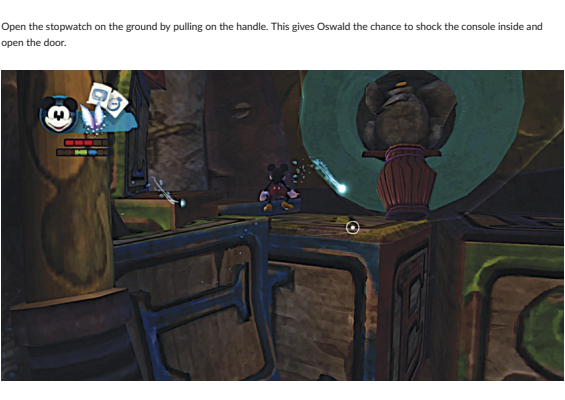
Concept Art 37

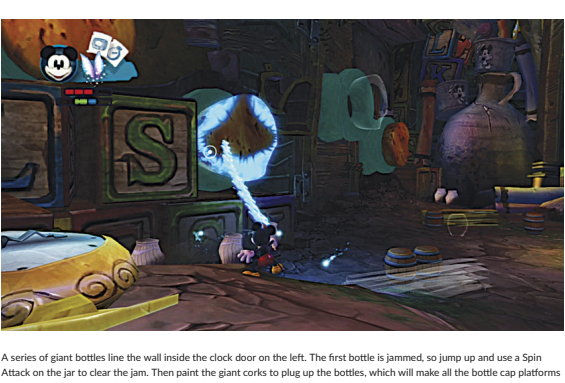


Climb the wooden supports above the boat to reach the concept art.

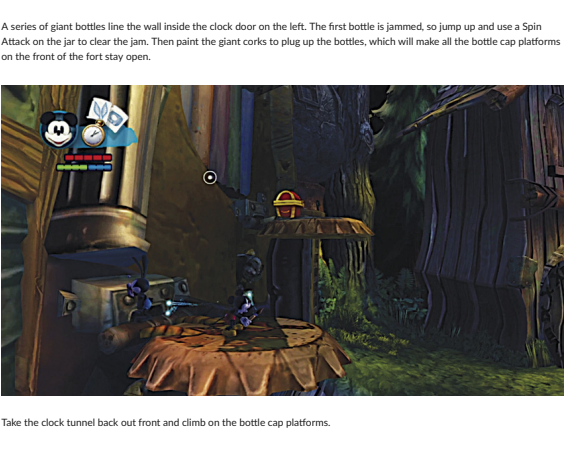


Open the stopwatch on the ground by pulling on the handle. This gives Oswald the chance to shock the console inside and open the door.



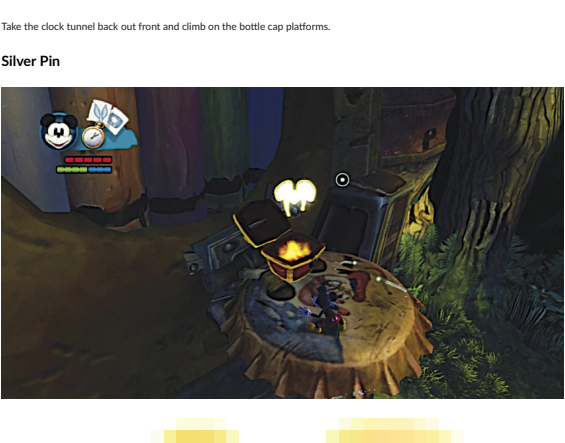


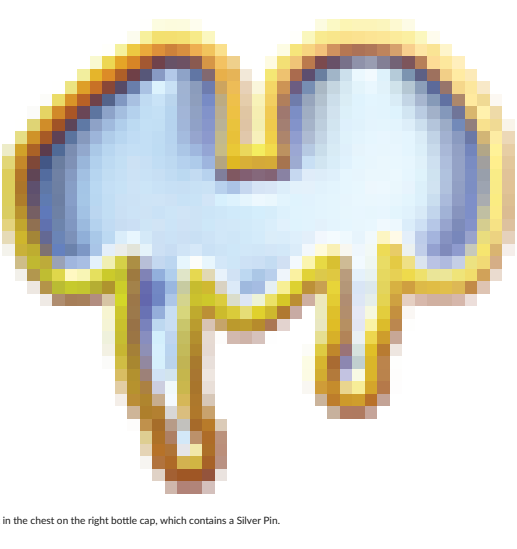
A series of giant bottles line the wall inside the clock door on the left. The first bottle is jammed, so jump up and use a Spin Attack on the jar to clear the jam. Then paint the giant corks to plug up the bottles, which will make all the bottle cap platforms on the front of the fort stay open.



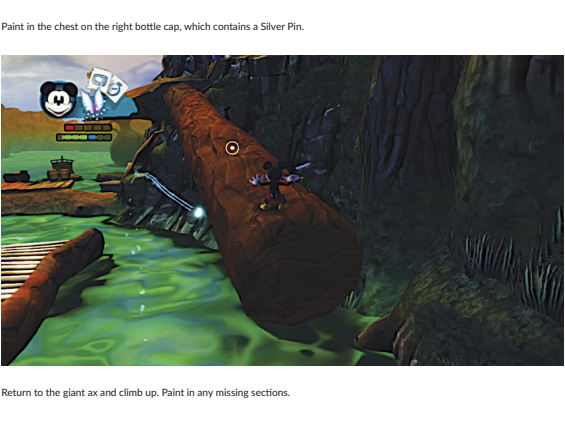
Take the clock tunnel back out front and climb on the bottle cap platforms.

Silver Pin





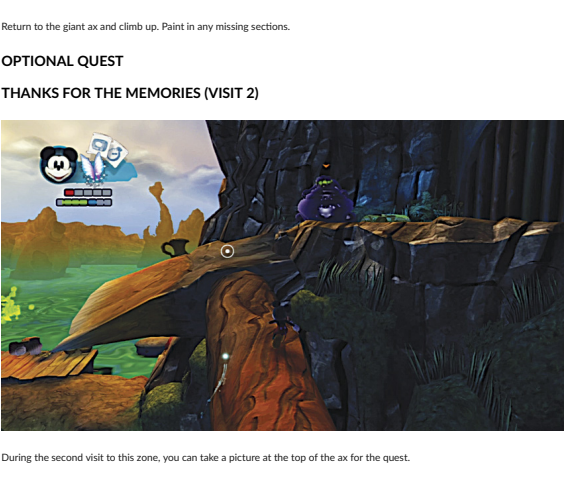
Paint in the chest on the right bottle cap, which contains a Silver Pin.



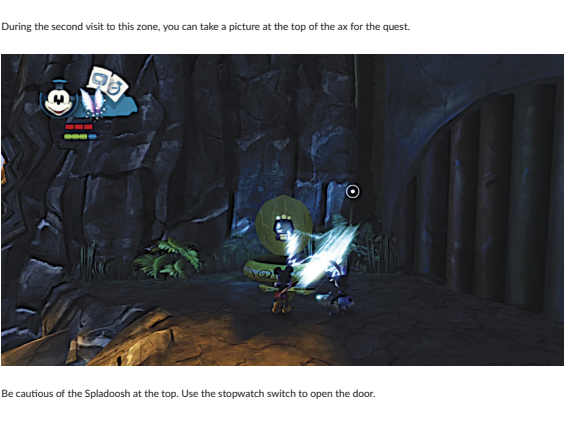
Return to the giant ax and climb up. Paint in any missing sections.

OPTIONAL QUEST

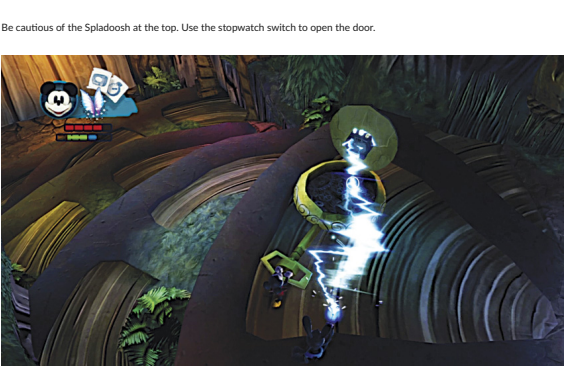
THANKS FOR THE MEMORIES (VISIT 2)

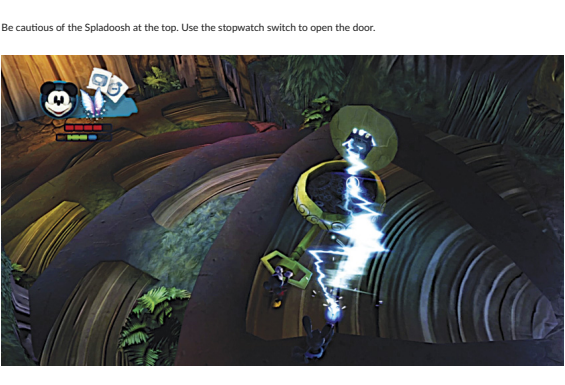


During the second visit to this zone, you can take a picture at the top of the ax for the quest.

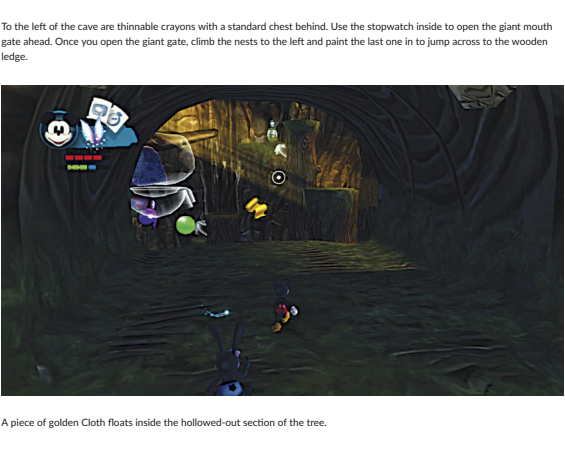


Be cautious of the Spladoosh at the top. Use the stopwatch switch to open the door.

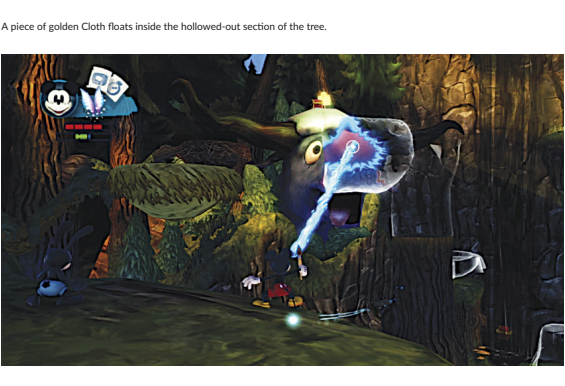


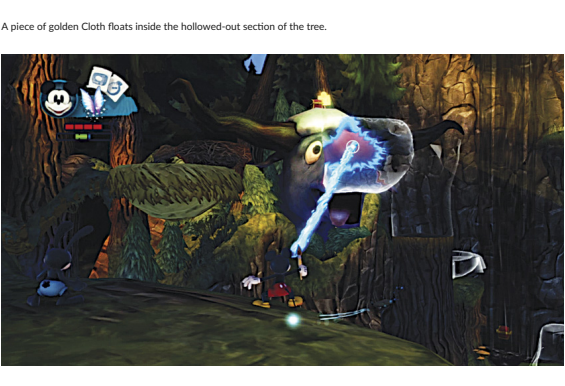


To the left of the cave are thinnable crayons with a standard chest behind. Use the stopwatch inside to open the giant mouth gate ahead. Once you open the giant gate, climb the nests to the left and paint the last one in to jump across to the wooden ledge.

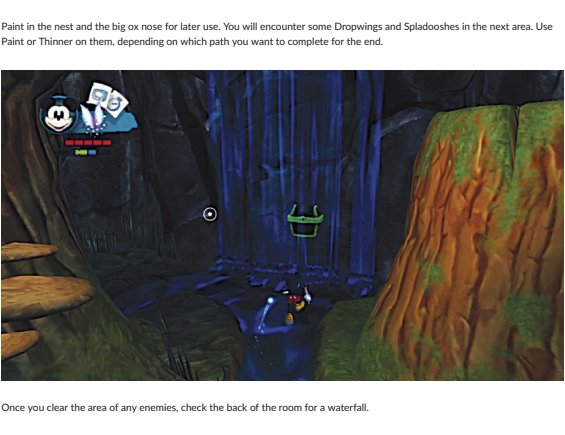


A piece of golden Cloth floats inside the hollowed-out section of the tree.

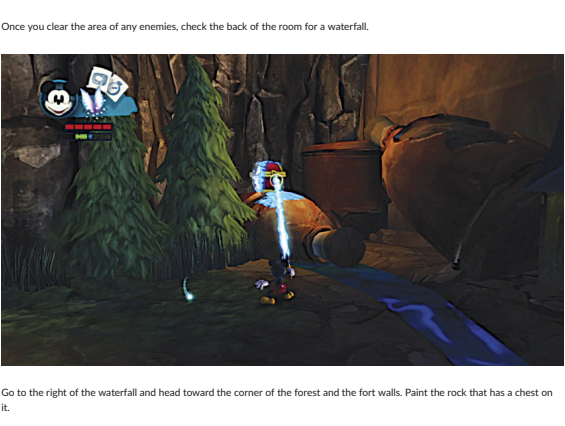




Paint in the nest and the big ox nose for later use. You will encounter some Dropwings and Spladooshes in the next area. Use Paint or Thinner on them, depending on which path you want to complete for the end.

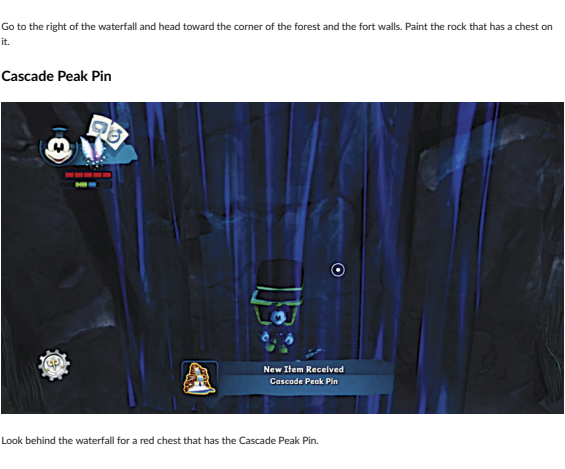


Once you clear the area of any enemies, check the back of the room for a waterfall.



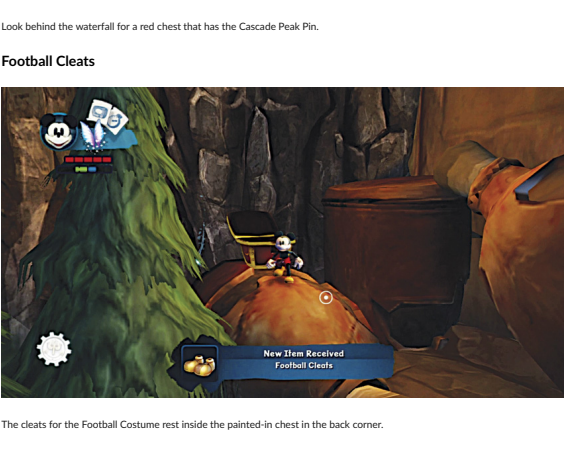
Go to the right of the waterfall and head toward the corner of the forest and the fort walls. Paint the rock that has a chest on it.

Cascade Peak Pin

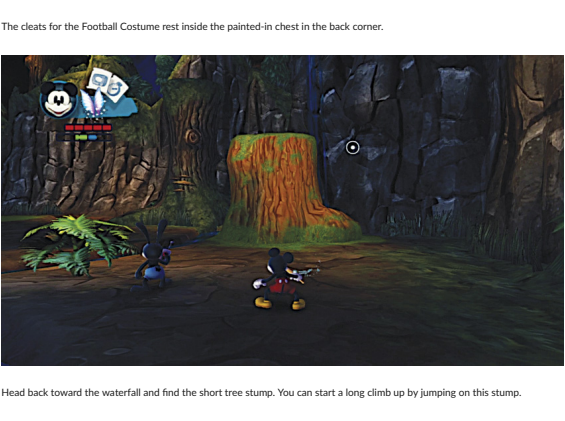


Look behind the waterfall for a red chest that has the Cascade Peak Pin.

Football Cleats



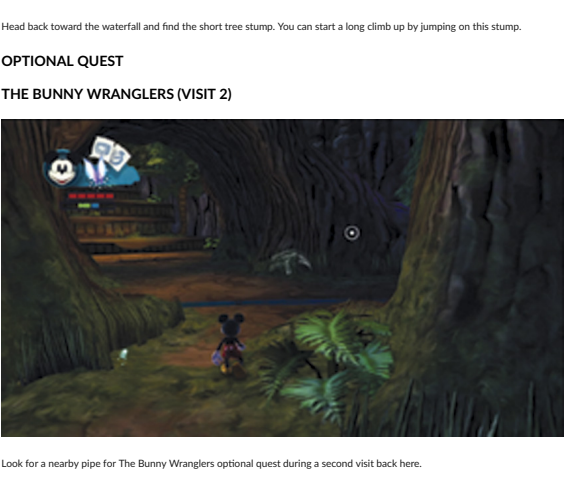
The cleats for the Football Costume rest inside the painted-in chest in the back corner.



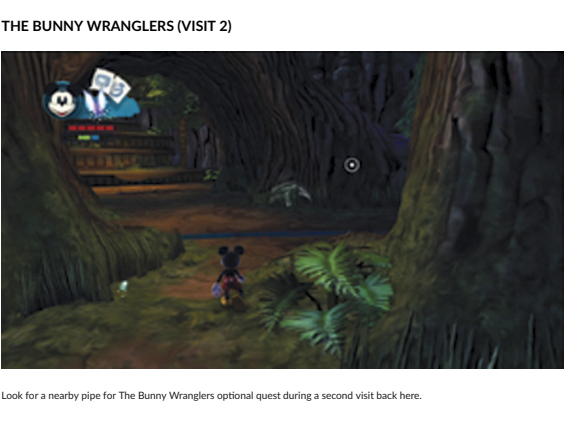
Head back toward the waterfall and find the short tree stump. You can start a long climb up by jumping on this stump.

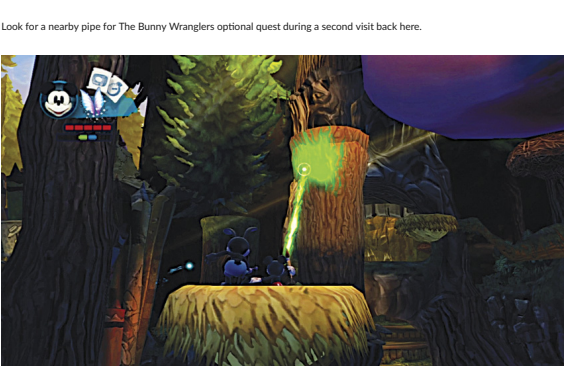
OPTIONAL QUEST

THE BUNNY WRANGLERS (VISIT 2)

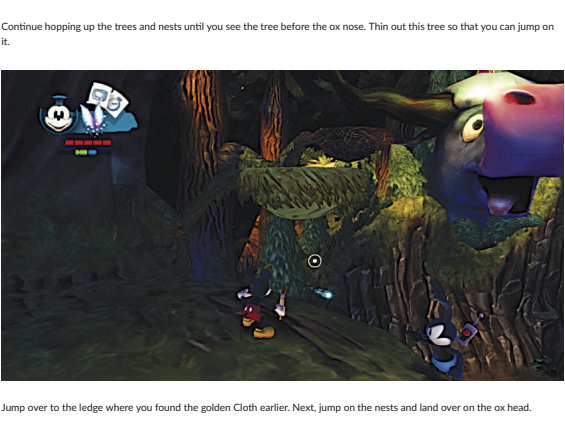


Look for a nearby pipe for The Bunny Wranglers optional quest during a second visit back here.

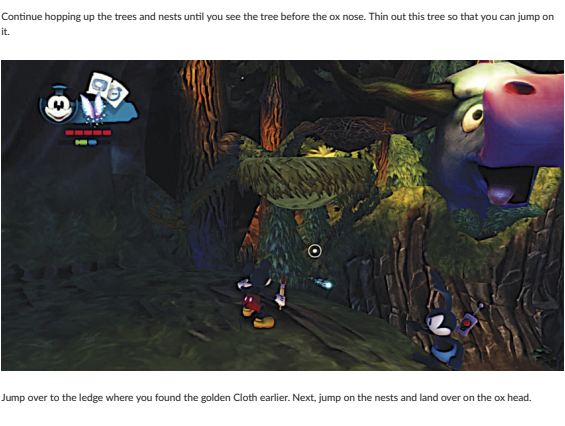




Continue hopping up the trees and nests until you see the tree before the ox nose. Thin out this tree so that you can jump on it.



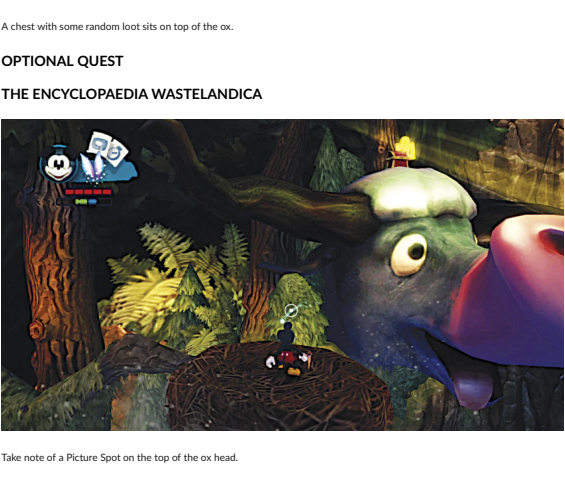
Jump over to the ledge where you found the golden Cloth earlier. Next, jump on the nests and land over on the ox head.



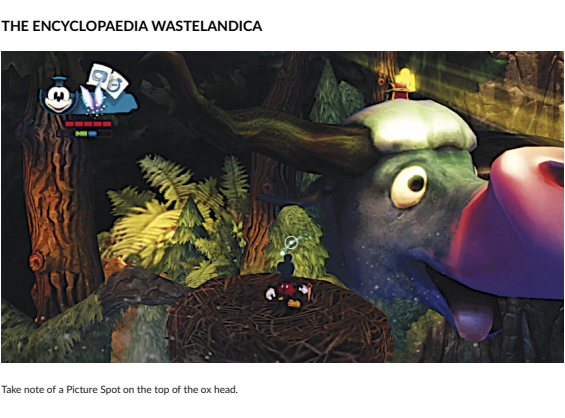
A chest with some random loot sits on top of the ox.

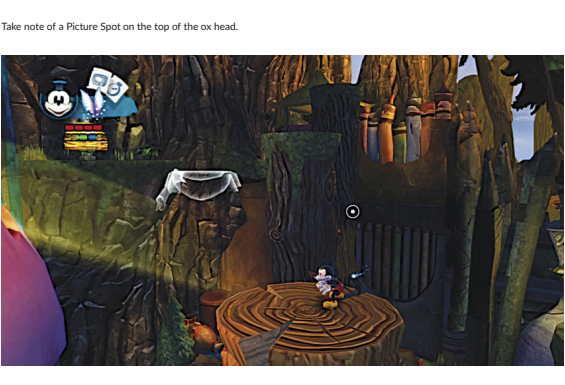
OPTIONAL QUEST

THE ENCYCLOPAEDIA WASTELANDICA

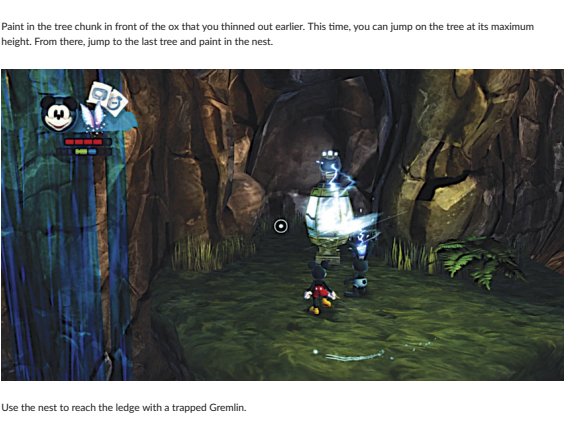


Take note of a Picture Spot on the top of the ox head.





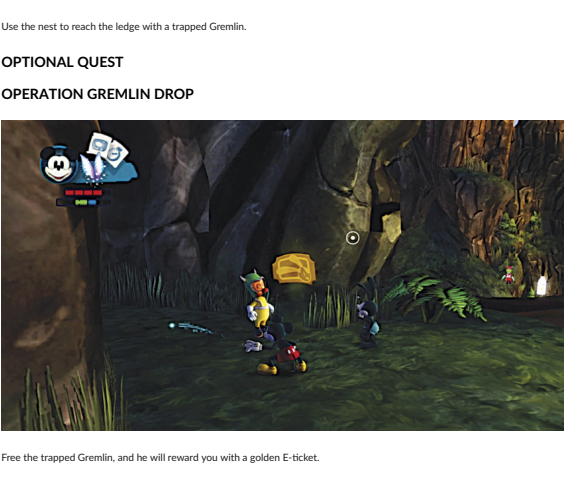
Paint in the tree chunk in front of the ox that you thinned out earlier. This time, you can jump on the tree at its maximum height. From there, jump to the last tree and paint in the nest.



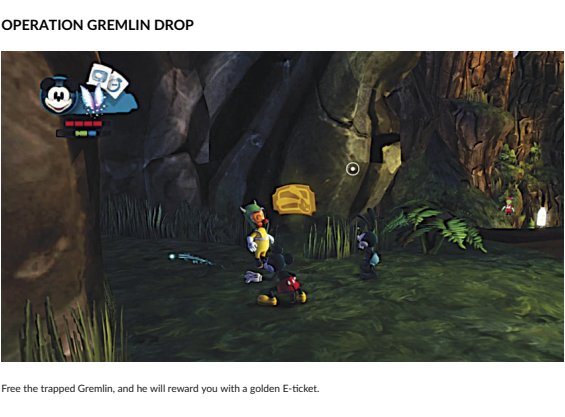
Use the nest to reach the ledge with a trapped Gremlin.

OPTIONAL QUEST

OPERATION GREMLIN DROP



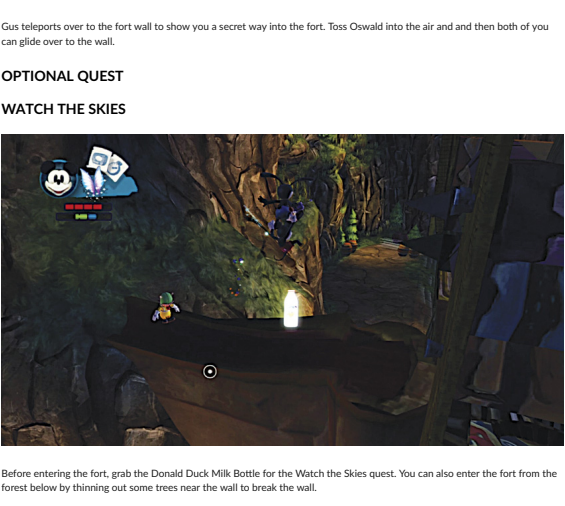
Free the trapped Gremlin, and he will reward you with a golden E-ticket.



Gus teleports over to the fort wall to show you a secret way into the fort. Toss Oswald into the air and then both of you can glide over to the wall.

OPTIONAL QUEST

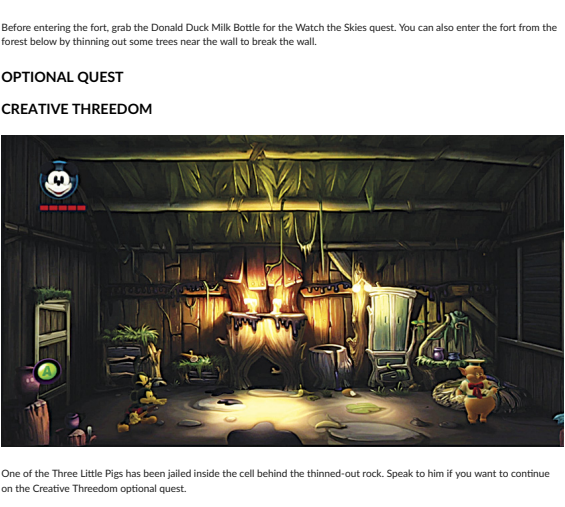
WATCH THE SKIES



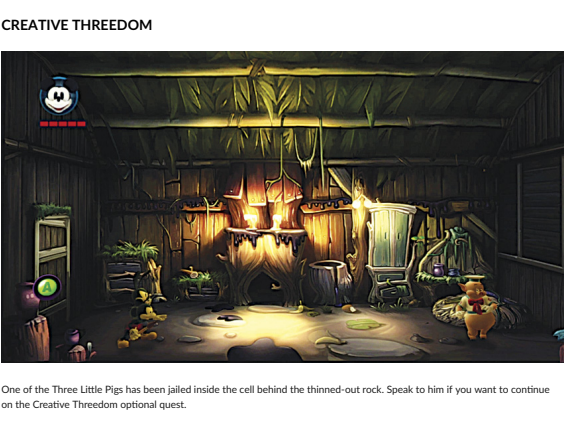
Before entering the fort, grab the Donald Duck Milk Bottle for the Watch the Skies quest. You can also enter the fort from the forest below by thinning out some trees near the wall to break the wall.

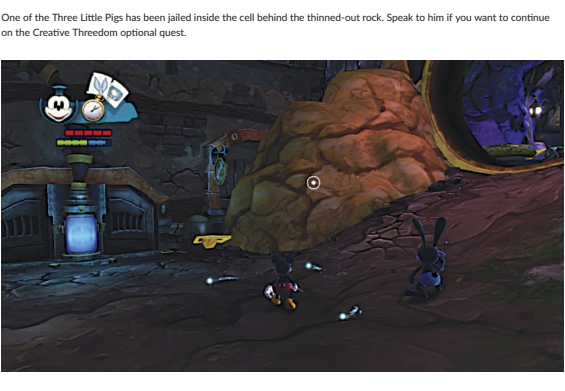
OPTIONAL QUEST

CREATIVE THREEDOM

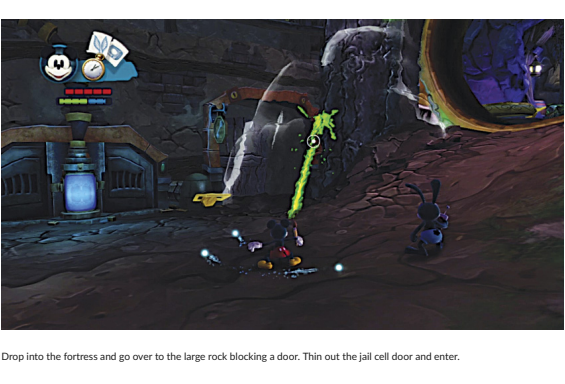


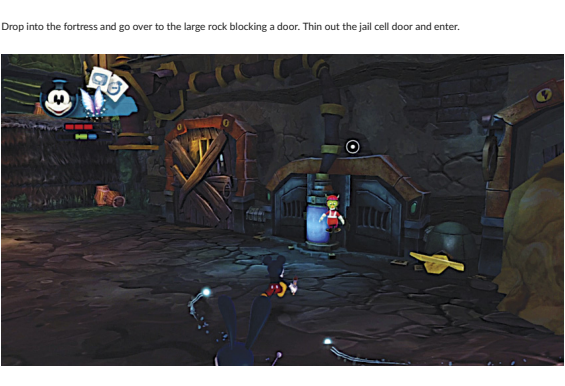
One of the Three Little Pigs has been jailed inside the cell behind the thinned-out rock. Speak to him if you want to continue on the Creative Threedom optional quest.



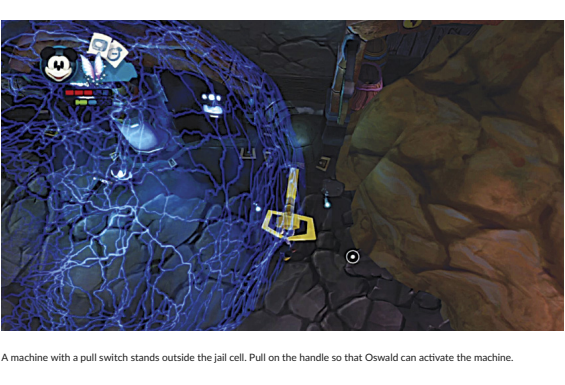


Drop into the fortress and go over to the large rock blocking a door. Thin out the jail cell door and enter.



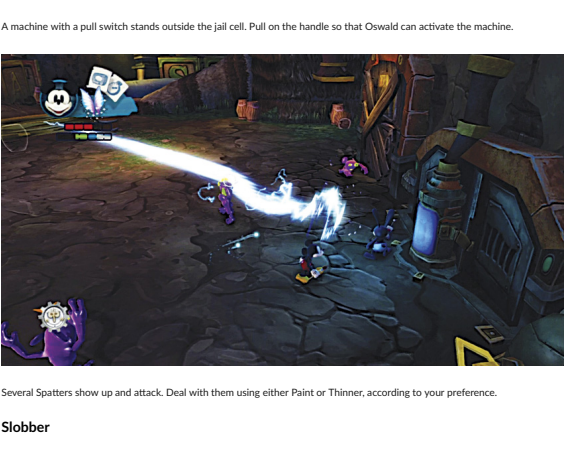


A machine with a pull switch stands outside the jail cell. Pull on the handle so that Oswald can activate the machine.

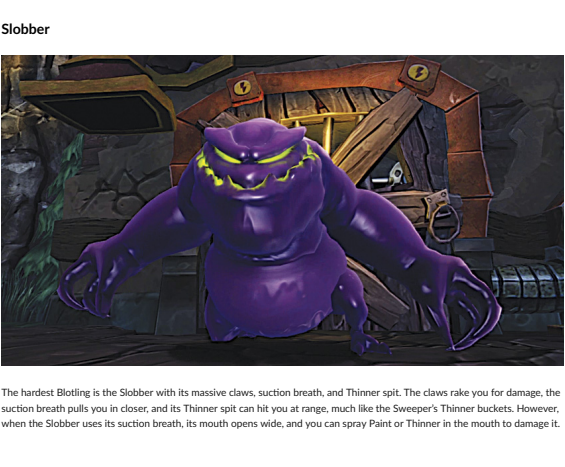


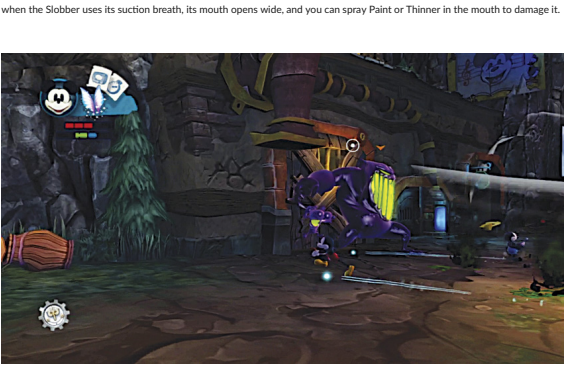
Several Spatters show up and attack. Deal with them using either Paint or Thinner, according to your preference.

Slobber

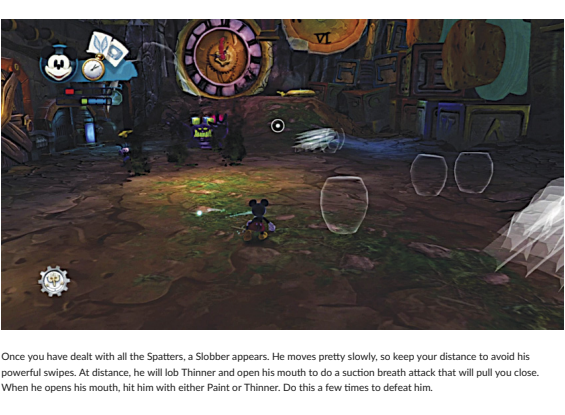


The hardest Blotling is the Slobber with its massive claws, suction breath, and Thinner spit. The claws rake you for damage, the suction breath pulls you in closer, and its Thinner spit can hit you at range, much like the Sweeper's Thinner buckets. However, when the Slobber uses its suction breath, its mouth opens wide, and you can spray Paint or Thinner in the mouth to damage it.





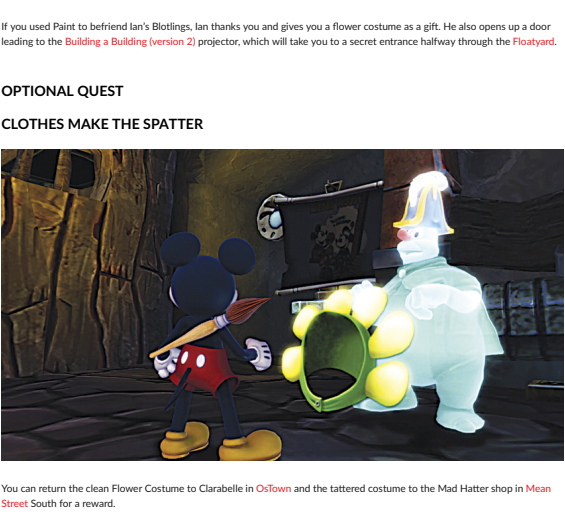
Once you have dealt with all the Spatters, a Slobber appears. He moves pretty slowly, so keep your distance to avoid his powerful swipes. At distance, he will lob Thinner and open his mouth to do a suction breath attack that will pull you close. When he opens his mouth, hit him with either Paint or Thinner. Do this a few times to defeat him.



If you used Paint to befriend Ian's Blotlings, Ian thanks you and gives you a flower costume as a gift. He also opens up a door leading to the Building a Building (version 2) projector, which will take you to a secret entrance halfway through the Floatyard.

OPTIONAL QUEST

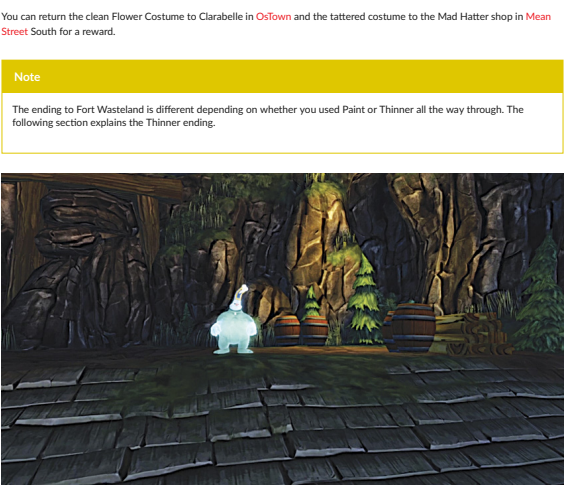
CLOTHES MAKE THE SPATTER

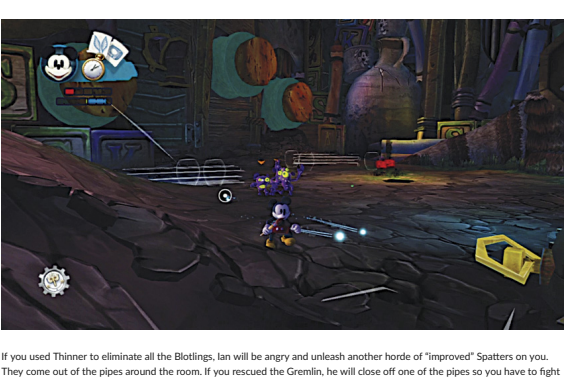


You can return the clean Flower Costume to Clarabelle in OsTown and the tattered costume to the Mad Hatter shop in Mean Street South for a reward.

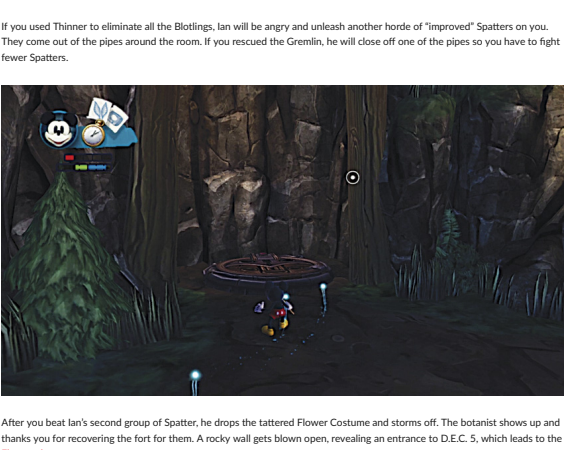
Note

The ending to Fort Wasteland is different depending on whether you used Paint or Thinner all the way through. The following section explains the Thinner ending.

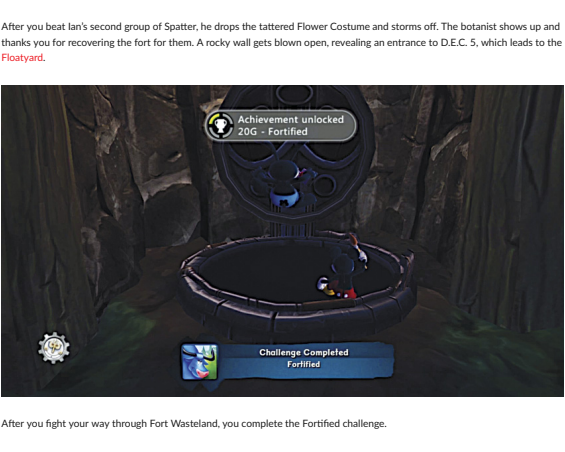




If you used Thinner to eliminate all the Blotlings, Ian will be angry and unleash another horde of "improved" Spatters on you. They come out of the pipes around the room. If you rescued the Gremlin, he will close off one of the pipes so you have to fight fewer Spatters.



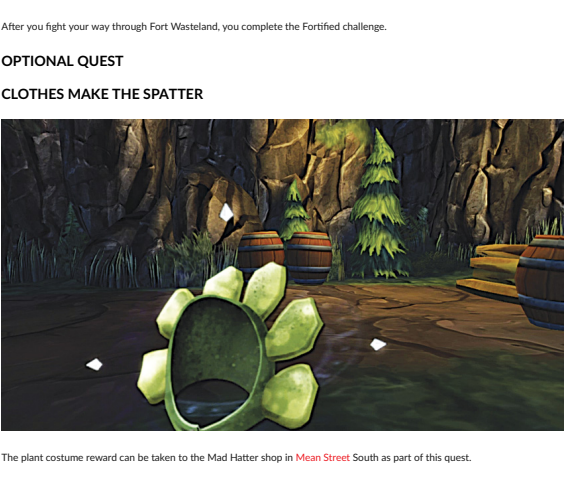
After you beat Ian's second group of Spatter, he drops the tattered Flower Costume and storms off. The botanist shows up and thanks you for recovering the fort for them. A rocky wall gets blown open, revealing an entrance to D.E.C. 5, which leads to the Floatyard.



After you fight your way through Fort Wasteland, you complete the Fortified challenge.

OPTIONAL QUEST

CLOTHES MAKE THE SPATTER

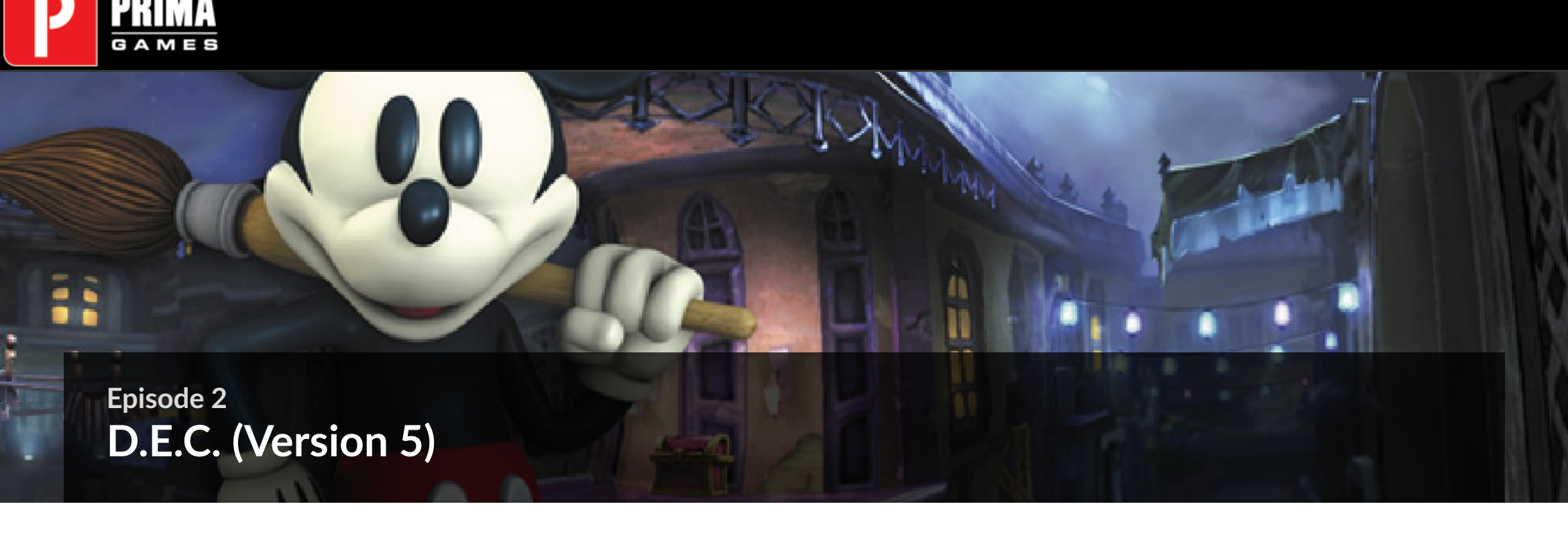


The plant costume reward can be taken to the Mad Hatter shop in Mean Street South as part of this quest.

Fortified

Playstation 3 Trophy: Bronze 20

Xbox 360 Gamer Points: 20



Episode 2

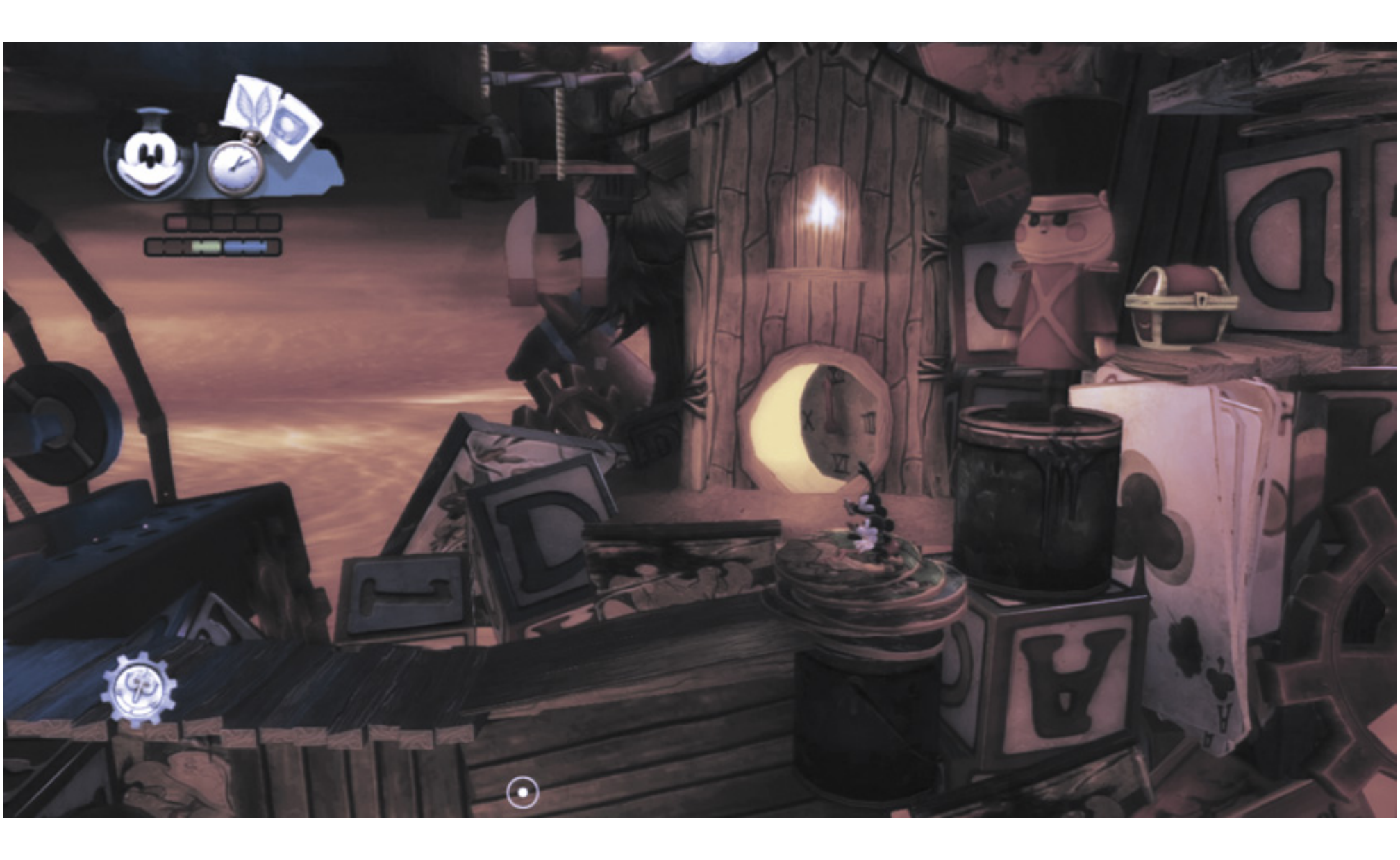
D.E.C. (Version 5)

LEVEL BREAKDOWN

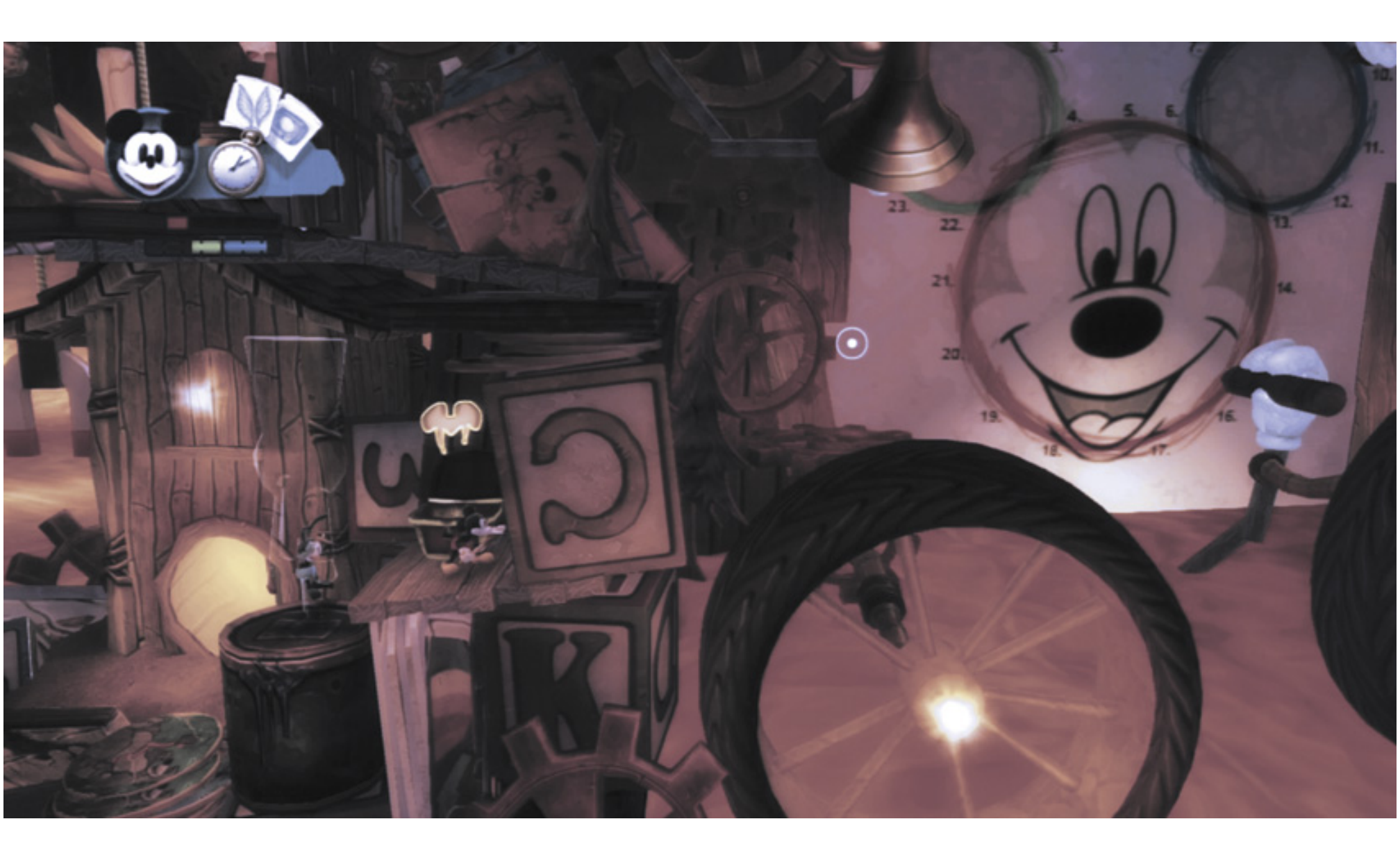
Collectibles

- Bronze Pin (x2)l
- Concept Art 38
- Silver Pin

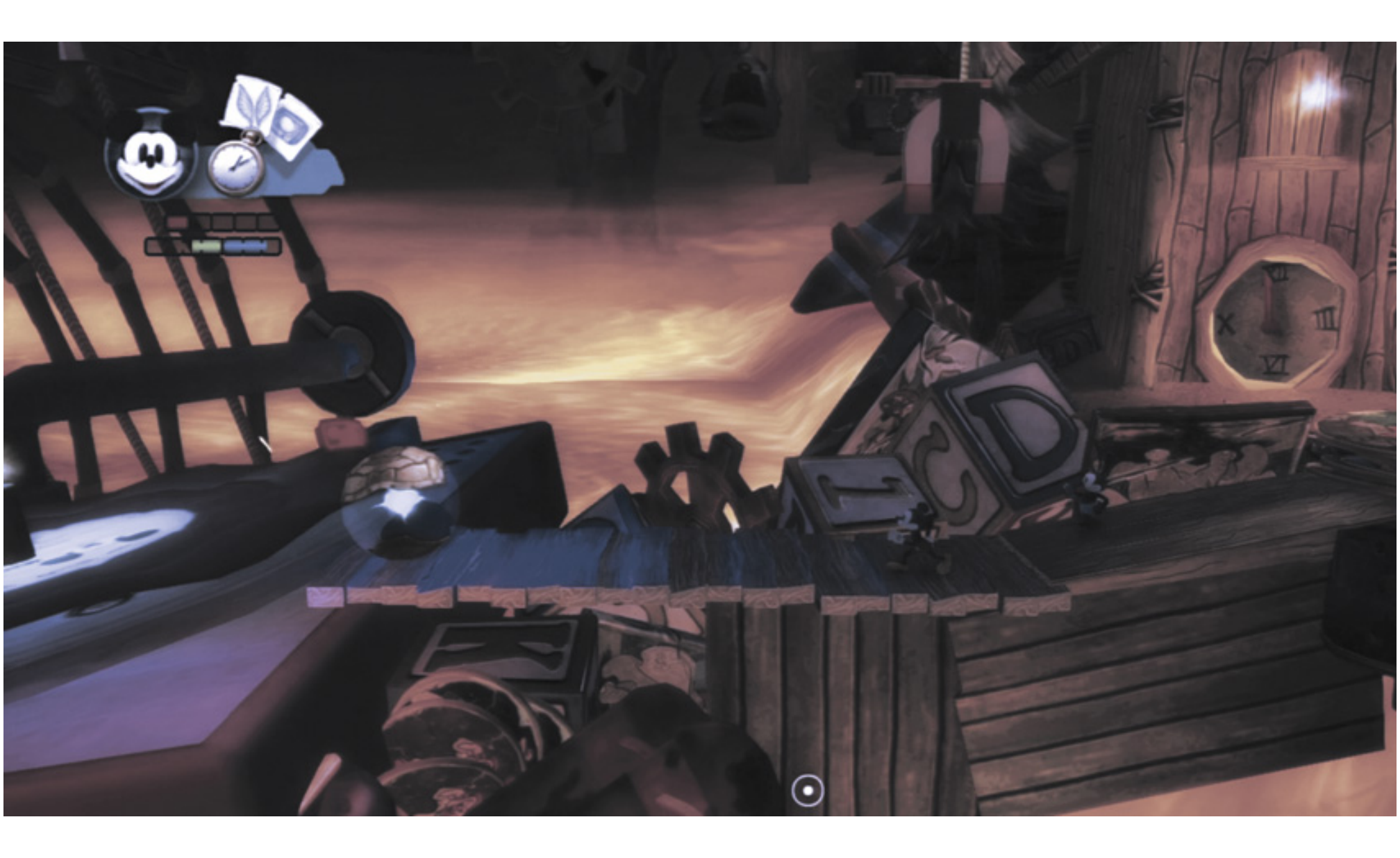
Note: The fifth and final version of the D.E.C. opens up if you use the Thinner path to get through Fort Wasteland. The D.E.C. (version 5) takes you to the start of the Floatyard.



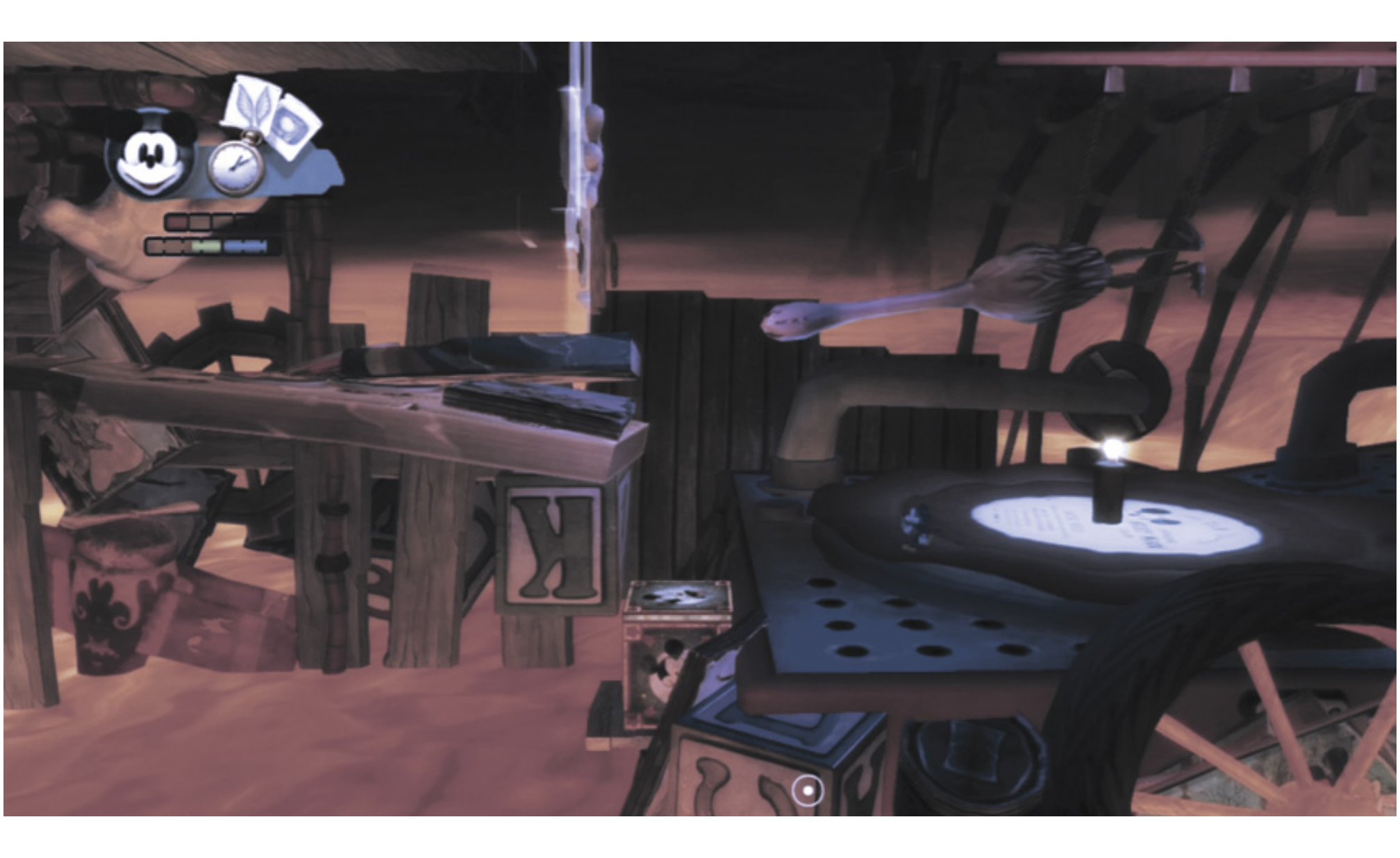
Your last trip through the D.E.C. works similarly to previous versions. It is slightly longer than normal projector levels, and it allows the use of Paint, Thinner, and Sketches.



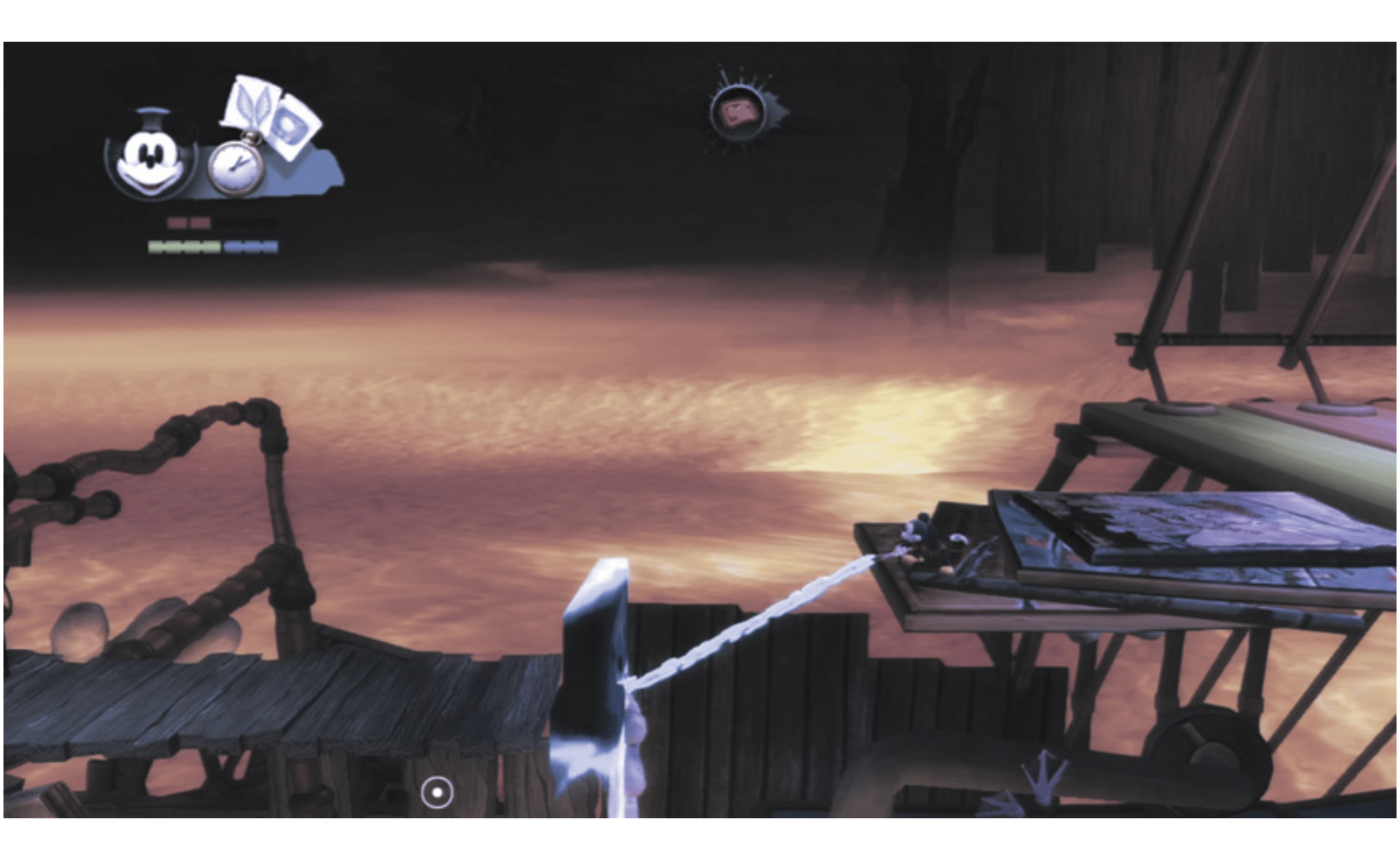
Directly to the right of where you start, Thin out the toy soldier and jump up to open the red chest, which contains a Bronze Pin.



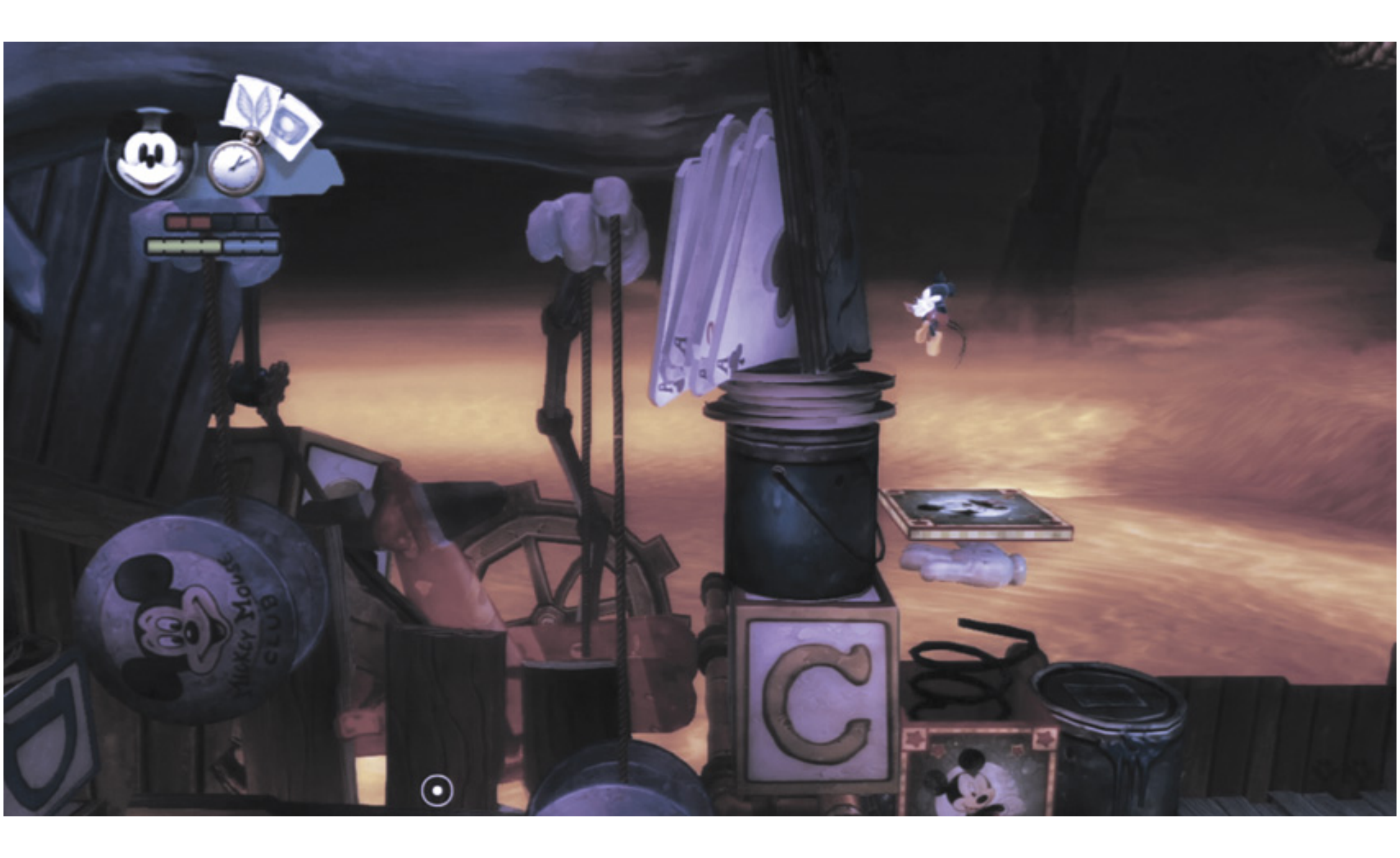
To the left is a Battery Sphere and two large records. Leave the sphere for now. Thin out the records if you want, or just jump past them.



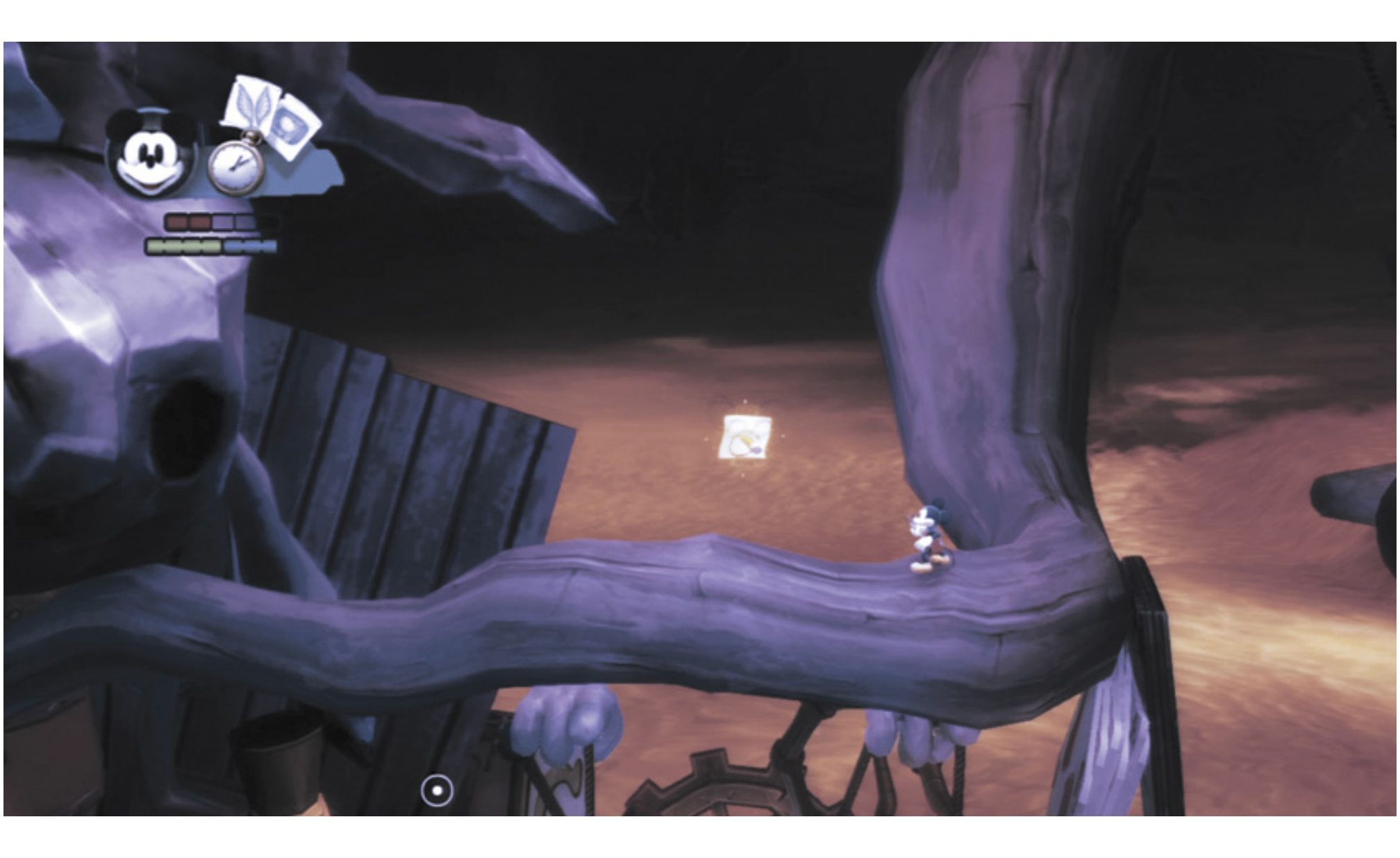
The second record has a large spinning flamingo that you need to pass under. After the second record, there is a jack-in-the-box that can spring you up. If you want some extra E-tickets, take the short tunnel to the left just above the spring.



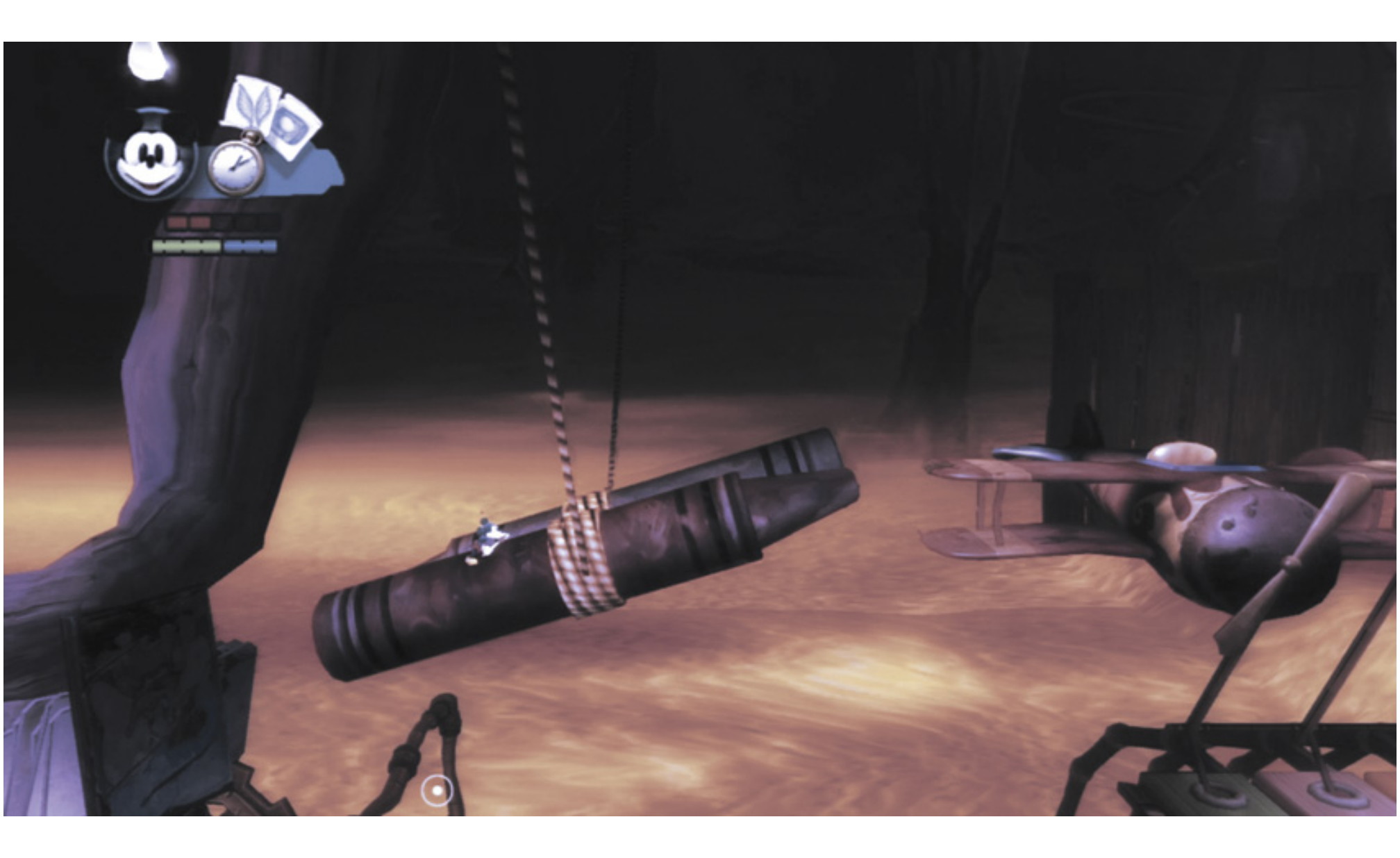
Use the spring to jump all the way up to the book platform on the right. Paint in the missing block to the left and make the jump over to the now-closer ledge.



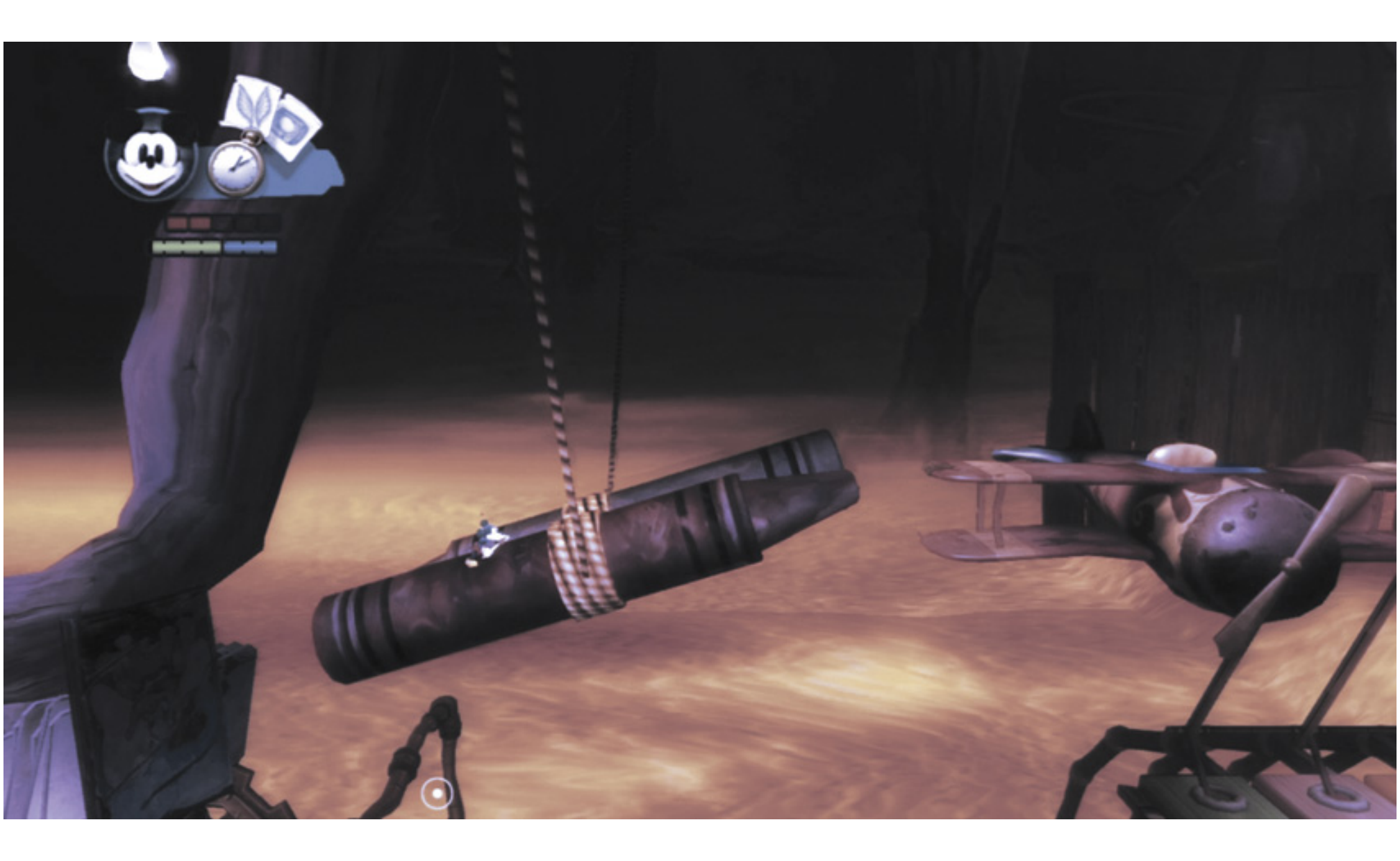
At the end of this ledge is another jack-in-the-box that can spring you up to a large platform on the left.



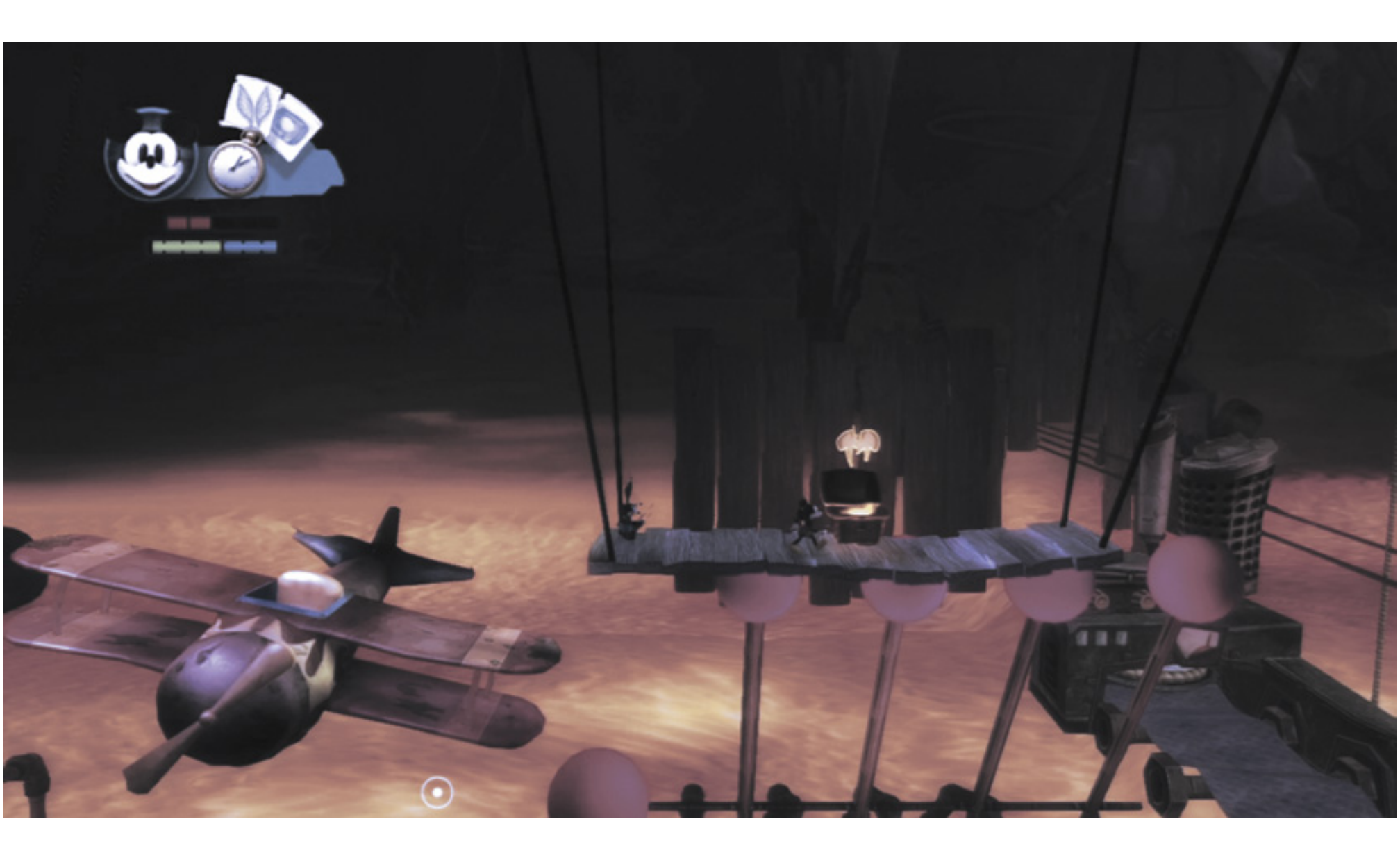
Collect Concept Art 38 on this platform before jumping to the crayon platform to the right.



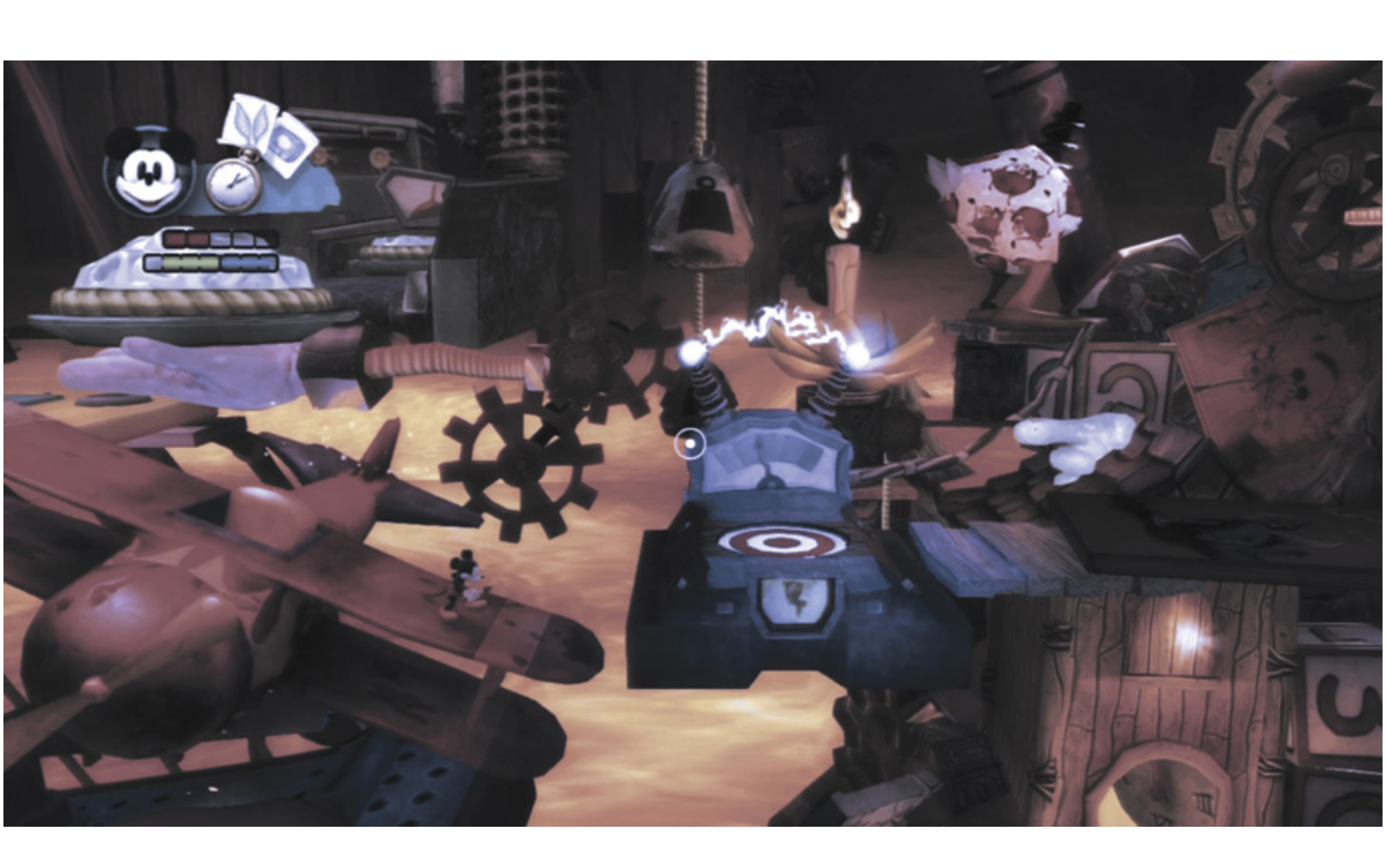
The crayon platform will tilt toward whatever side you stand on. Stand on the left to point the right side upward, and make a running jump over to the hanging plane.

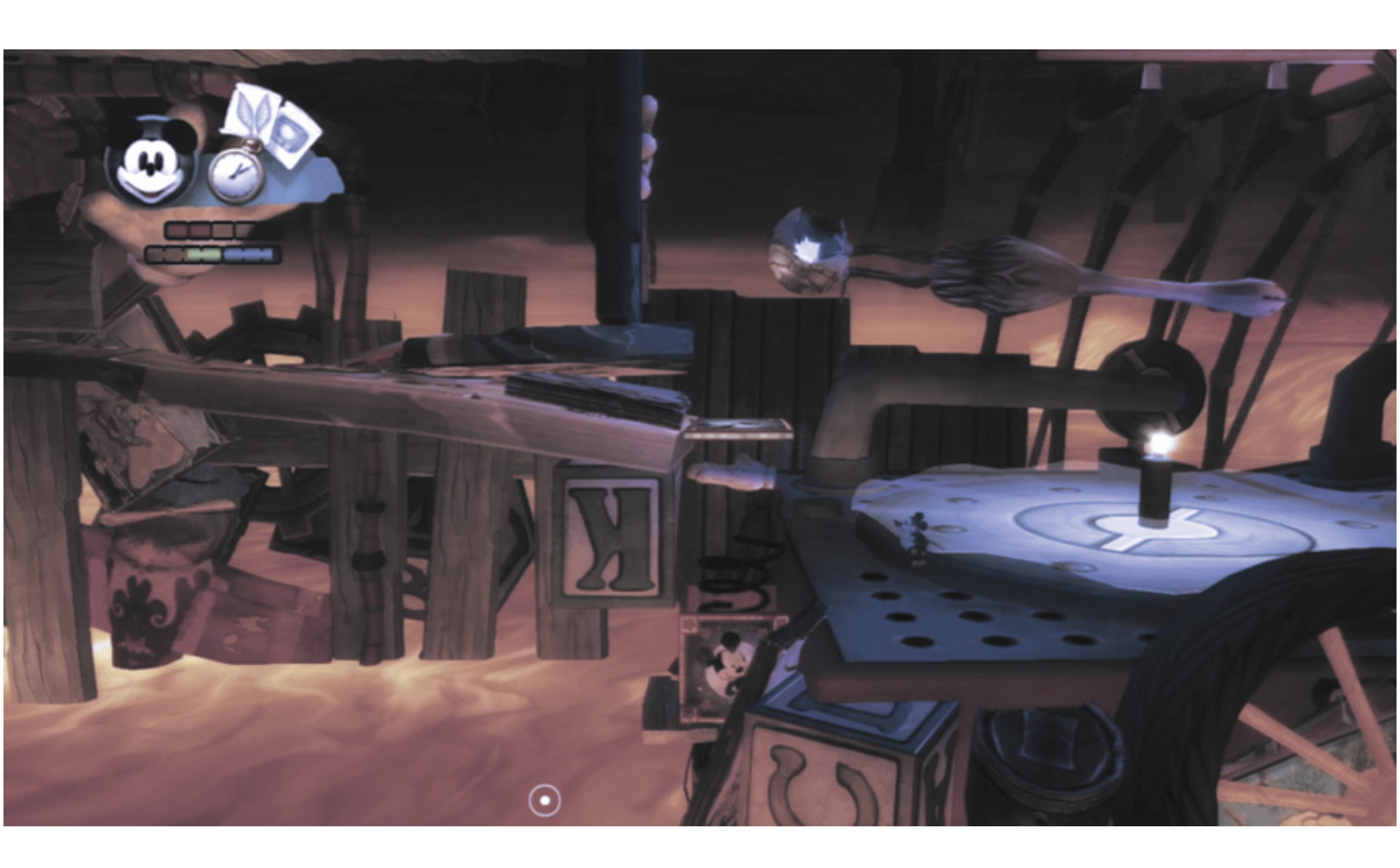


Repeat this technique on the plate platform to jump over to a red chest with another Bronze Pin.

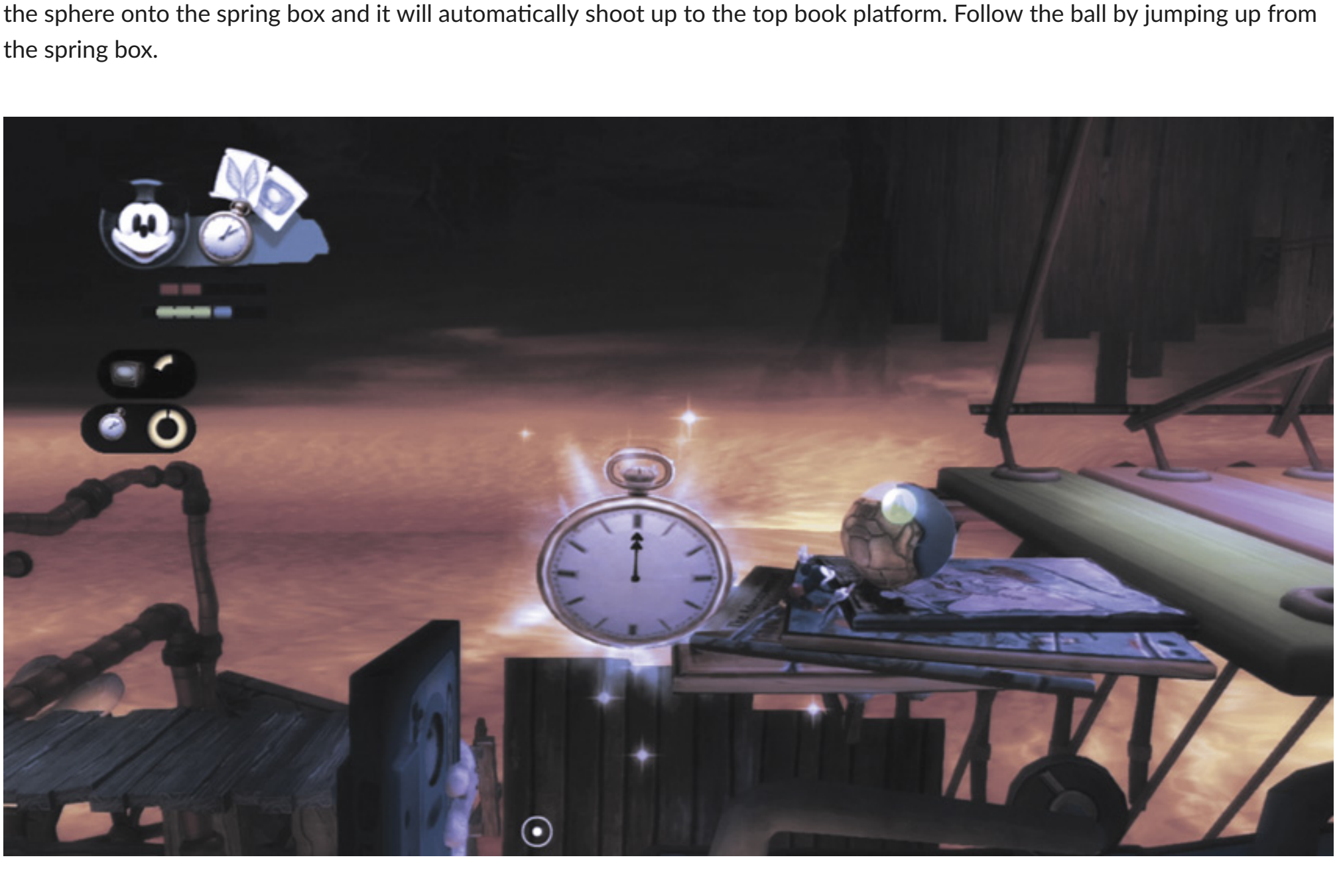


Jump off the right side of this platform, down to another tilting plane platform. Past this a machine that needs the Battery Sphere to open a gate, so you need to fetch the sphere now. Stand on the plane to tilt one side and drop off the other wing.

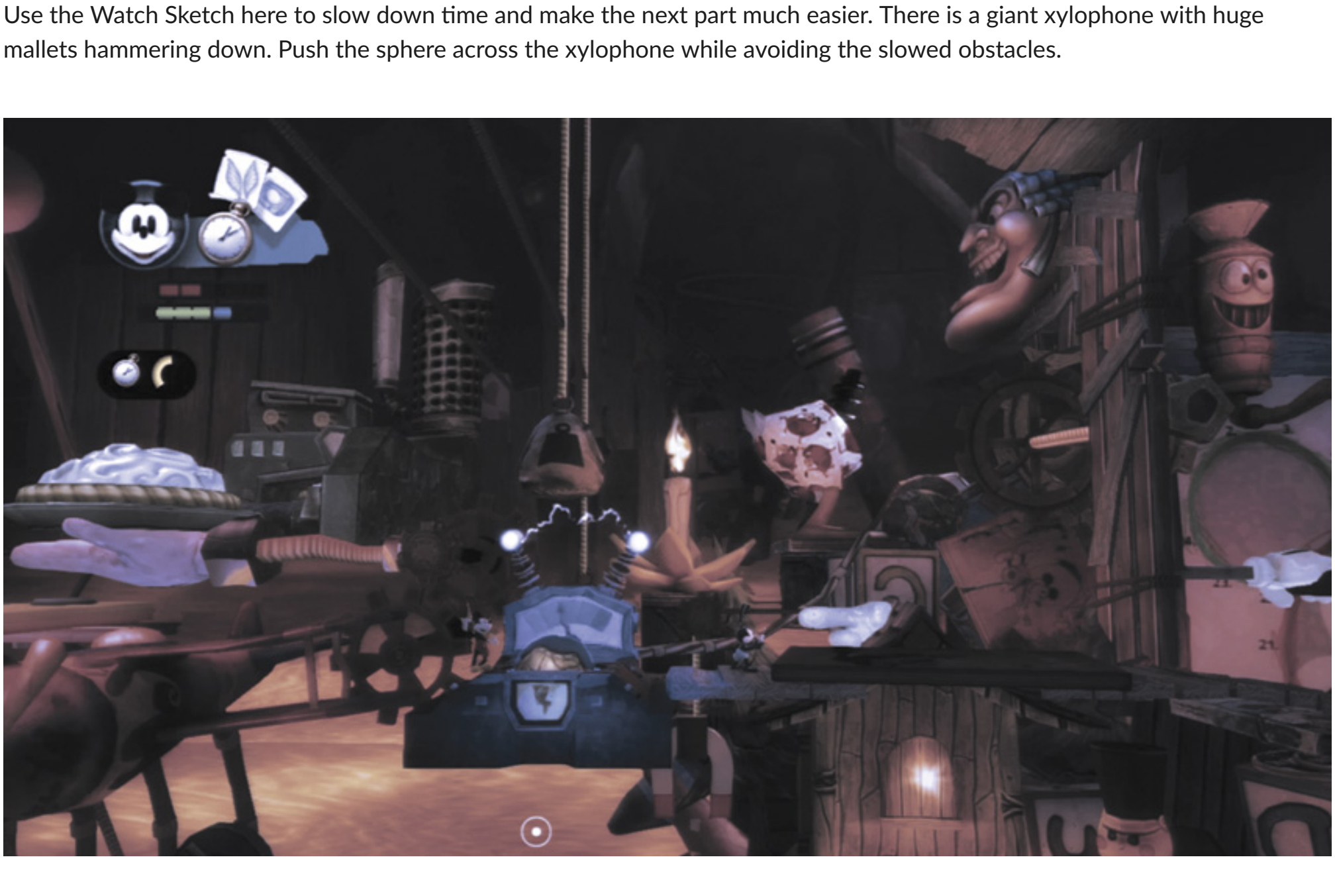


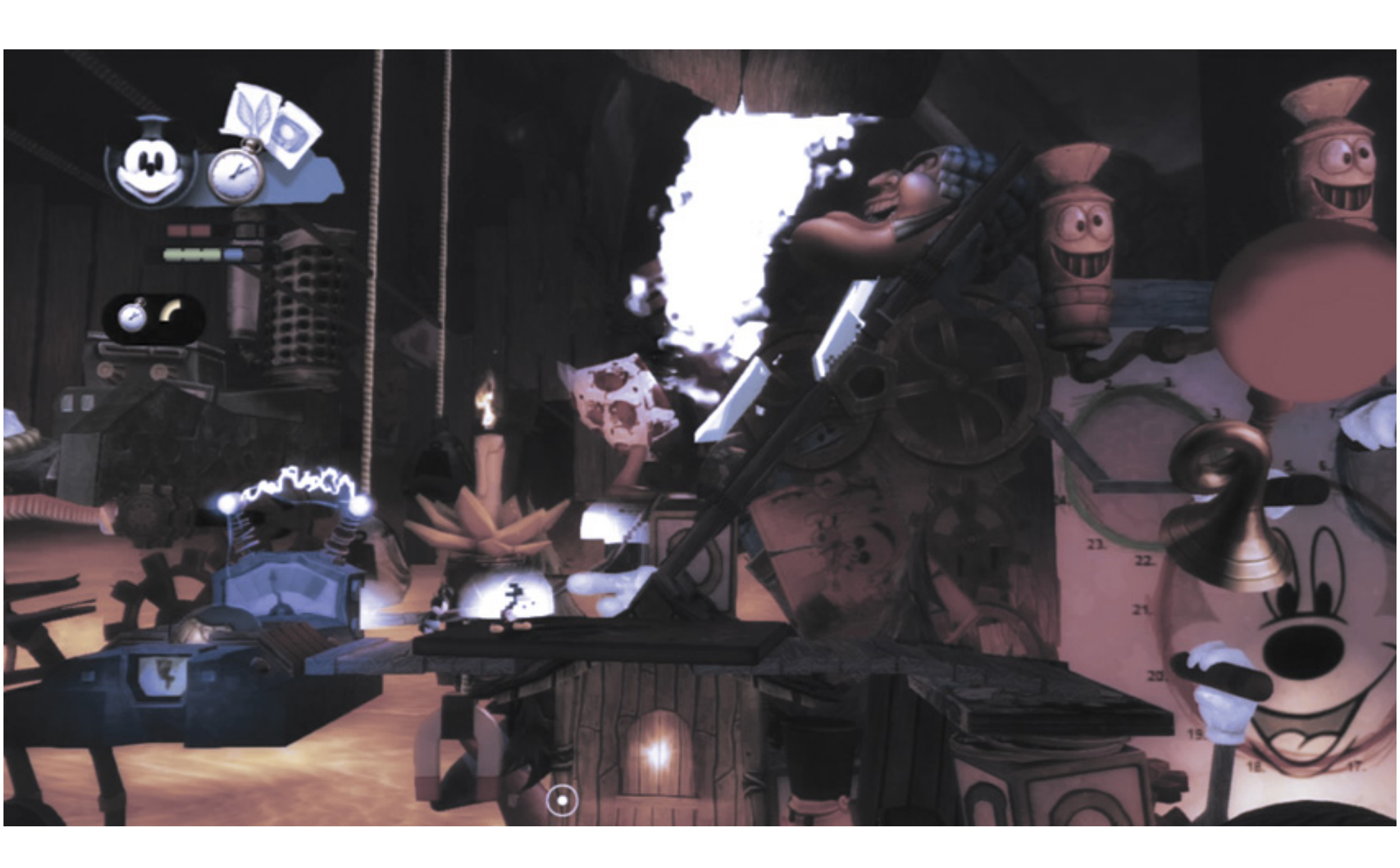


Thin out the records if you haven't already done so. Push the Battery Sphere to the left and avoid the spinning flamingo. Push the sphere onto the spring box and it will automatically shoot up to the top book platform. Follow the ball by jumping up from the spring box.

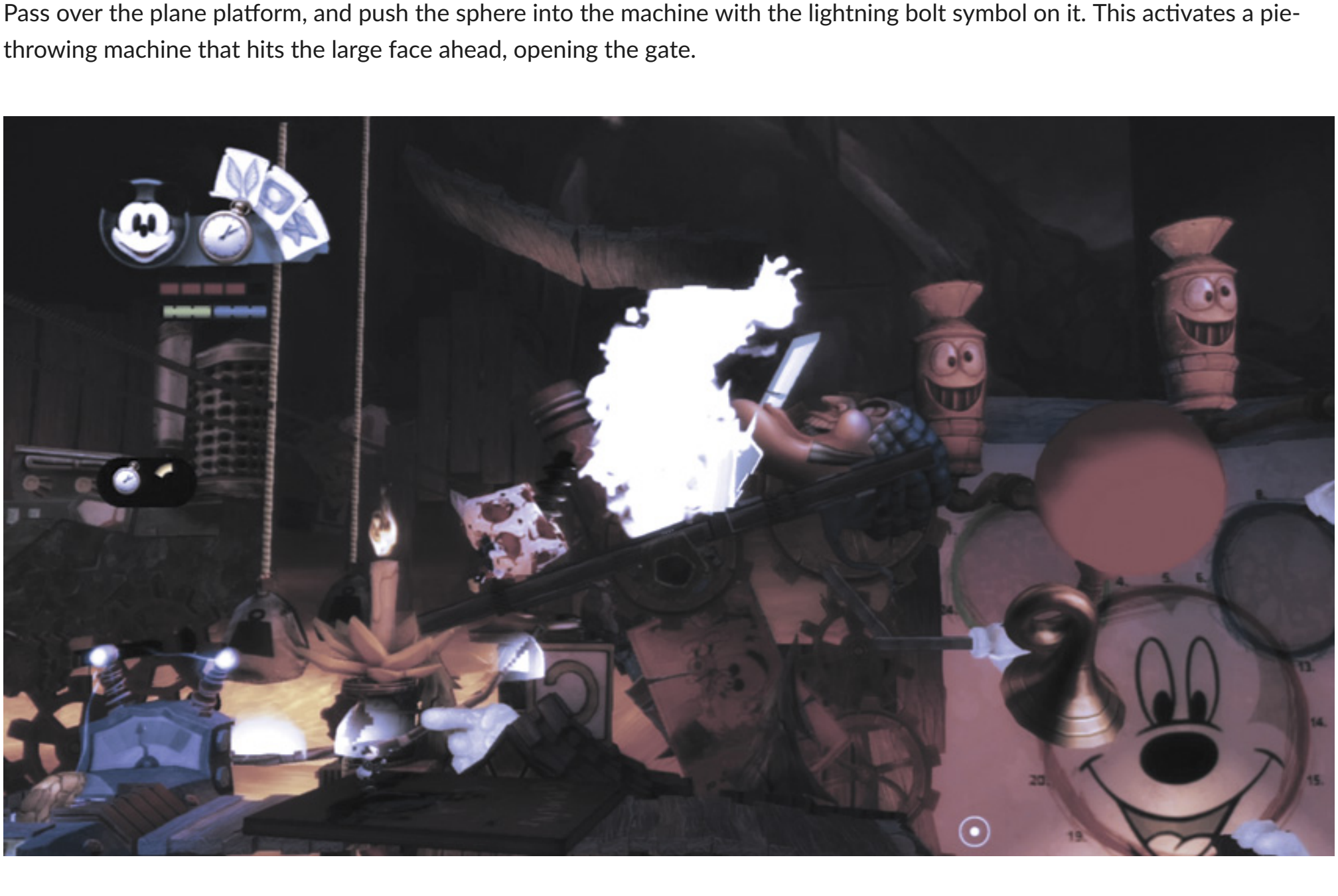


Use the Watch Sketch here to slow down time and make the next part much easier. There is a giant xylophone with huge mallets hammering down. Push the sphere across the xylophone while avoiding the slowed obstacles.

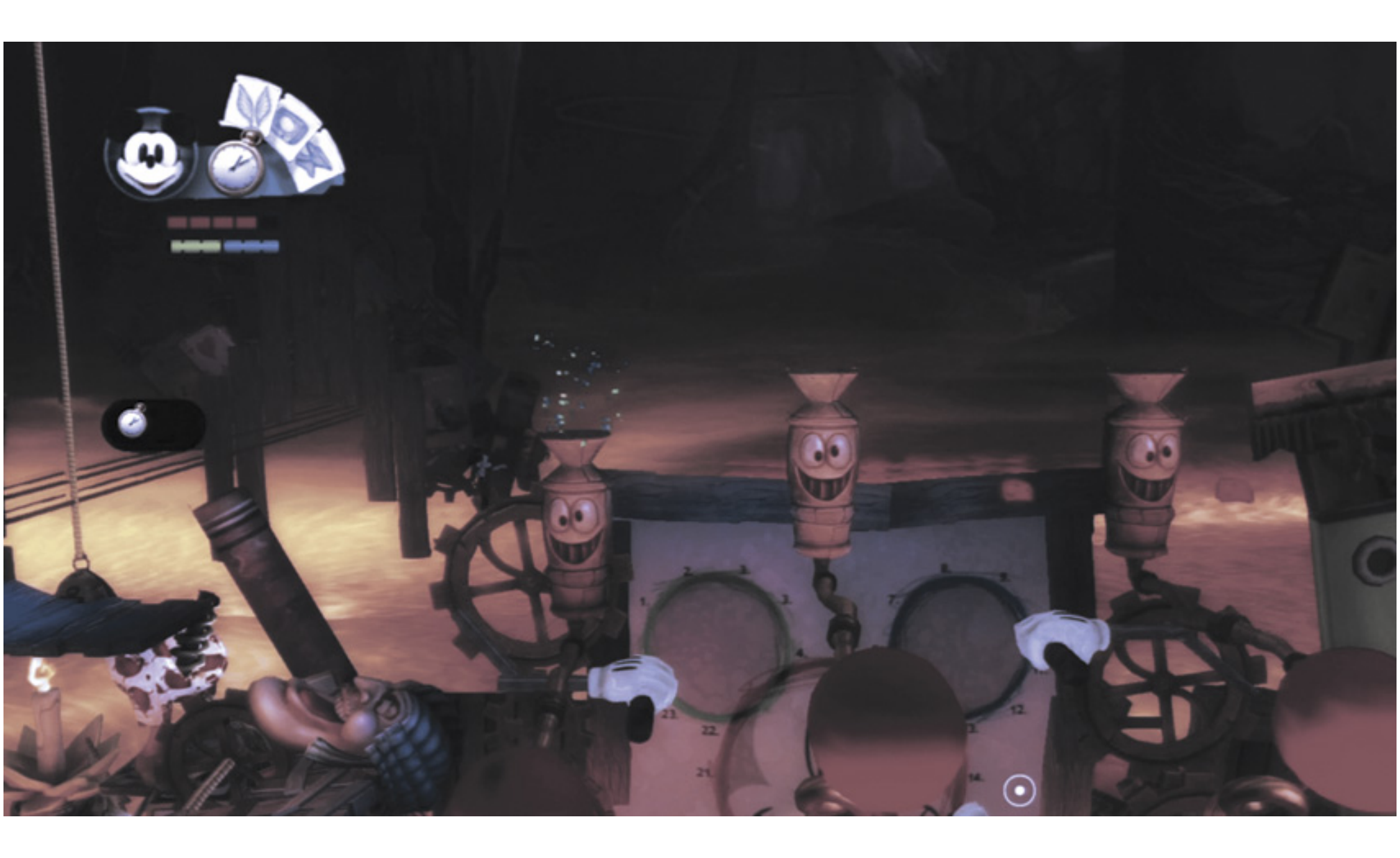




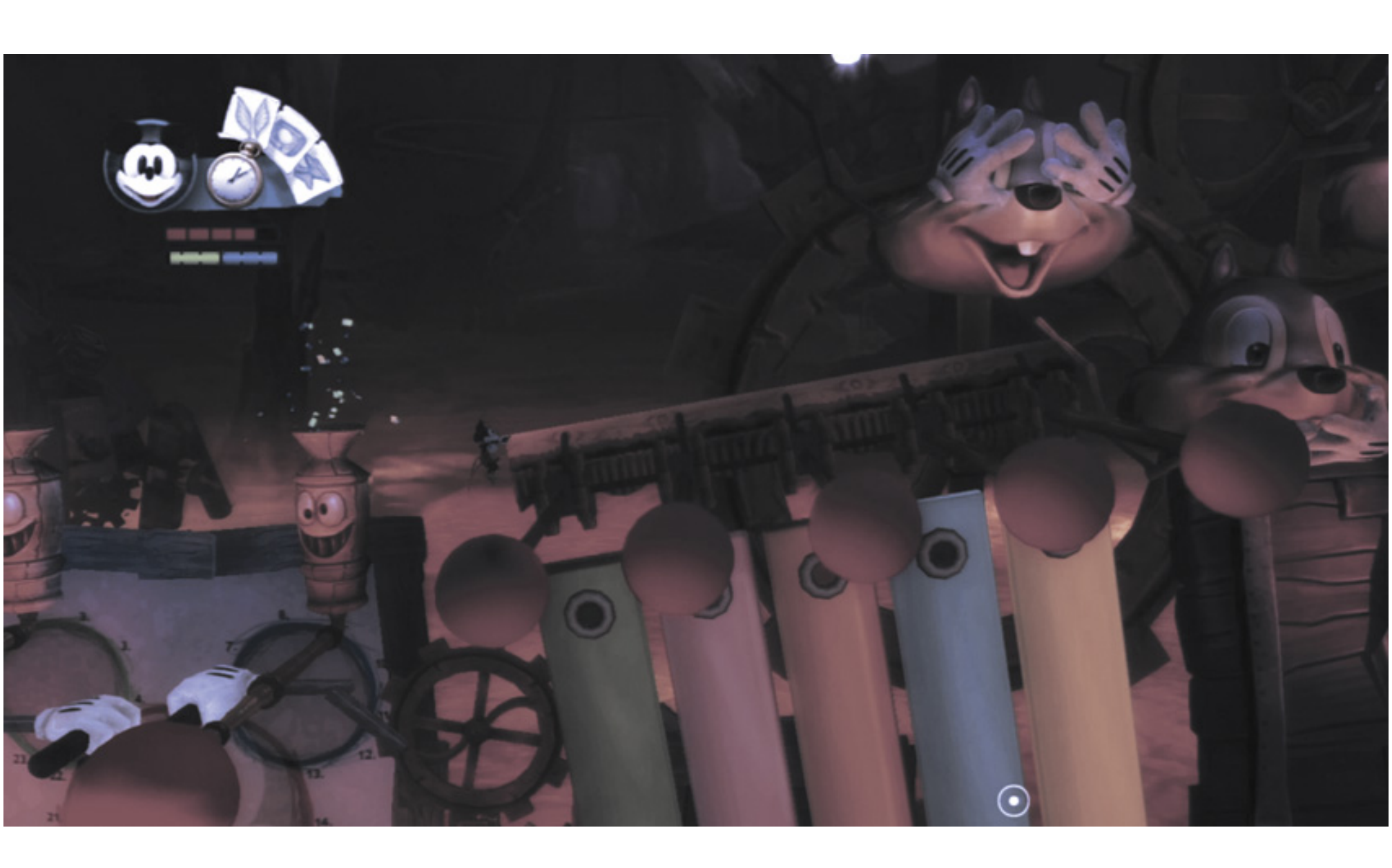
Pass over the plane platform, and push the sphere into the machine with the lightning bolt symbol on it. This activates a pie-throwing machine that hits the large face ahead, opening the gate.



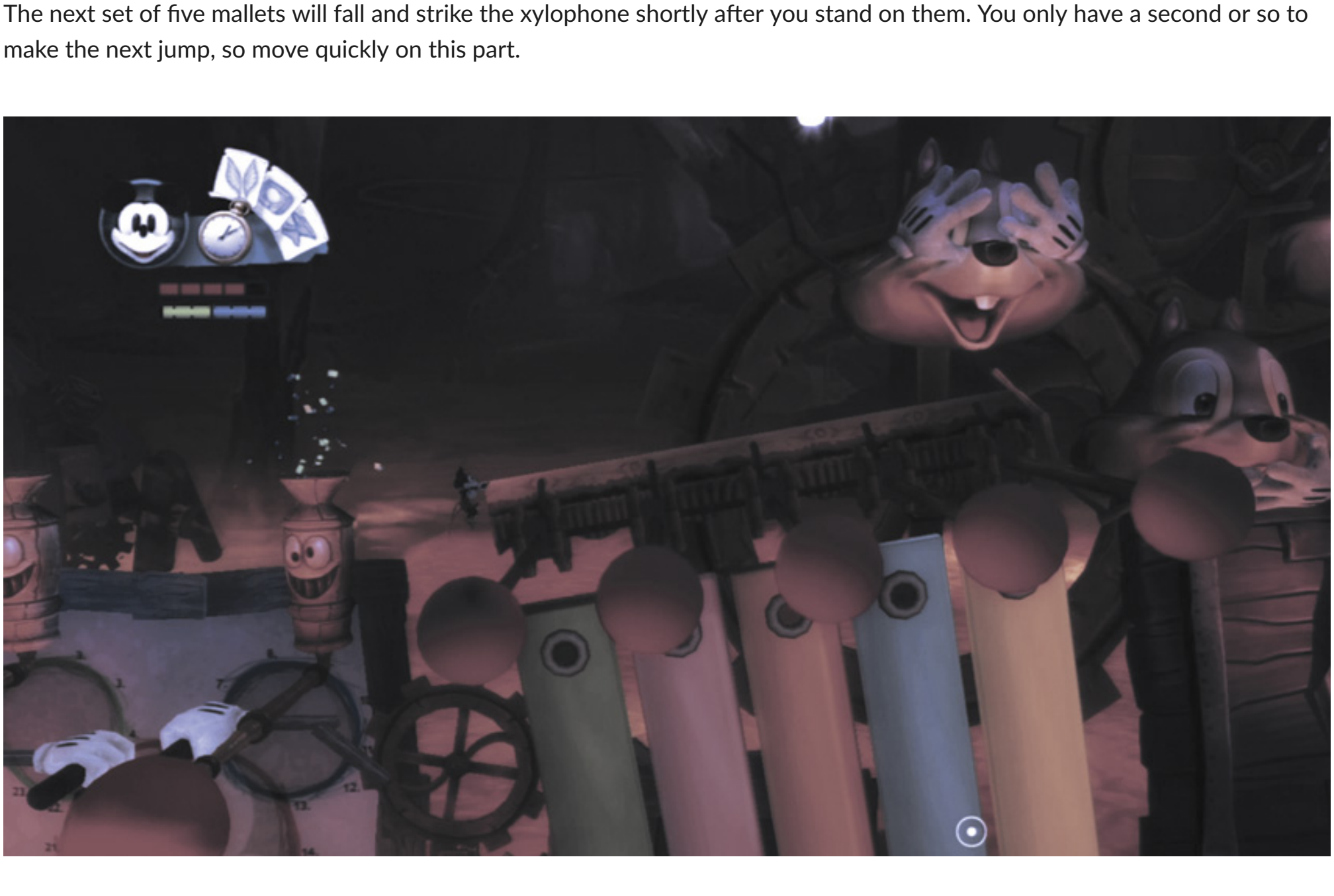
You can jump on the gate being pushed upward and use it as a platform to move across a secret path to the last pin.



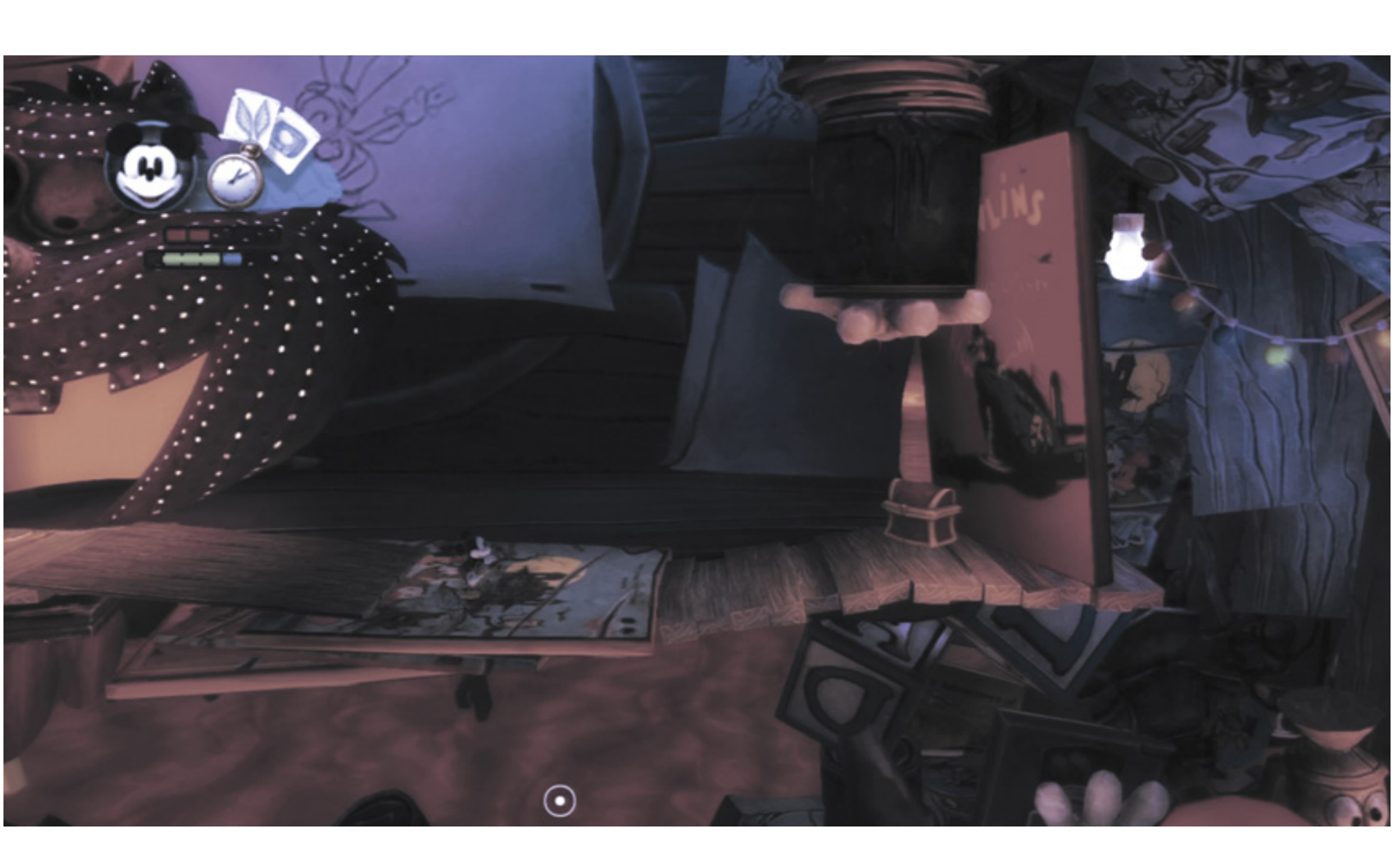
From the platform, jump onto the large red ball. There are a series of three large red balls that will bounce you up when you jump on them. You can take your time on these and bounce across to a set of mallets, each with a small red ball on the end.



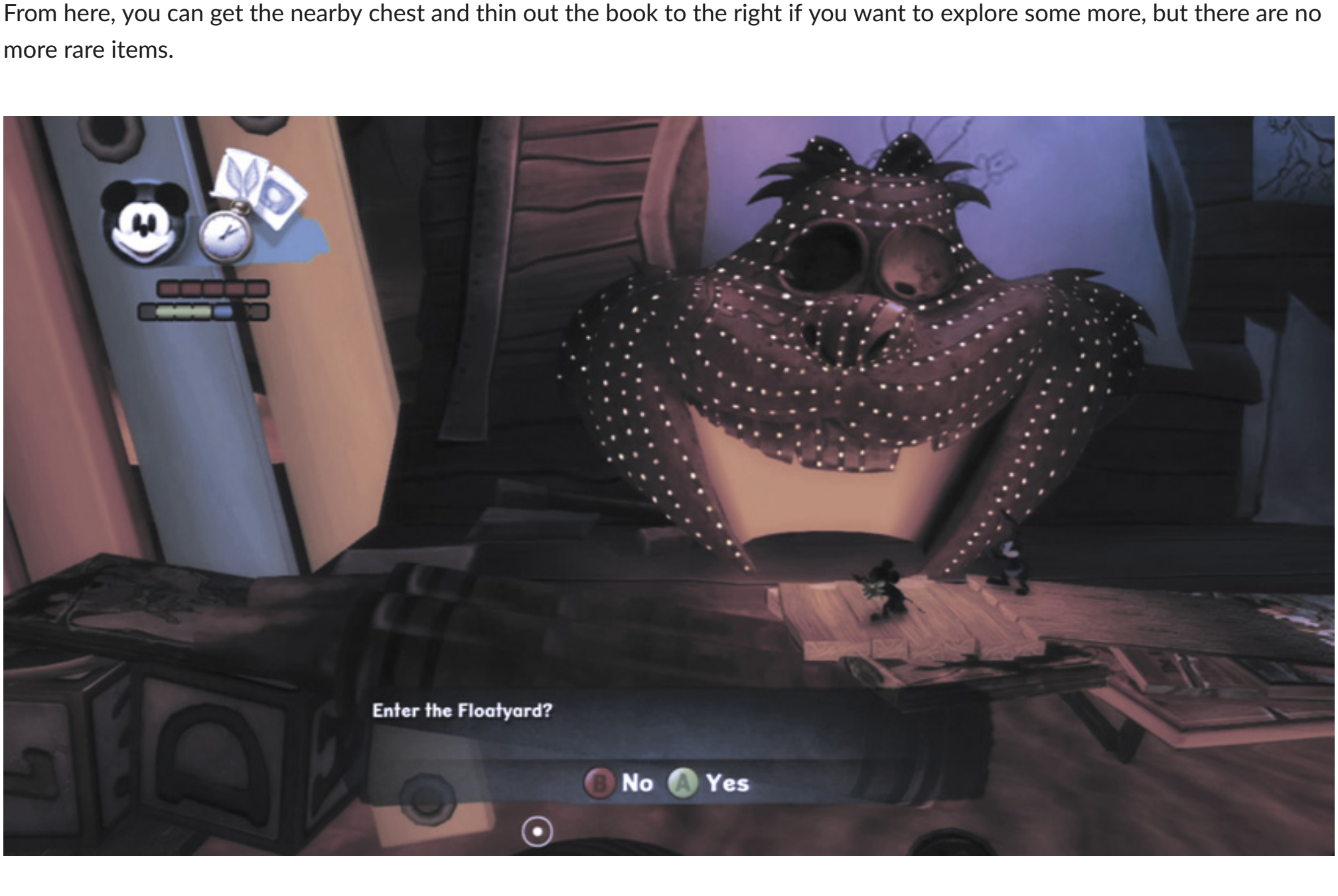
The next set of five mallets will fall and strike the xylophone shortly after you stand on them. You only have a second or so to make the next jump, so move quickly on this part.



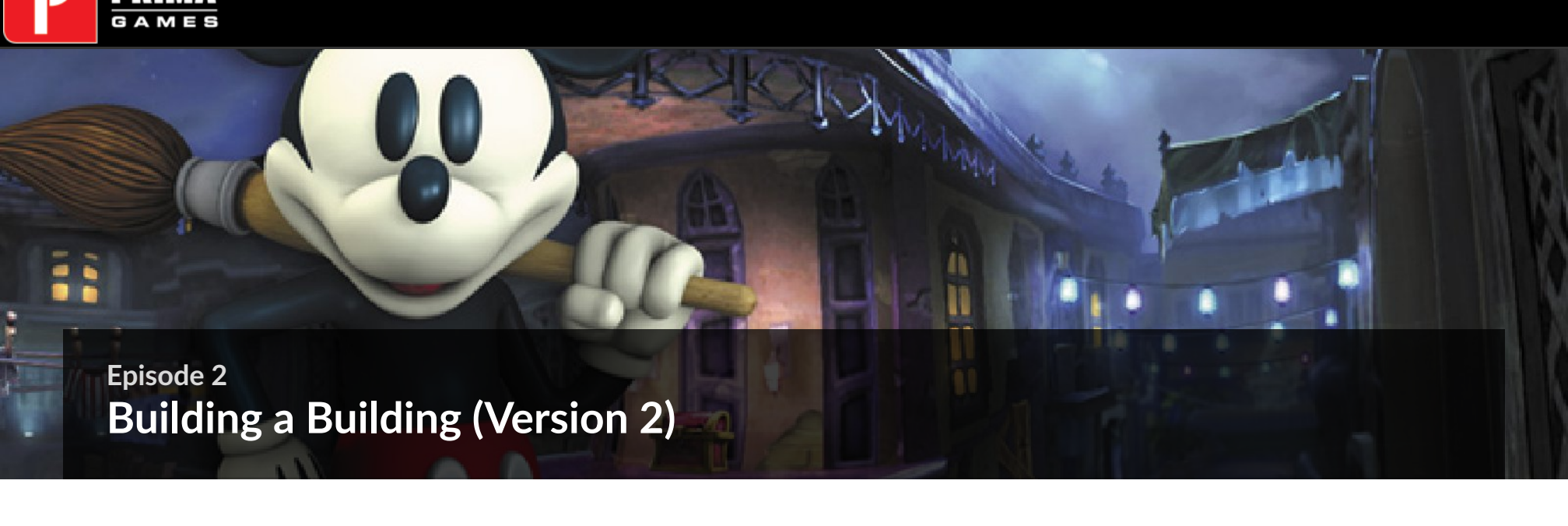
If you reach the end safely, there is a red chest with a Silver Pin. Drop down after you retrieve the pin.



From here, you can get the nearby chest and thin out the book to the right if you want to explore some more, but there are no more rare items.



When you are finished exploring the area, the exit to the Floatyard is the mouth of the Cheshire Cat float.



Episode 2

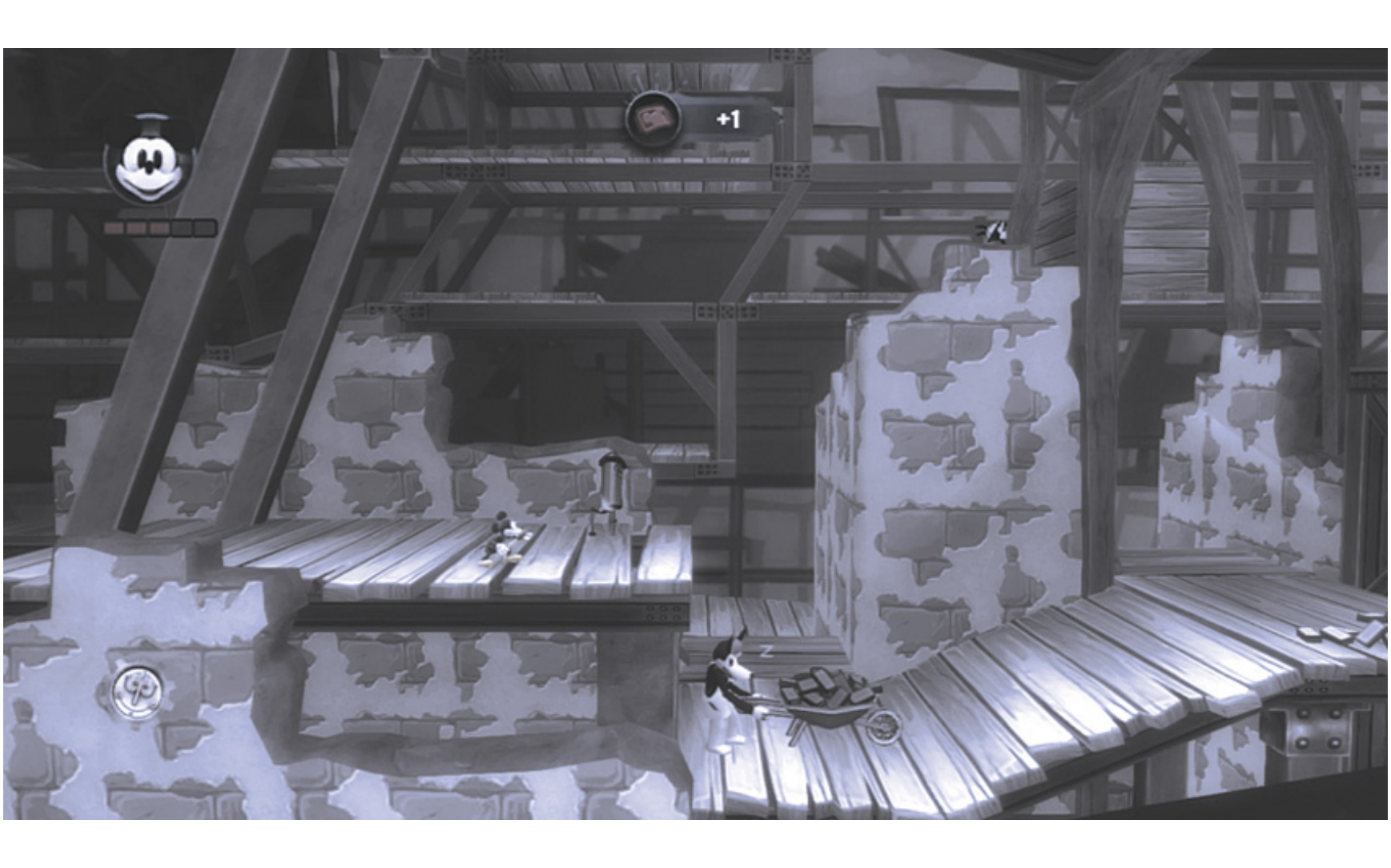
Building a Building (Version 2)

LEVEL BREAKDOWN

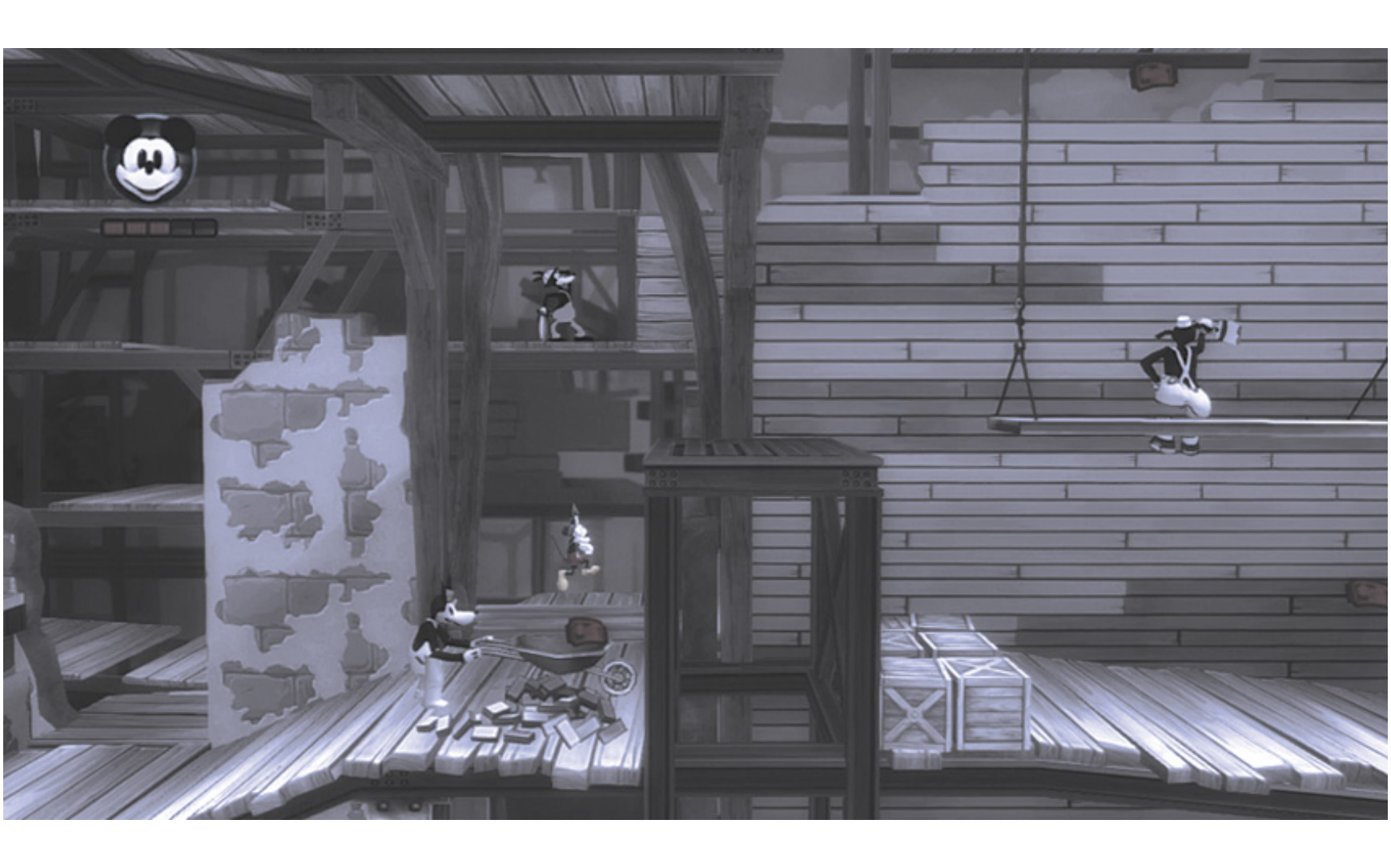
Collectibles

- Film Reell
- Golden E-ticket
- Gold Pin

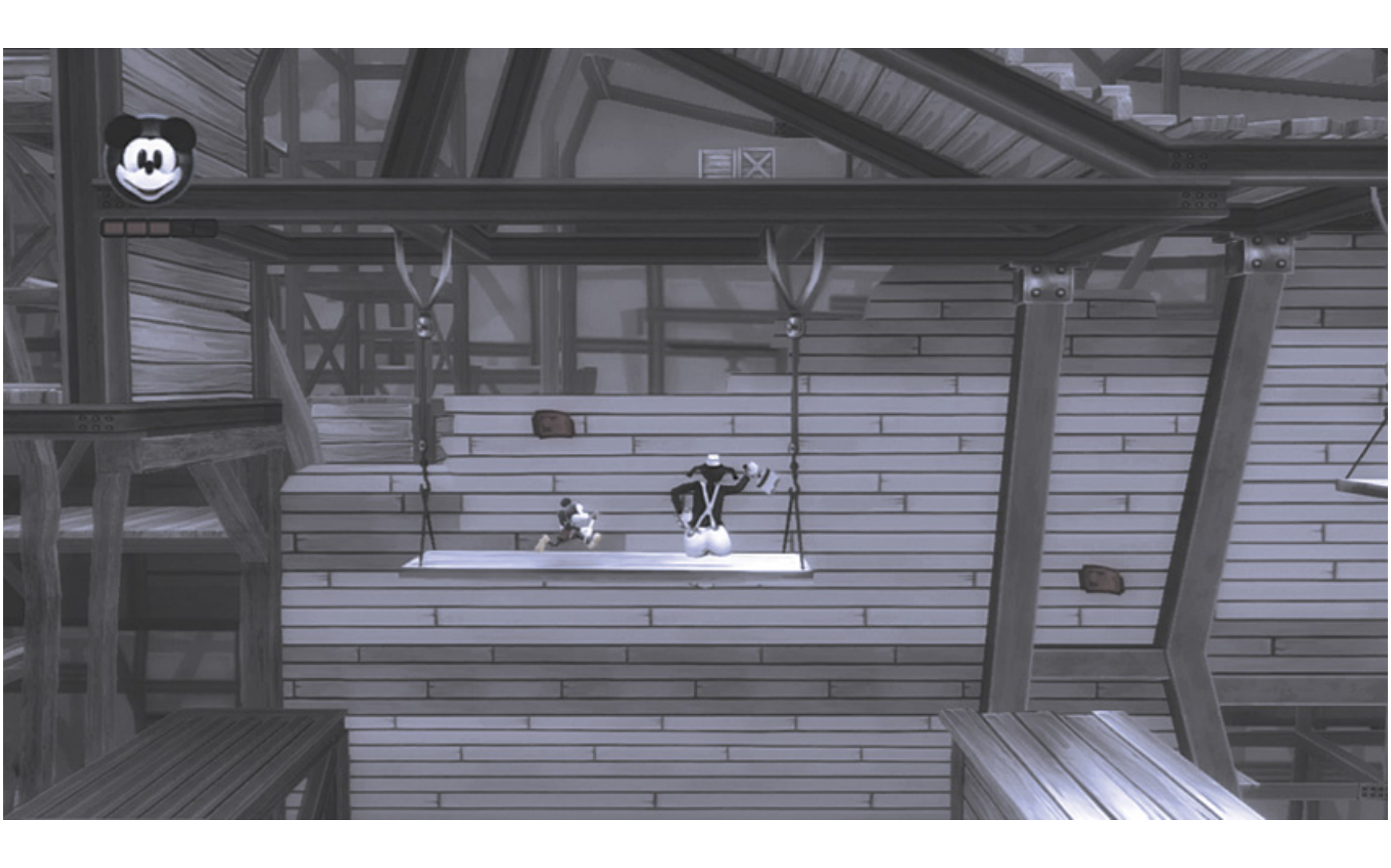
Note: If you use the Paint path to finish Fort Wasteland, you will travel through Building a Building (version 2). This projector takes you to a shortcut in the Floatyard.



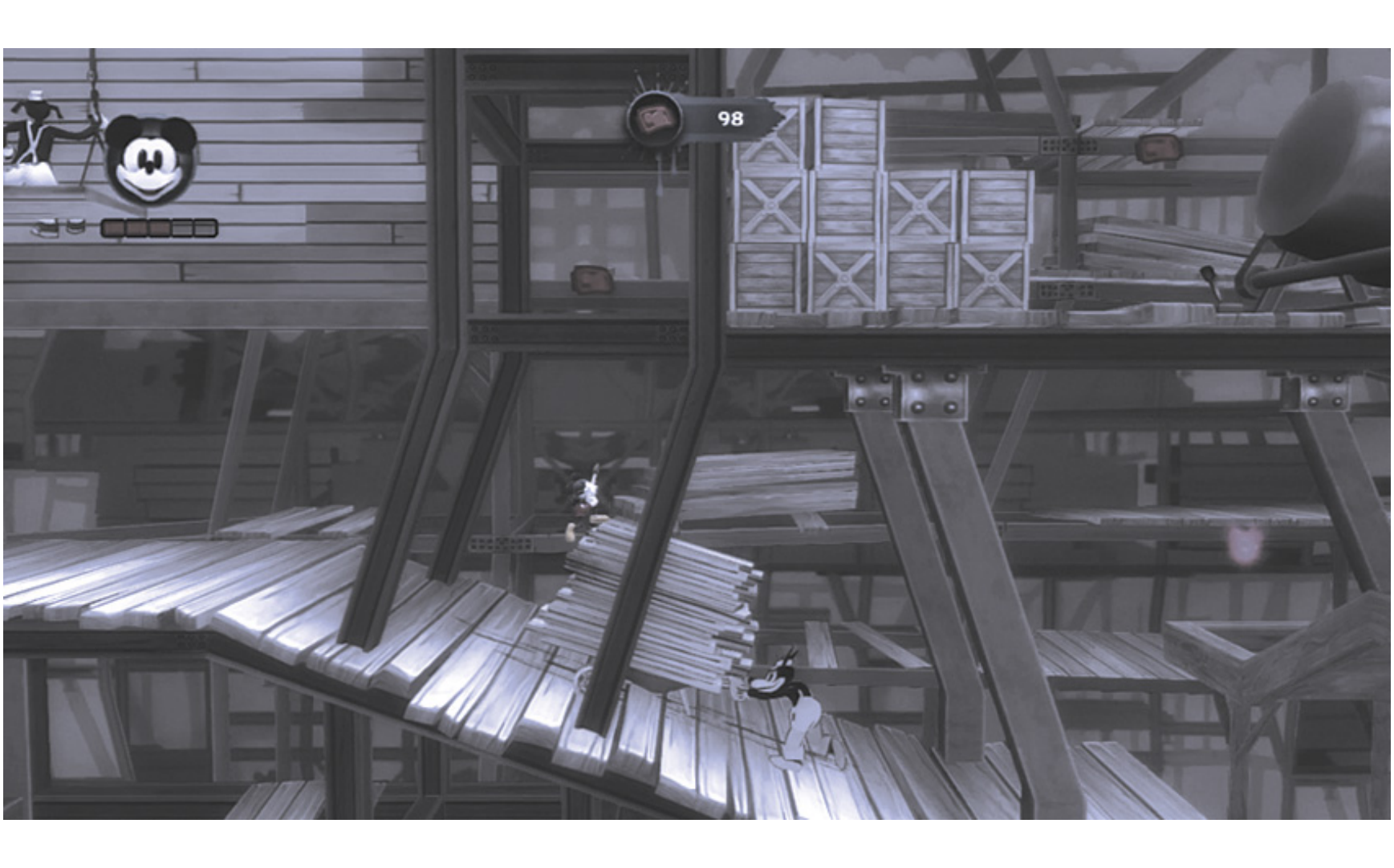
Start off the lower path by hitting the whistle to wake up the nearby worker.



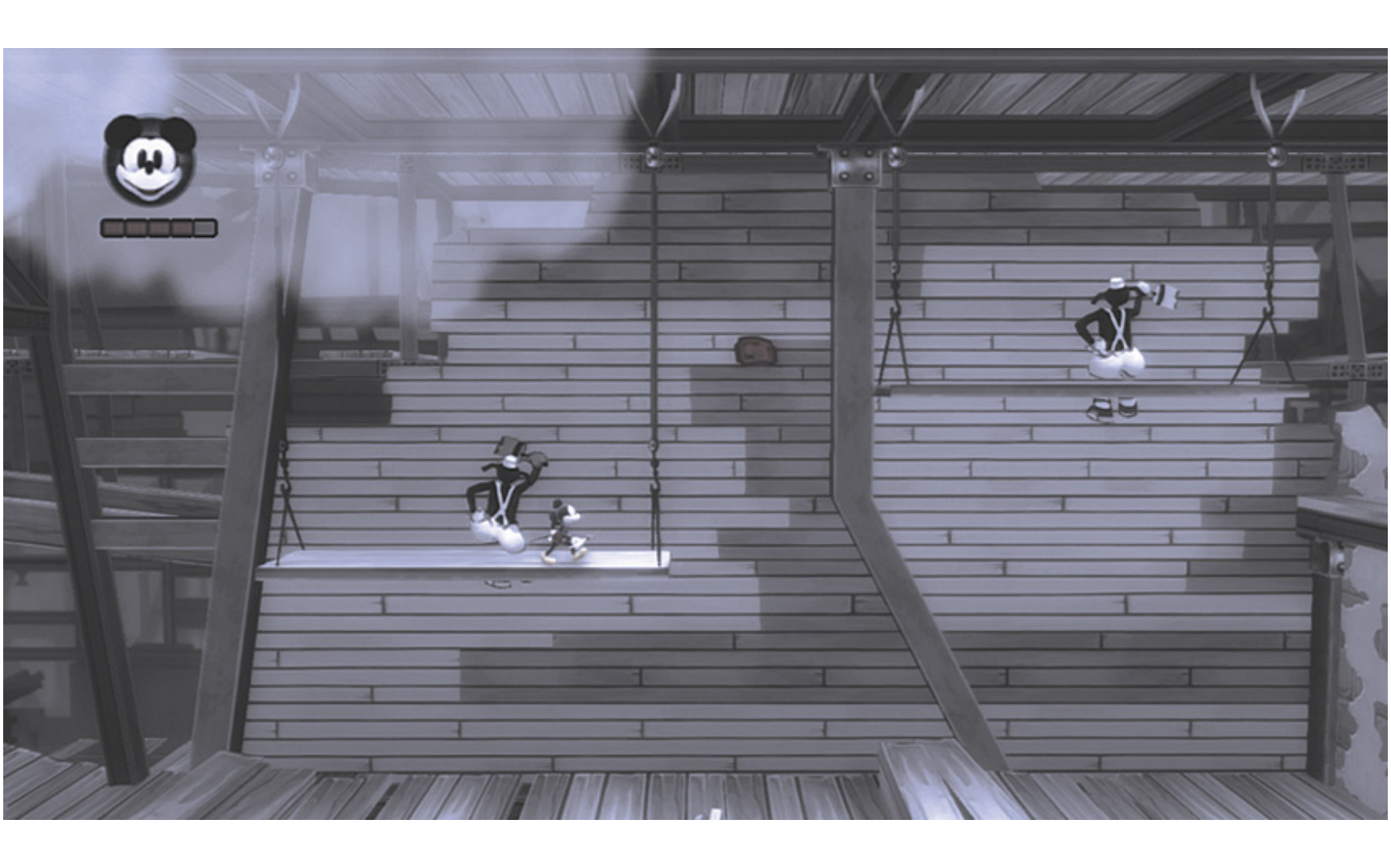
Once the worker is awake, he moves to the right with his wheelbarrow, allowing you to jump over the wall.



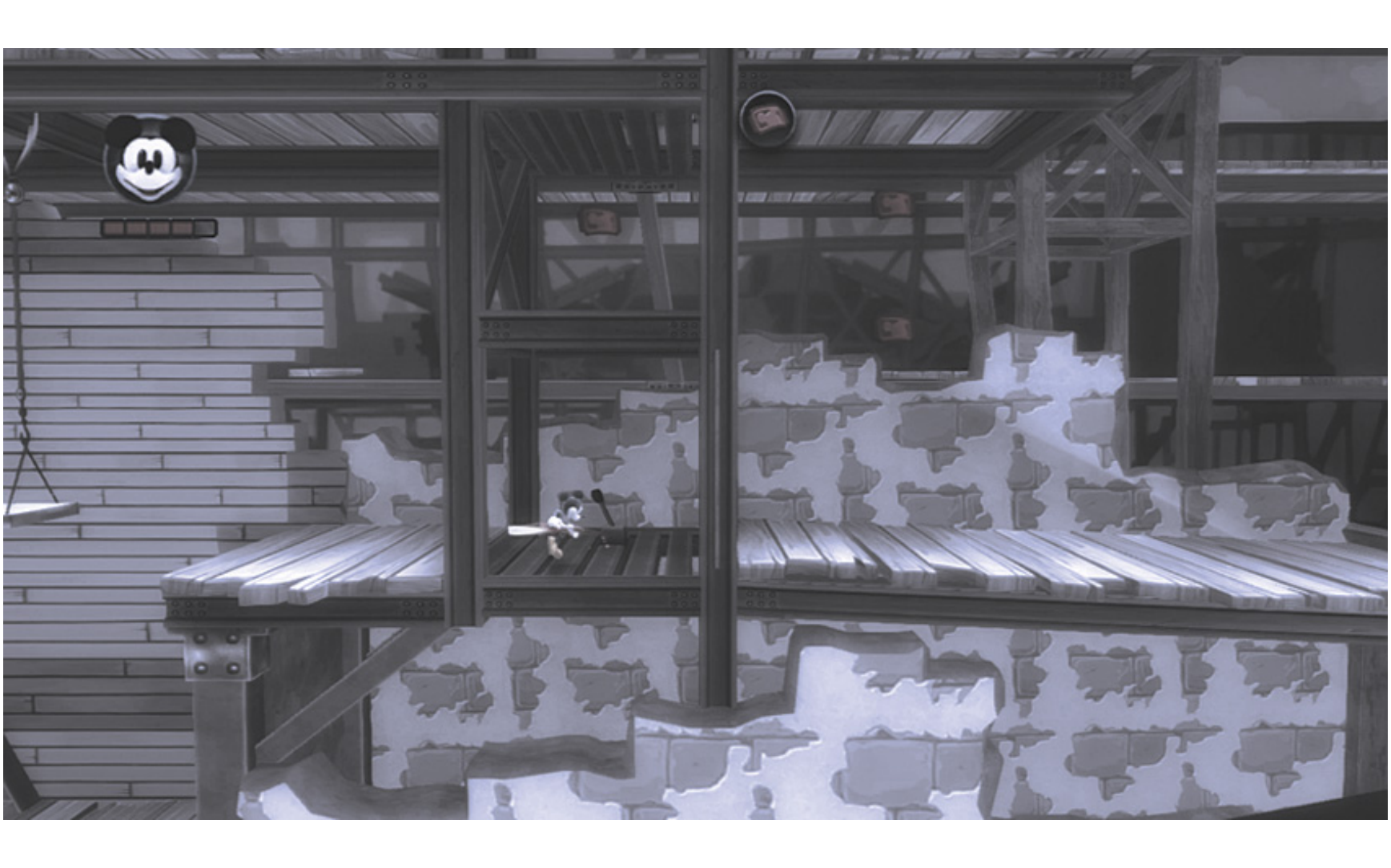
Another worker ahead is painting the wall. When the worker's support beam is low enough, jump up to it and then jump over him as he paints the wall. Continue onward to the right.



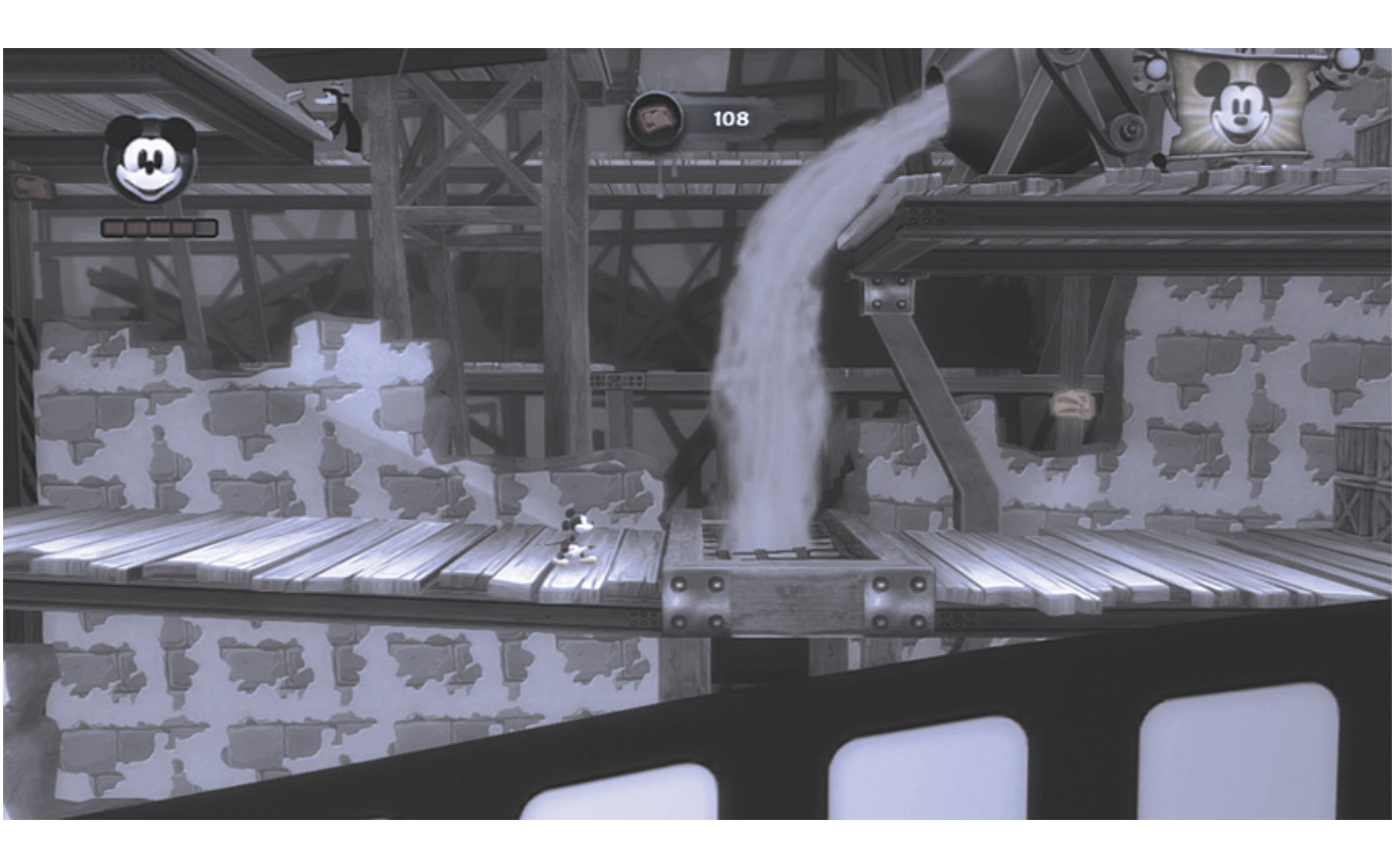
Pass under the next painter, and a worker pushing a huge stack of wooden planks approaches. Jump up and over the pile of wood as he gets close to you.



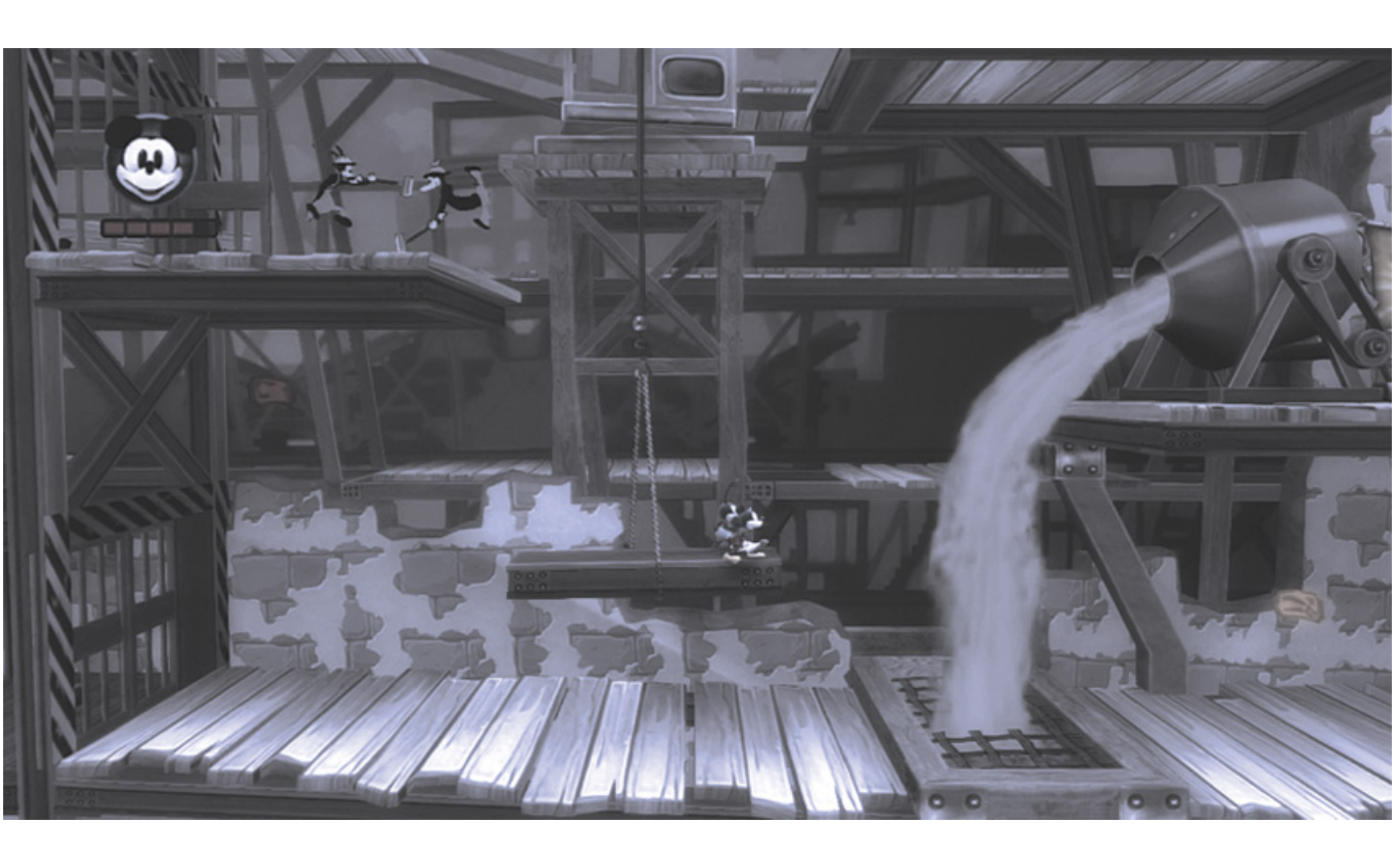
Next, you must pass two more painters. As you did before, wait until the support beam is low enough, then hop up and over the painters.



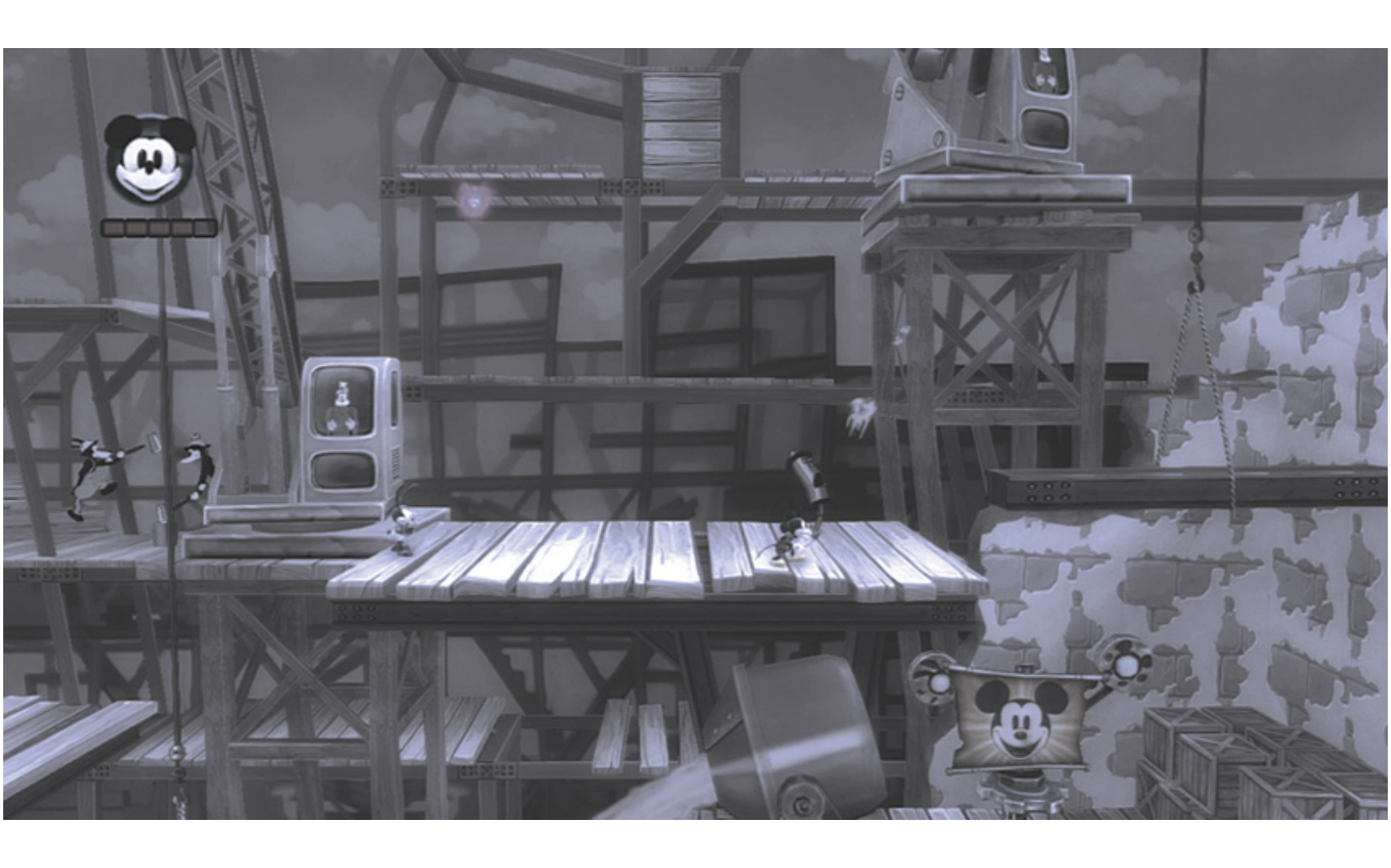
Your progress is stopped by a locked gate that can be opened by hitting the lever in front of it.



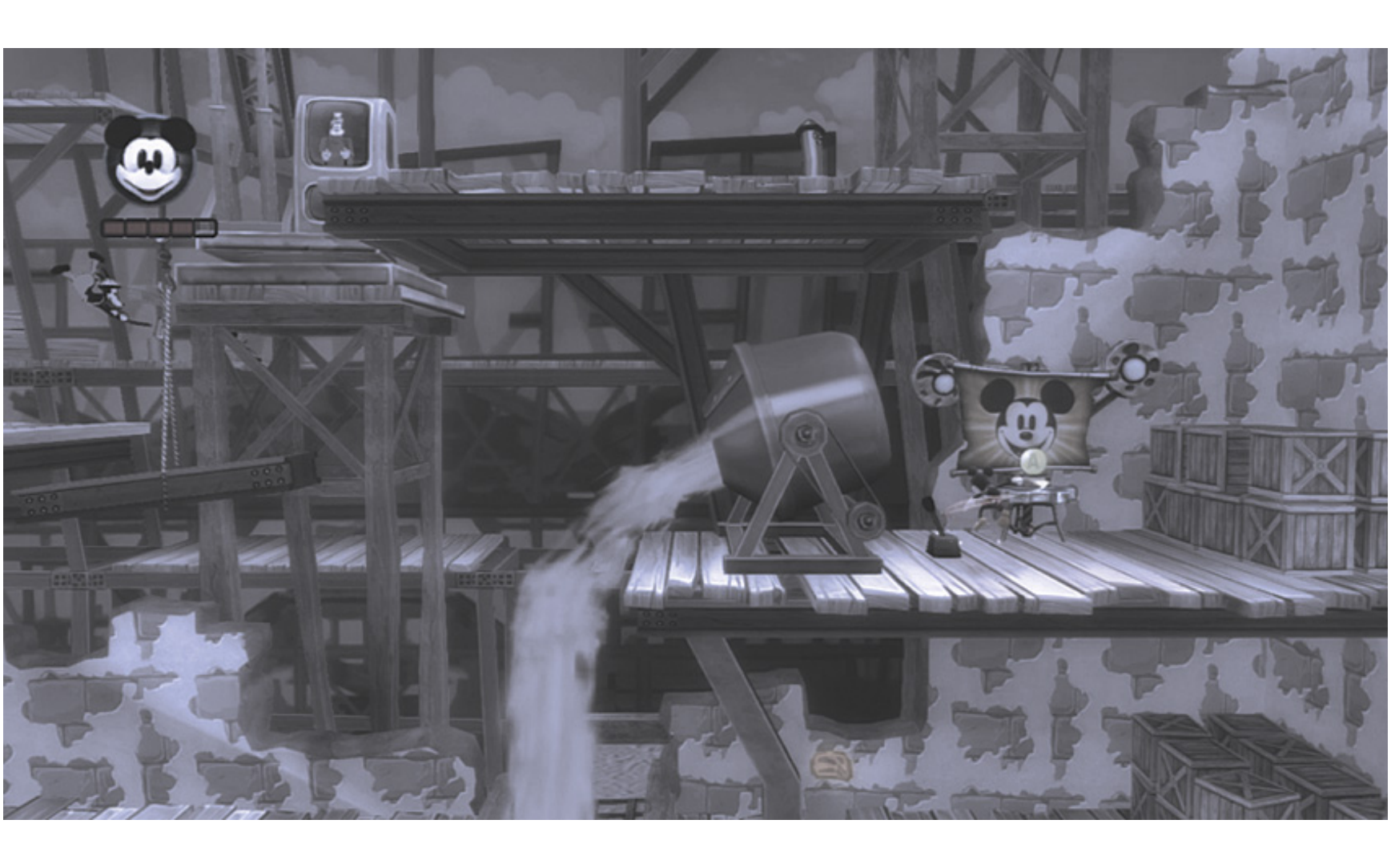
After passing through the gate, you are stopped by a pouring cement mixer. There is a golden E-ticket behind the cement, but you have to leave it for now.



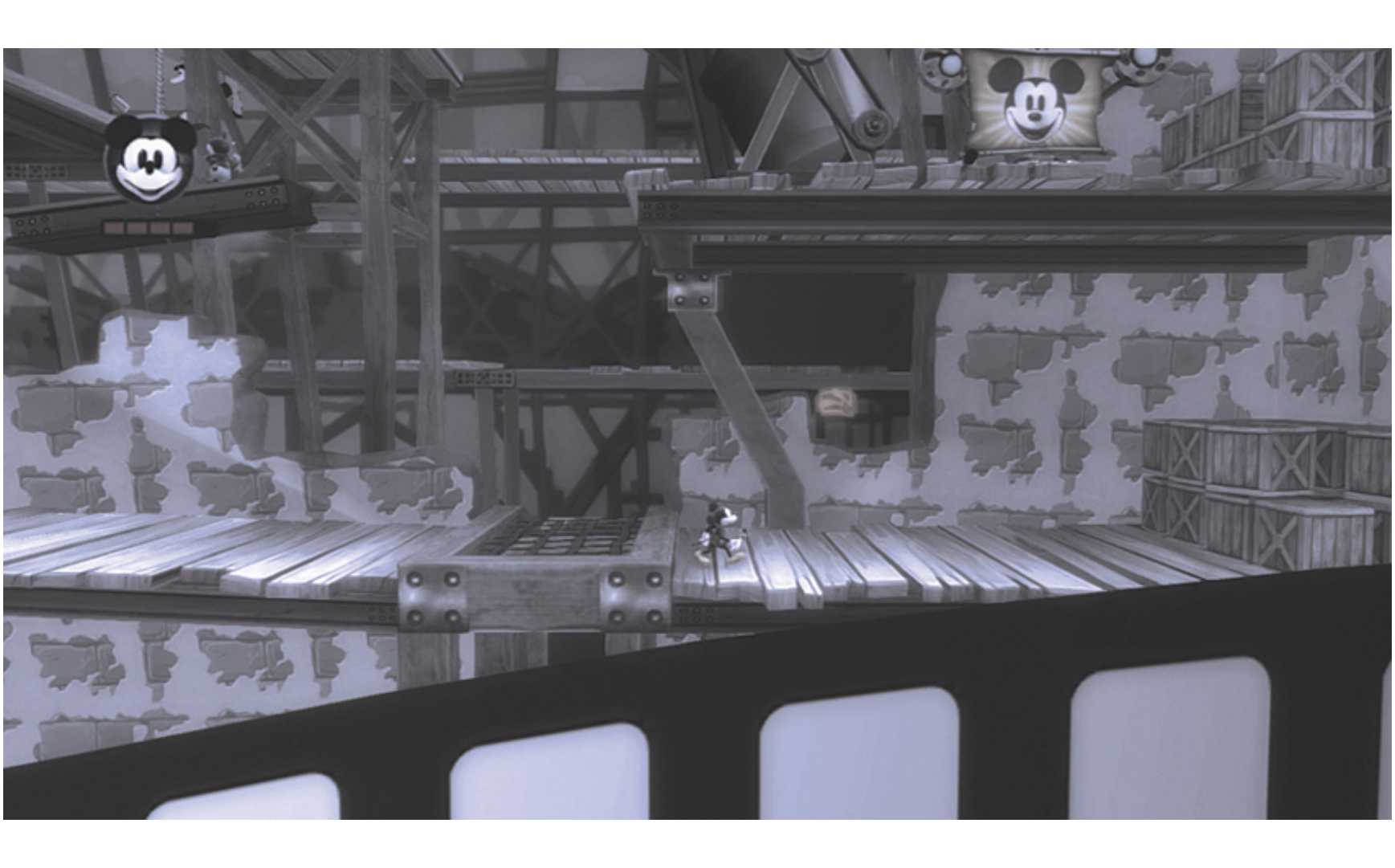
Climb up on the steel girder as it is lowered, and ride it all the way to the top platform on your right.



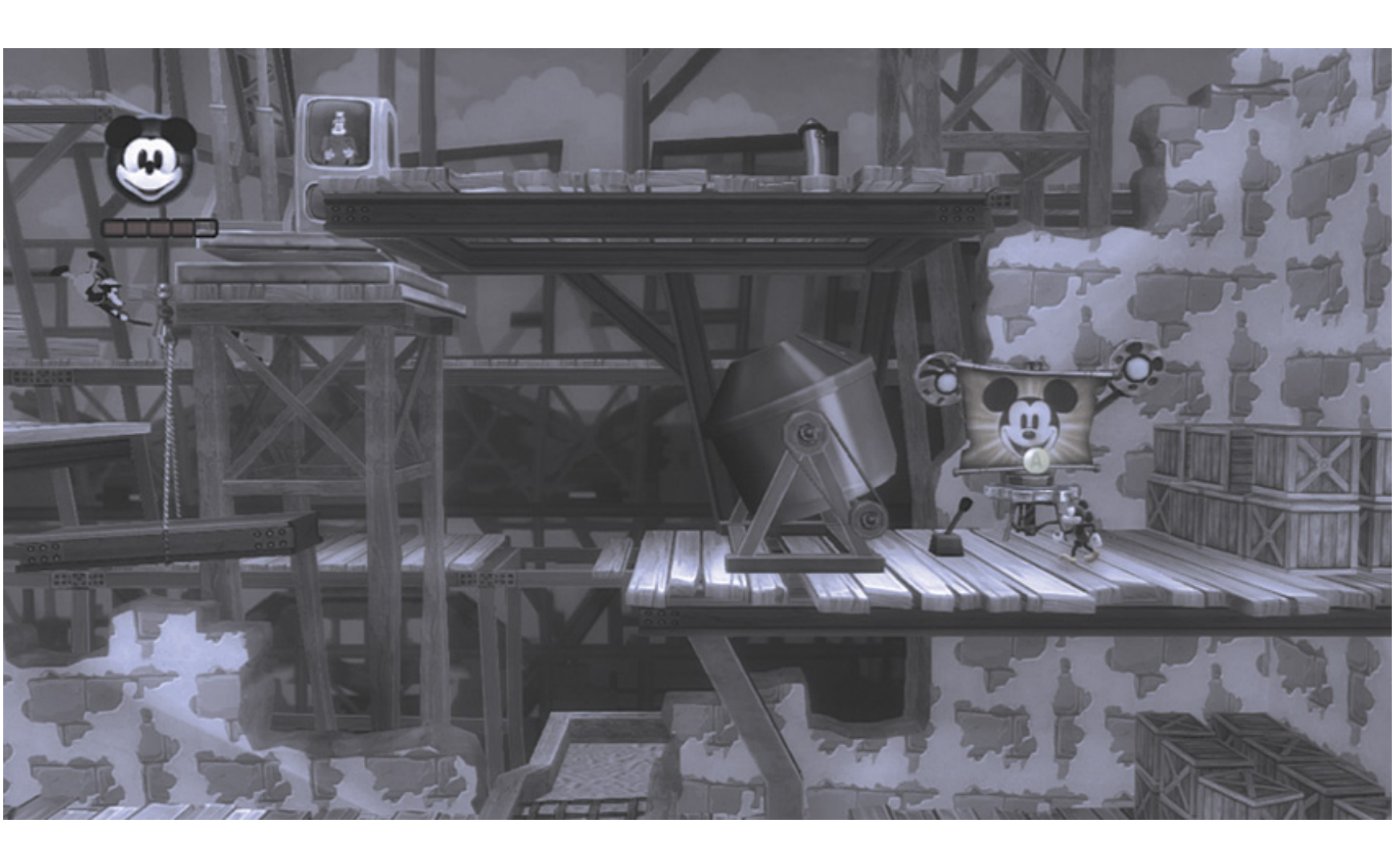
On the top platform, you are blocked from proceeding by another steel girder. Hit the nearby whistle to signal the crane operator to lift up the steel girder, clearing the way to the projector.



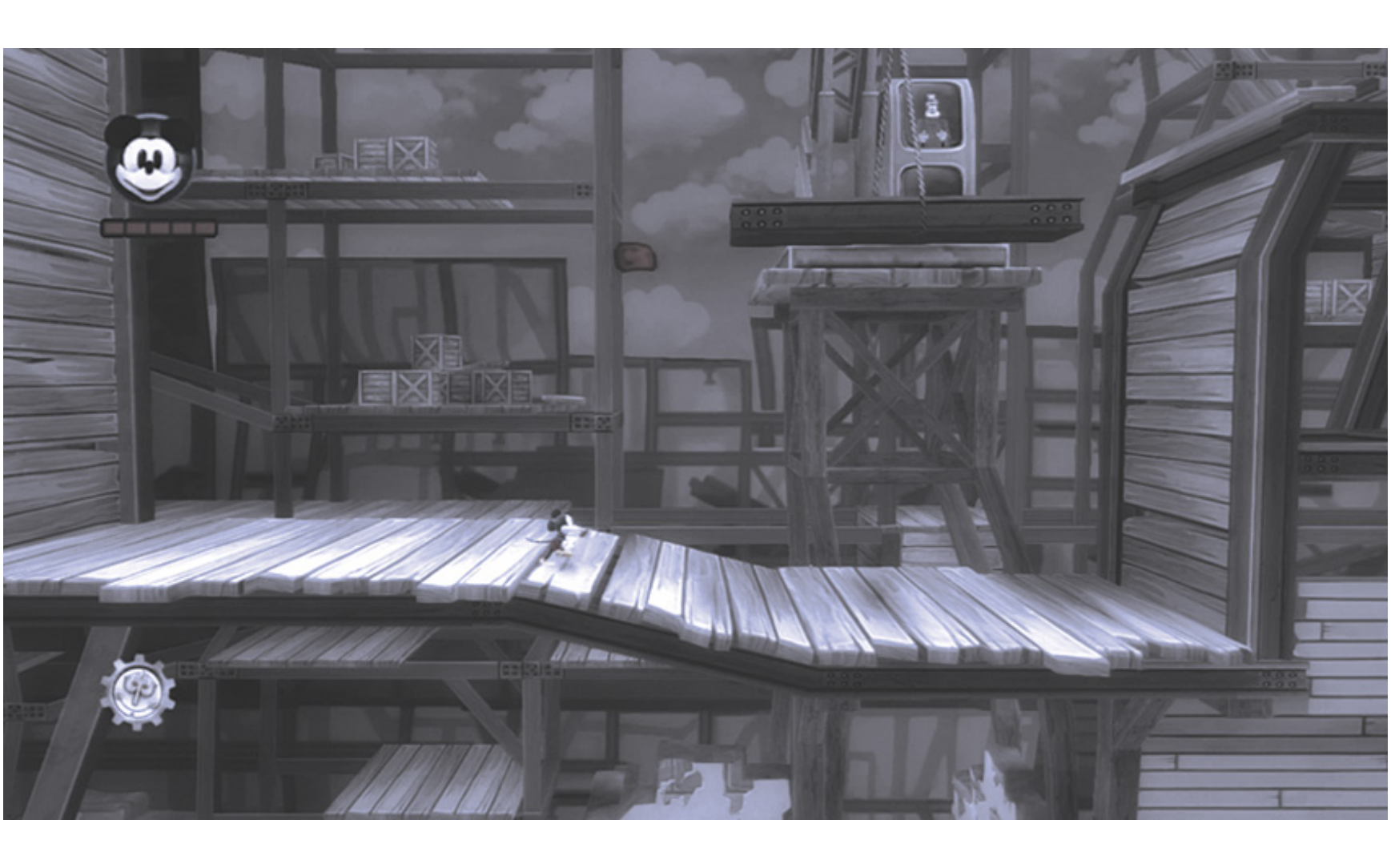
Even though the projector is here, there is one more task to complete before you leave. Hit the lever next to the projector to turn off the cement mixer that blocked your path earlier.



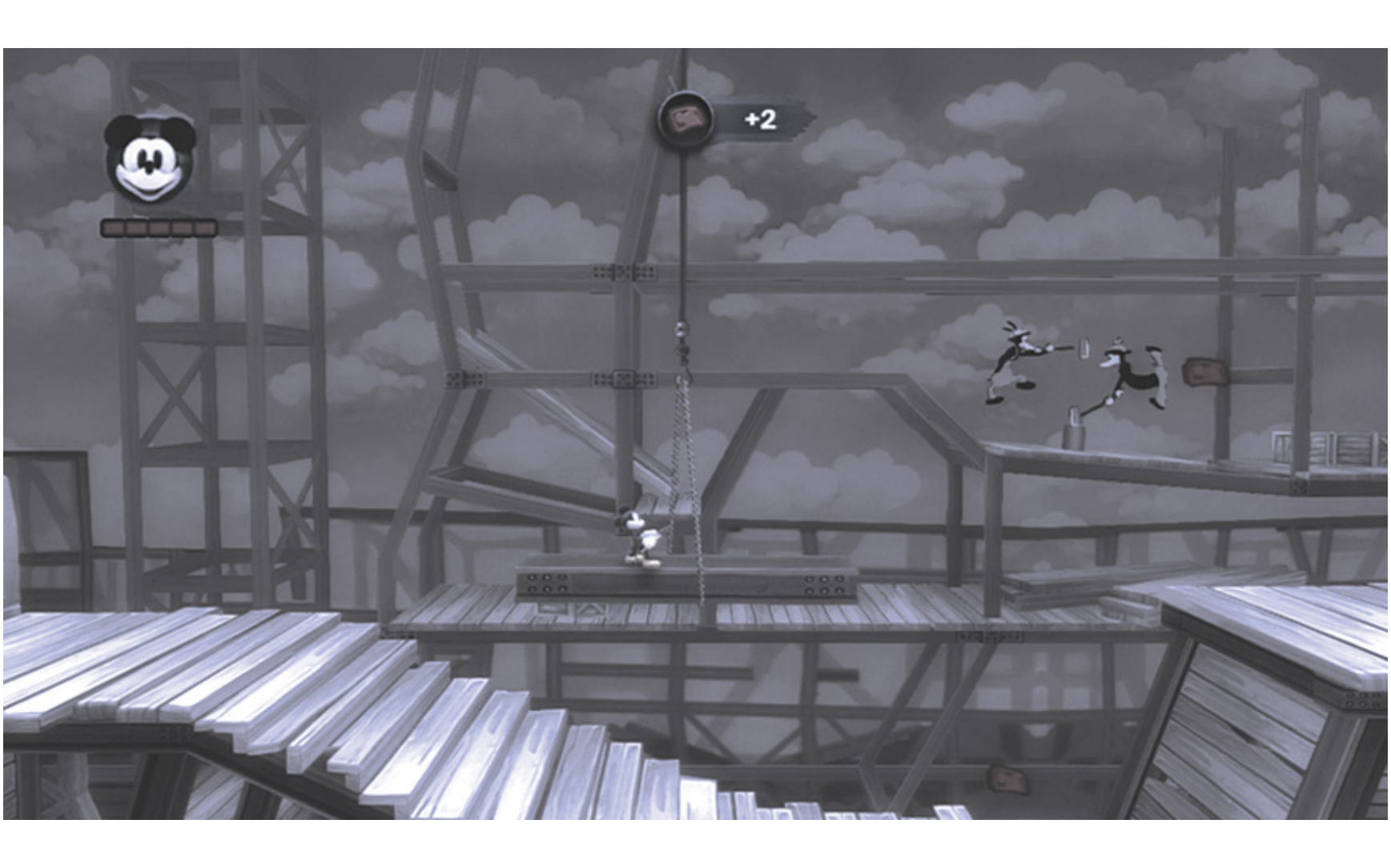
Now that the cement has stopped pouring, the way is clear for you to climb down and retrieve the golden E-ticket.



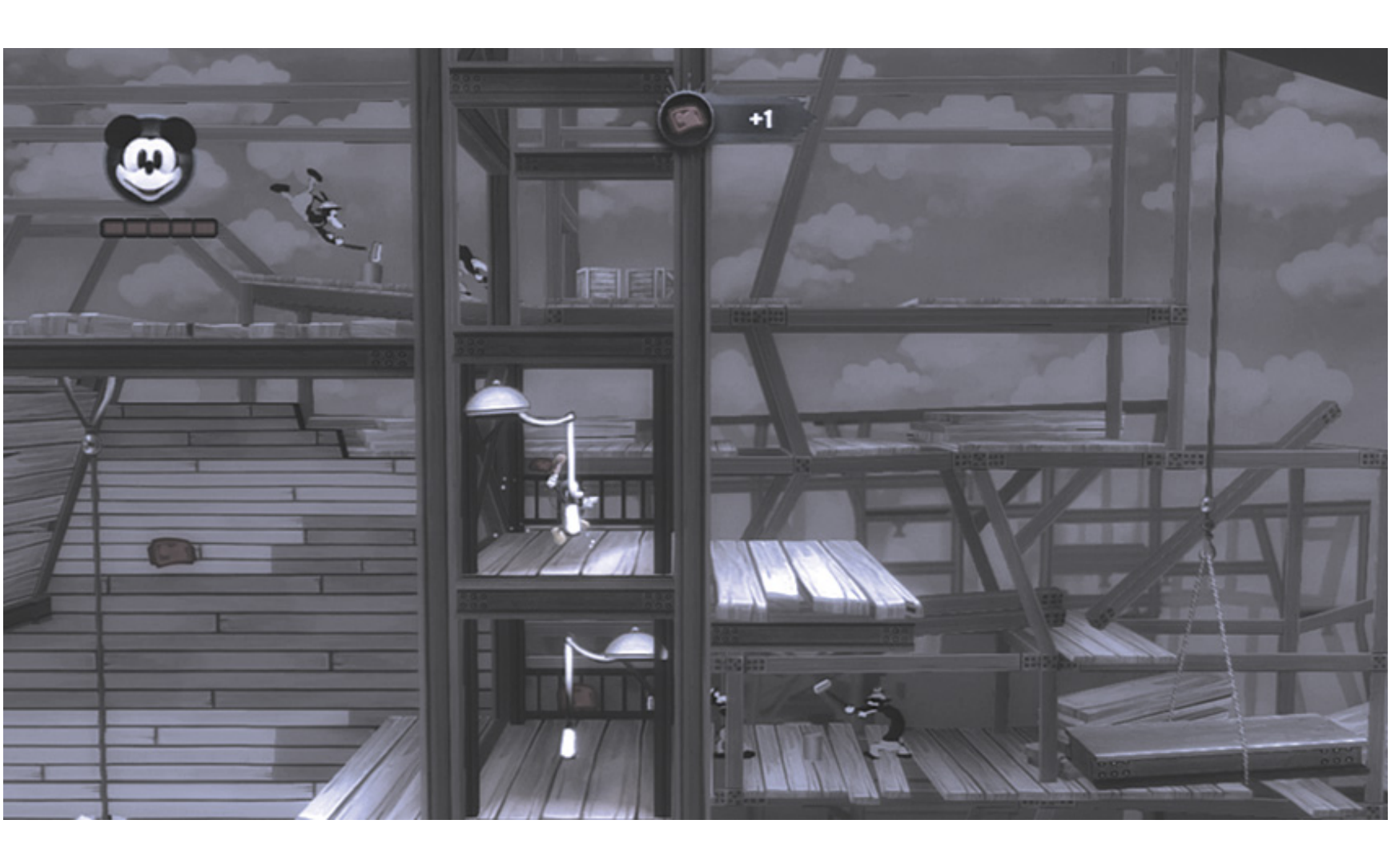
Return to the top platform using the steel girder and leave by using the projector.



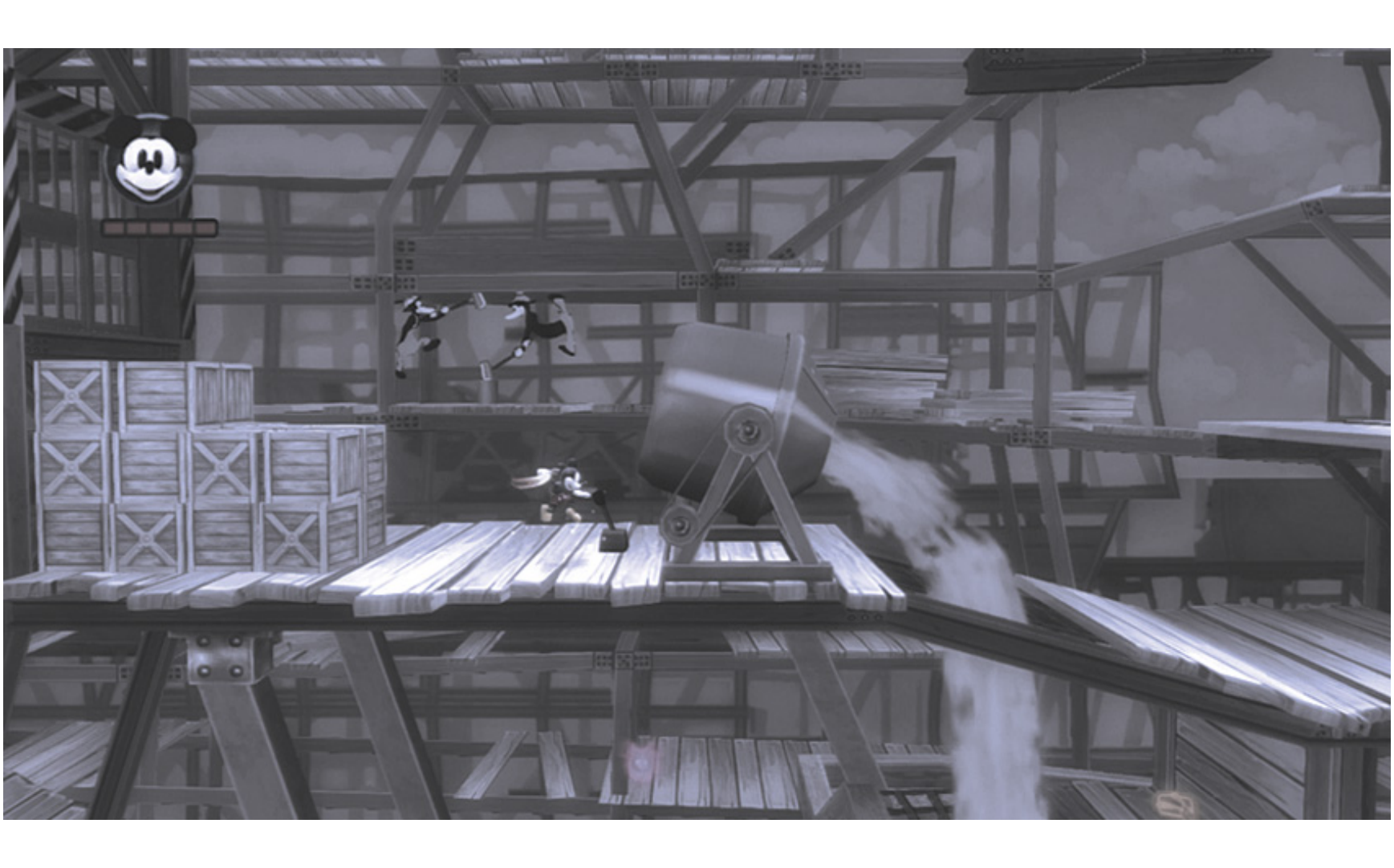
At the beginning of the upper path is a moving steel girder that you can jump on to clear the wall.

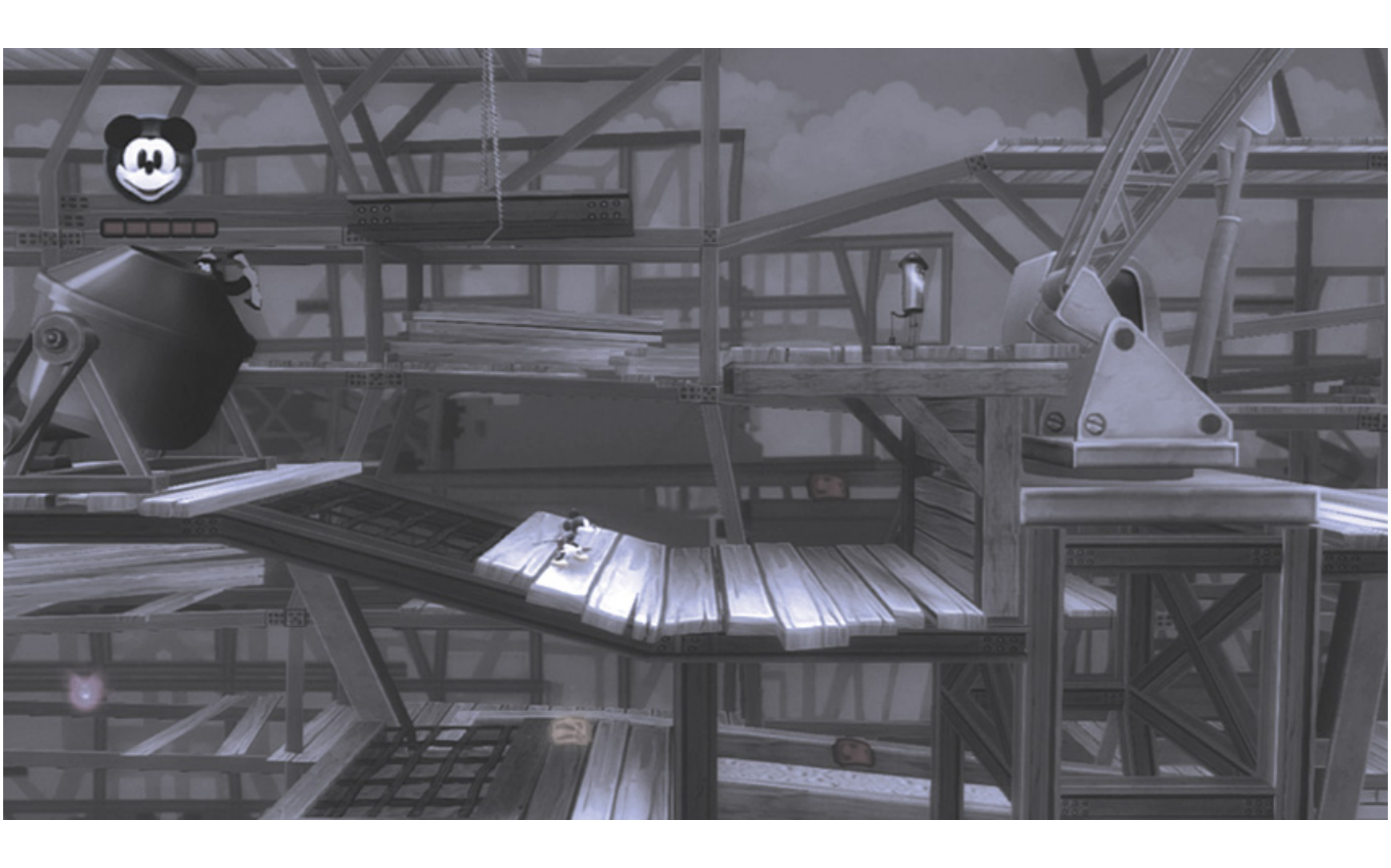


Next is another moving steel girder that you must hop on in order to pass yet another wall.

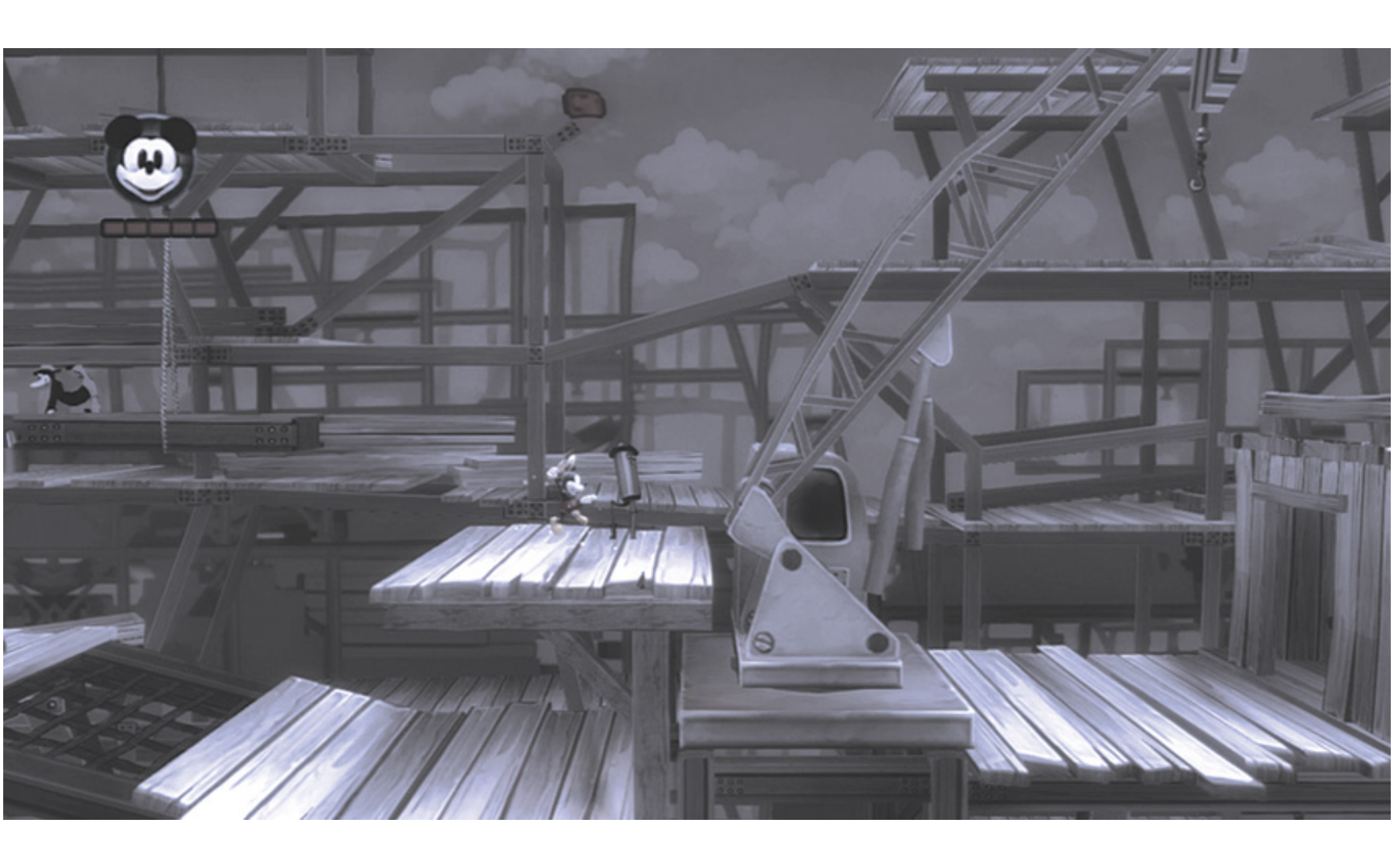


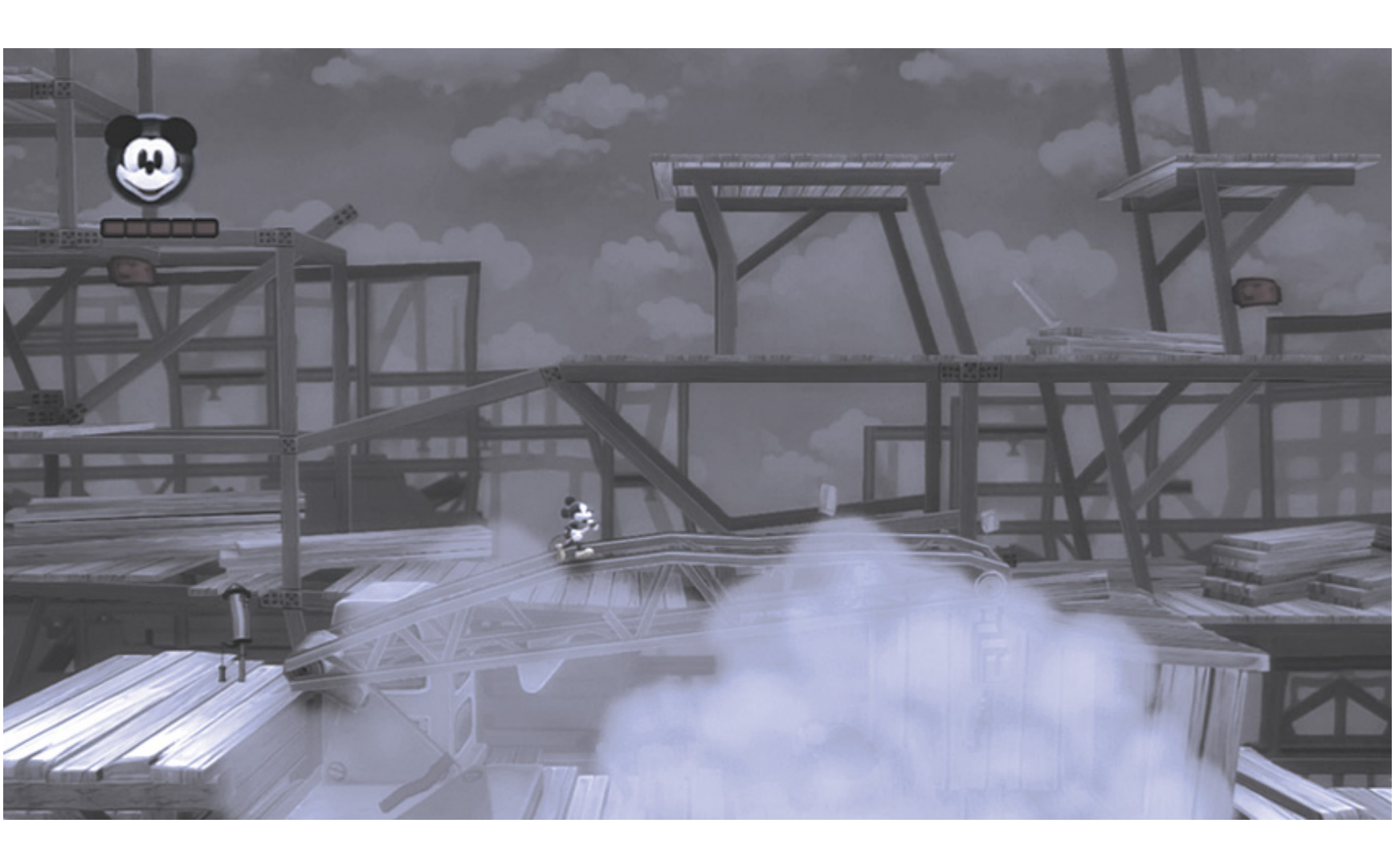
When you reach the end of this platform, you will notice a lamp below. Drop and hit the light to turn it on and signal the crane to start moving the steel girder ahead.



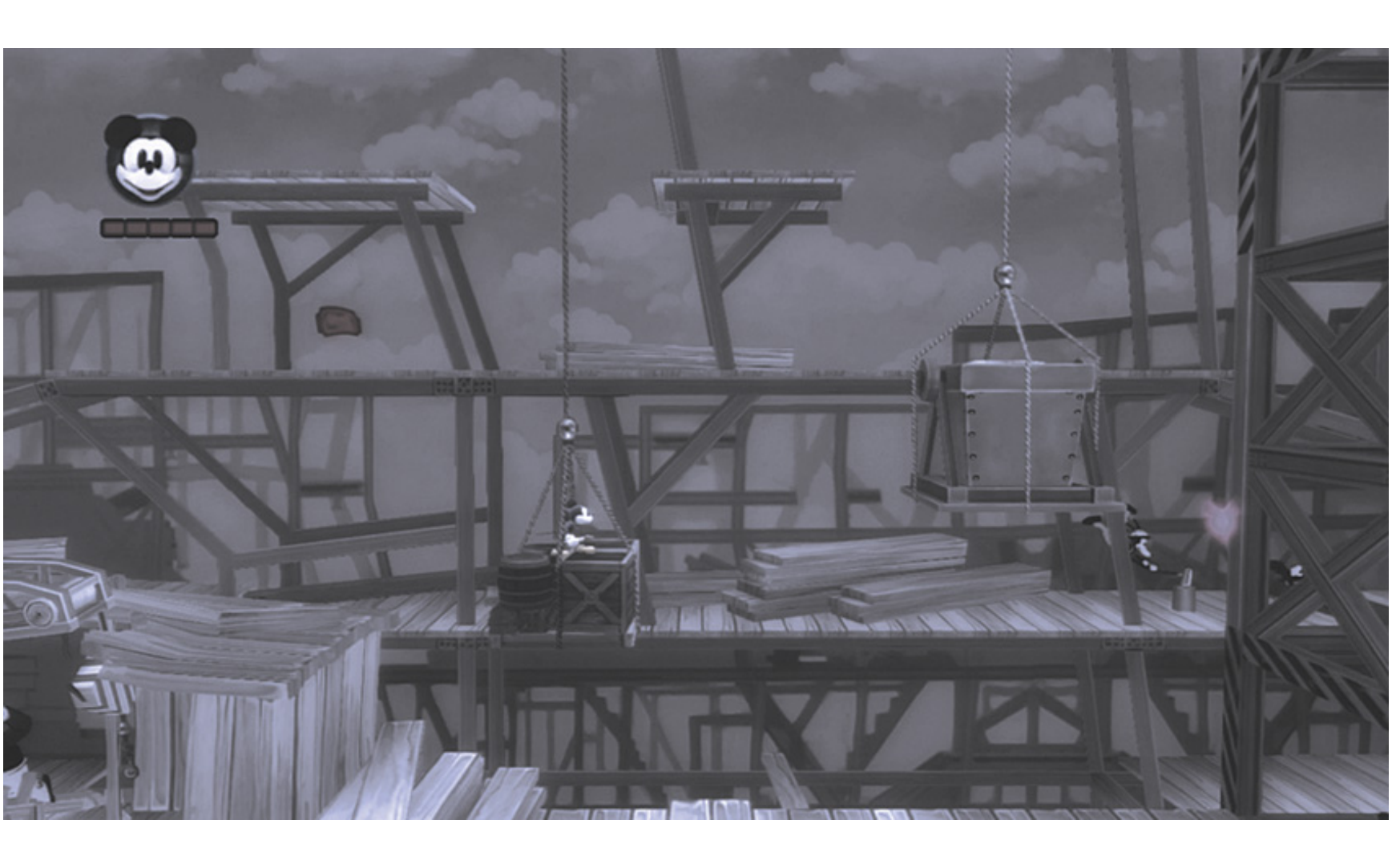


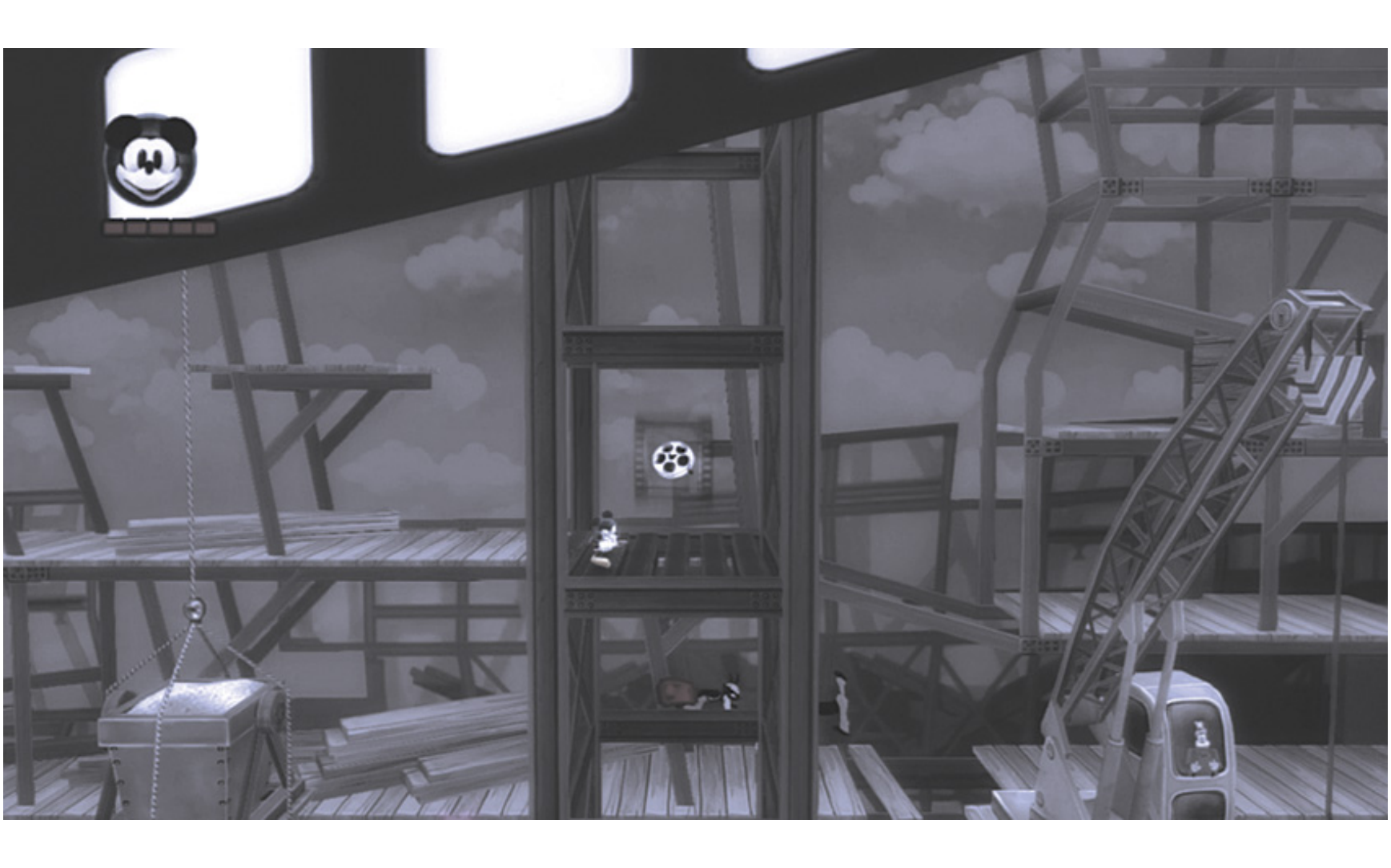
After turning on the light, drop and hit the lever in front of the cement mixer. This stops the cement from pouring, and you can jump over it and go to the right. If Oswald is on the lower path, he can jump to the platform and retrieve the golden E-ticket.



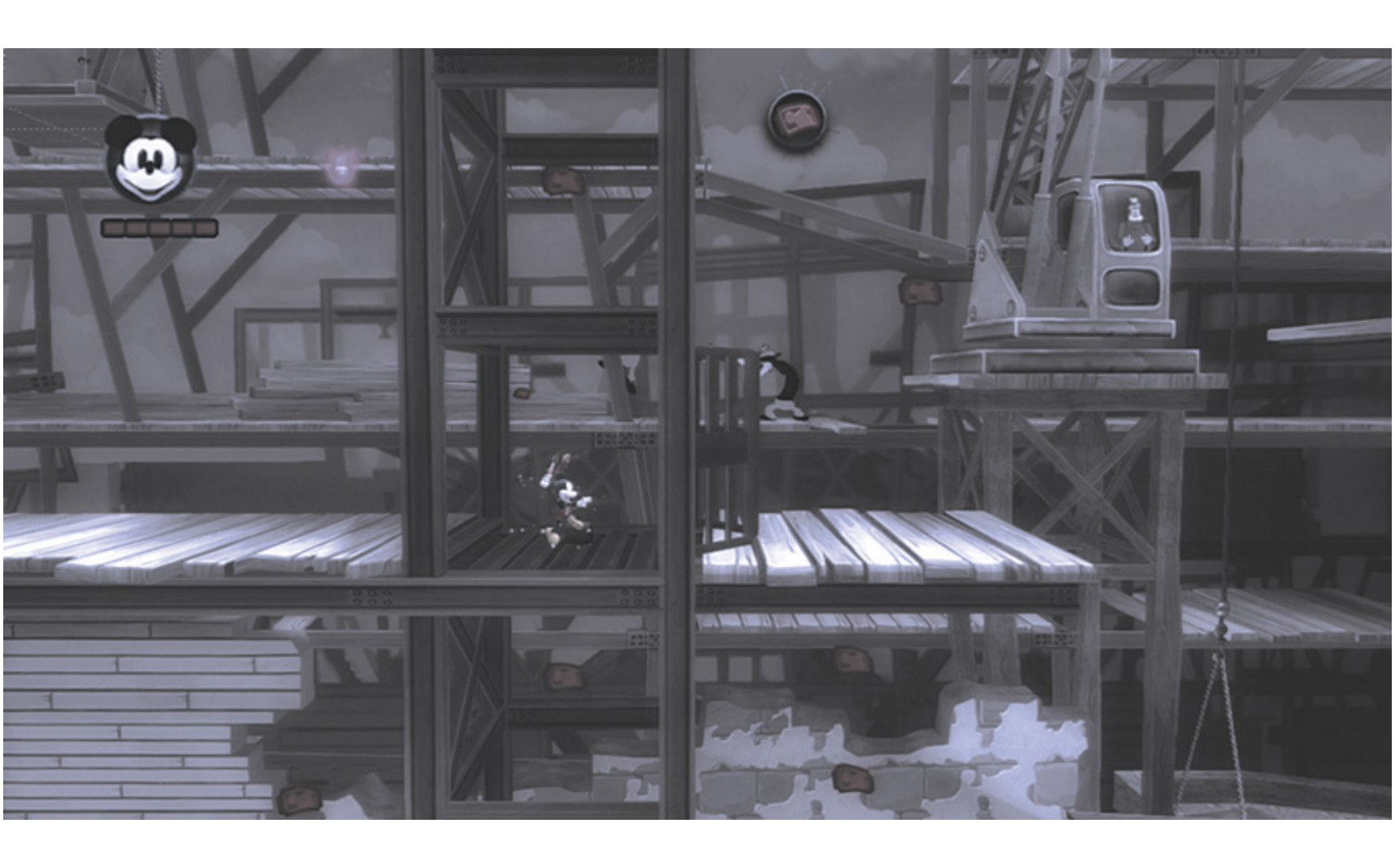


Jump to the platform above and hit the whistle. The crane will explode, leaving a bridge of wreckage for you to cross.

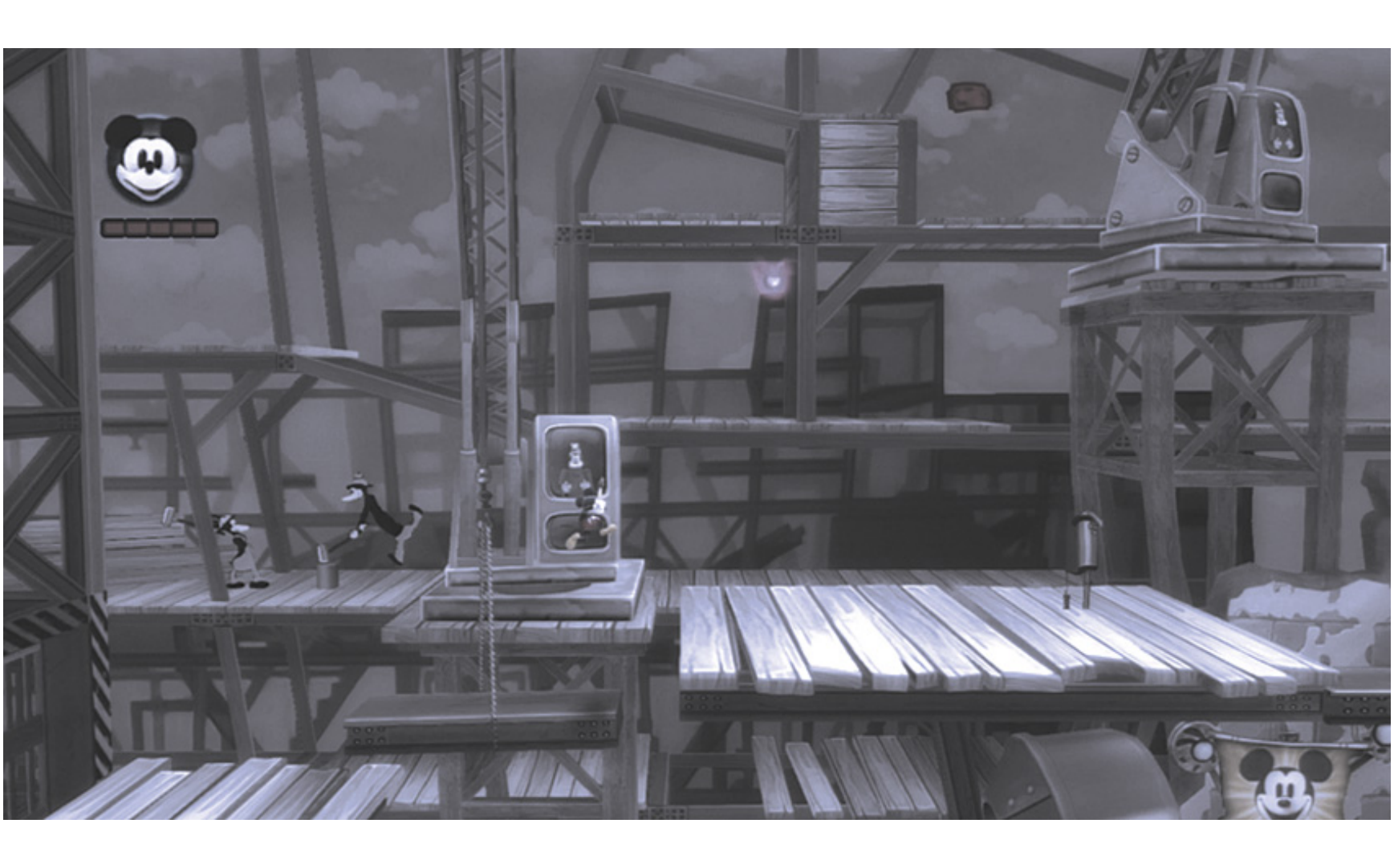


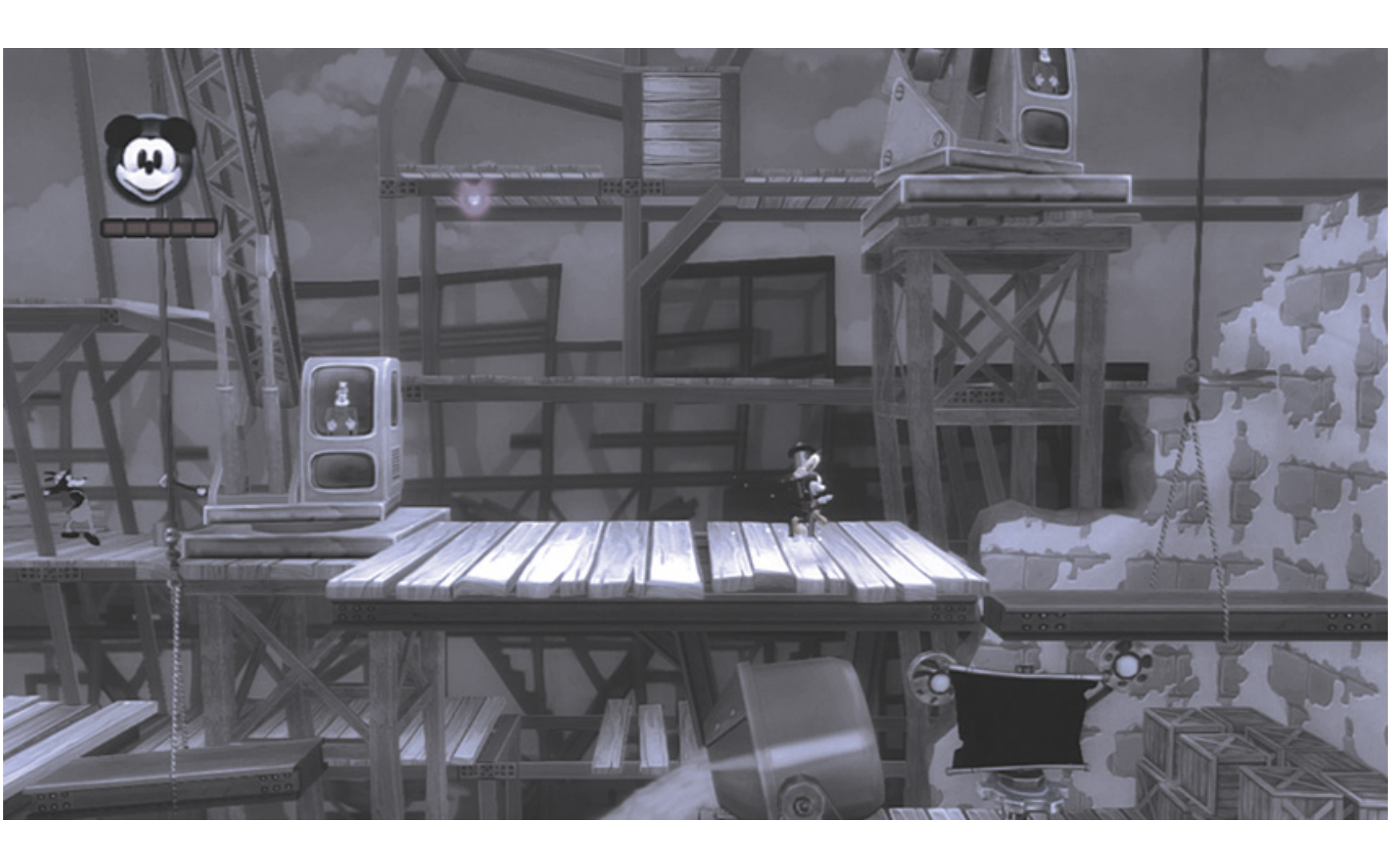


Past the crane wreckage, you can jump on to two hanging skids of construction materials. After these is a platform with the Film Reel.

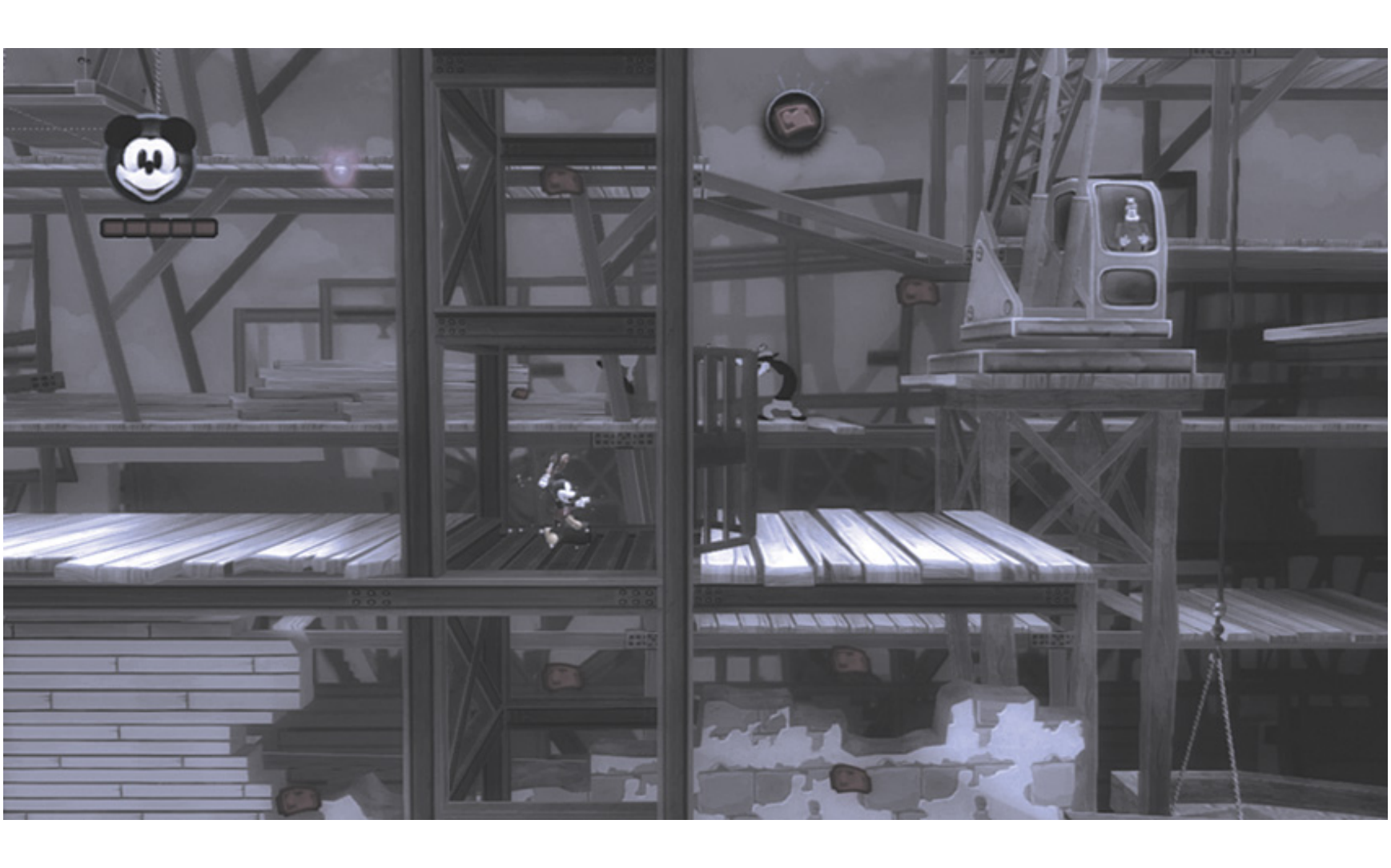


After collecting the Film Reel, drop to reach a locked gate. Hit the switch to open the gate and pass through.

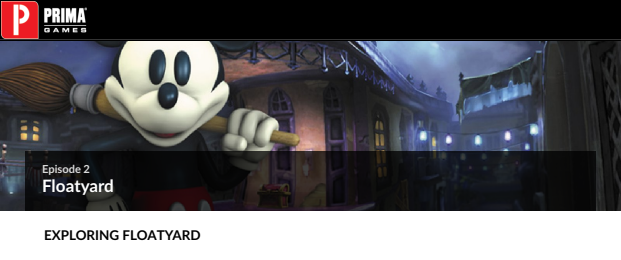




As you approach the end, use the rising steel girder to jump on the platform. Hit the whistle to signal the crane operator to move the steel girder blocking the path to the projector.



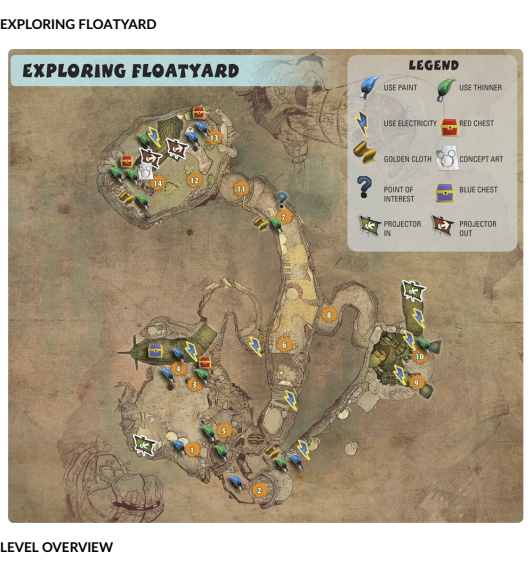
Finally, hit the lever next to projector to deactivate the cement mixer and reach the golden E-ticket below. If you already collected the ticket using the lower path, then leave via the projector.



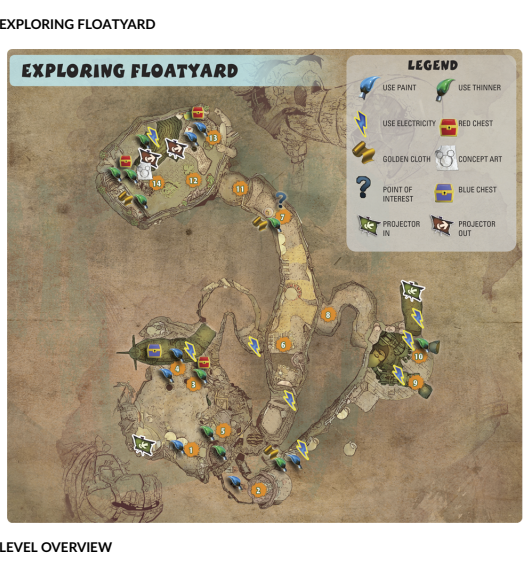
Episode 2

Floatyard

EXPLORING FLOATYARD



LEVEL OVERVIEW



Your pursuit of Prescott continues to the Floatyard, a resting place for parade floats. Prescott scoffs at your attempts to catch him and vanishes after you arrive. Just as in the Train Tunnels, you have to decide whether to repair the obstacles presented or smash your way through.

LEVEL BREAKDOWN

Challenges

- Full-Court Prescott

Collectibles

- Don't Just Do Something, Stand There! Pin
- Golden Cloth (x3)
- Gremlin Boots
- Light up the Sky Pin
- Magic Light Parade Pin
- Steamboat Willie Pants
- Three Little Pigs Pocket Watch

Enemies

- Basher
- Hoppers
- Spinner
- Tanker

Quests

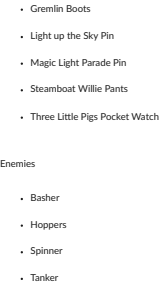
- A Friend in Deed
- Finding the Hidden Heroes
- Operation Gremlin Drop
- Thanks for the Memories
- The Bunny Wranglers (visit 2)
- The Encyclopaedia Wastelandica
- Watch the Skies

Things to Do

- Thin out the clown face and take the secret path to get a Golden Cloth
- Decide whether you will take the restorative (Paint) or destructive (Thinner) path
- Get the Magic Light Parade Pin
- Solve the Electric Light Parade Area using the chosen path
- Get Gremlin Boots on the restorative path
- Use the upper path in the canyon to rescue the Gremlin and find a Golden Cloth
- Explore the Stromboli Area
- Take the elevator down to the Alice Area
- Reprogram the Tanker
- Sneak up to the projector or find explosives for the secret exit

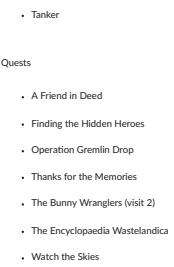
Note

If you enter the Floatyard from the Building a Building projector, start at waypoint #9.

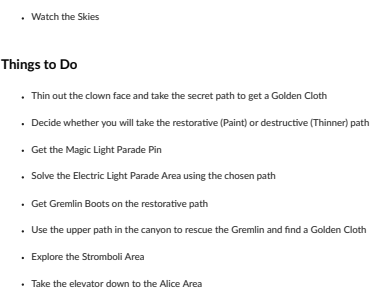


When you enter the Floatyard from the D.E.C., you start out in the Electric Light Parade Area. Around you, you'll find piles of malfunctioning floats, remnants from electrical parades long past.You can try to figure out a way to repair the pirate ship float or blast through the Beetleworx Replicator.

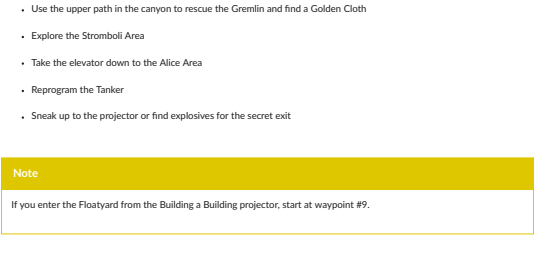
Basher



Avoid the long reach of the Basher, which can cut you to pieces. Bashers move quickly, so stay alert at all times against them. Rely on Thinner at range to strip its armor down, then make sure to Spin Attack the glowing green light when the thing is dazed.



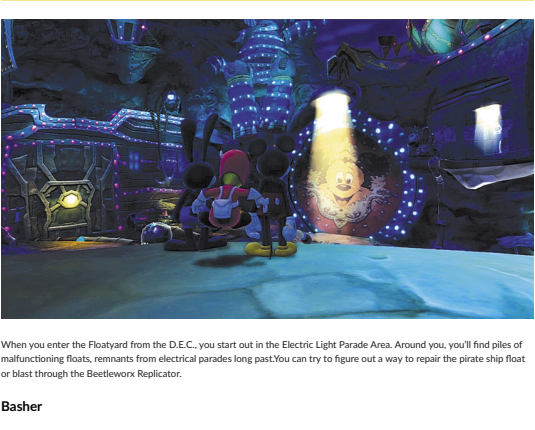
Right away, you face a Beetleworx Replicator, which sends a Basher at you. You can thin the Basher to expose a weak point on its back once the armor disappears. Spin attack the weak point to cause damage. Oswald can also zap the Bashers to slow them down.



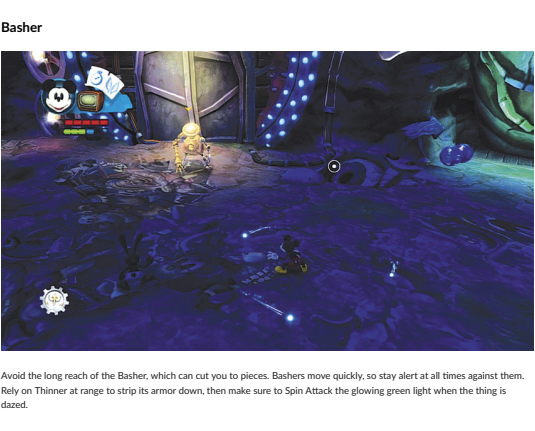
Before you take out the Replicator, paint in the missing drums in the area and bounce up to the ledge.

OPTIONAL QUEST

THE ENCYCLOPAEDIA WASTELANDICA



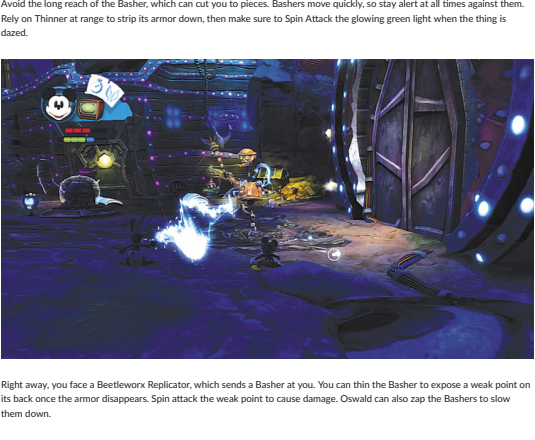
Take a picture of the Electric Light floats from the spot above the drums.



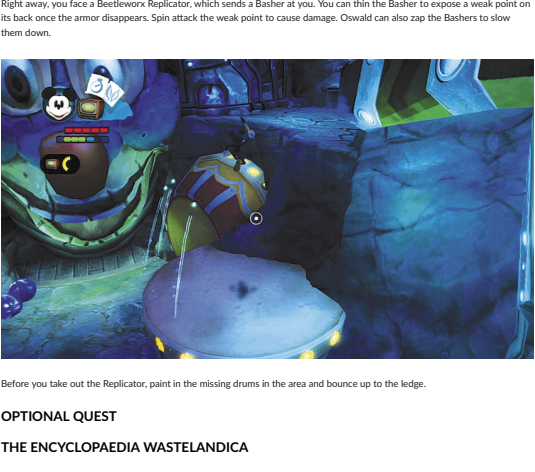
Thin out the large clown face on the wall nearby to expose an electrical console under the nose. Move closer to it and have Oswald activate the console. This opens up the mouth and a secret tunnel.

OPTIONAL QUEST

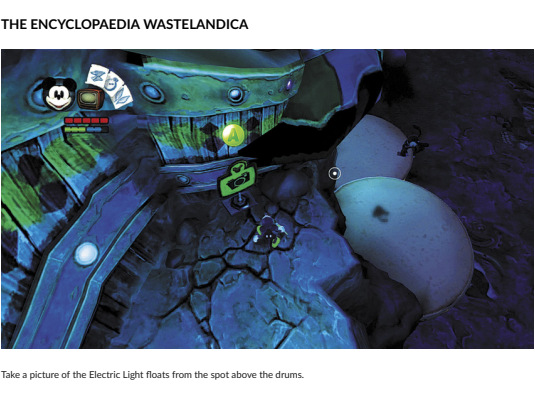
FINDING THE HIDDEN HEROES



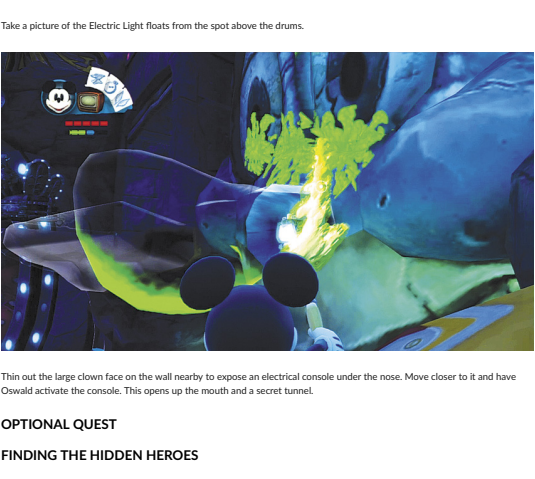
Look for a hidden Mickey symbol on the hippo float high above the clown face.



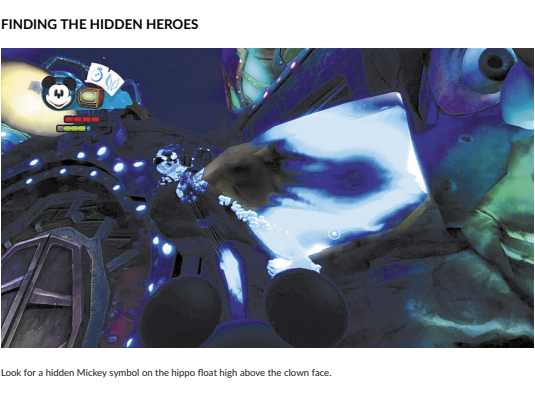
Scan the area inside the clown tunnel. Two paintable marionettes are positioned to help you cross a chasm. However, there are two machines spraying Thinner at the marionettes to prevent you from painting them. Thin out the hinges of the sprayers to stop the Thinner sprays.



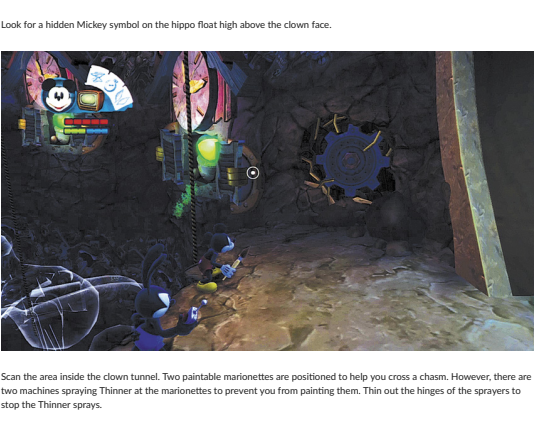
When you reach the other side, Mickey and Oswald should hit the gears in the wall simultaneously to open the door. Outside is a series of drums over a huge chasm. For now, you just want to thin out a secret cave above the first drum and then paint in that drum.

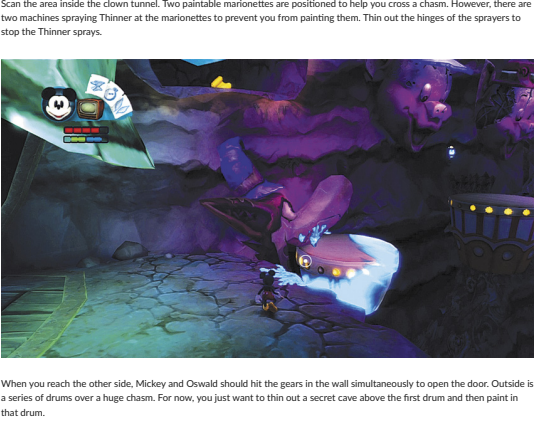


Bounce up from the drum into the thinned-out cave for a golden Cloth.



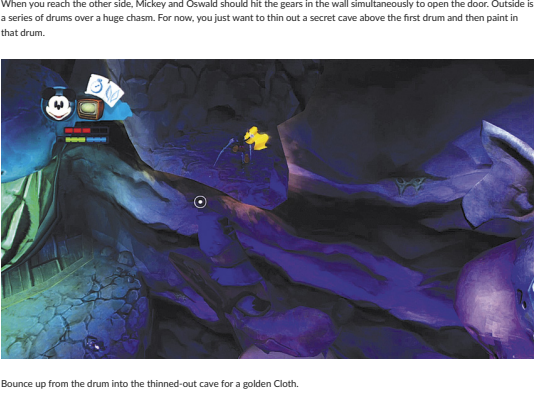
The drums can take you to the next area if you wish, but return to the start so you don't miss any collectibles.



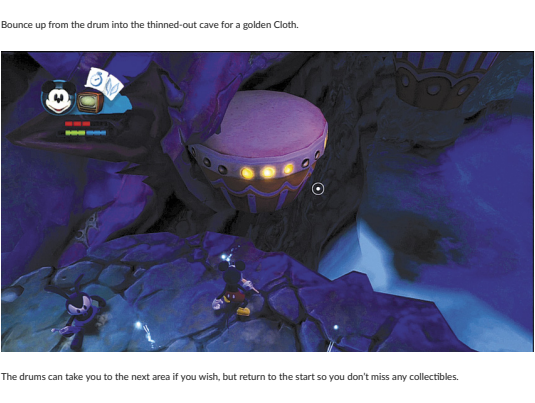


After that short detour, it is time to take care of business back in the Electric Light Parade Area. Thin out the swinging legs of the large elephant float. Once they are thinned, Oswald can throw Mickey up to a small alcove.

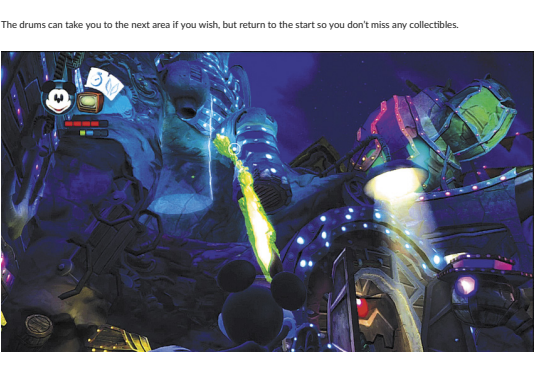
Magic Light Parade Pin

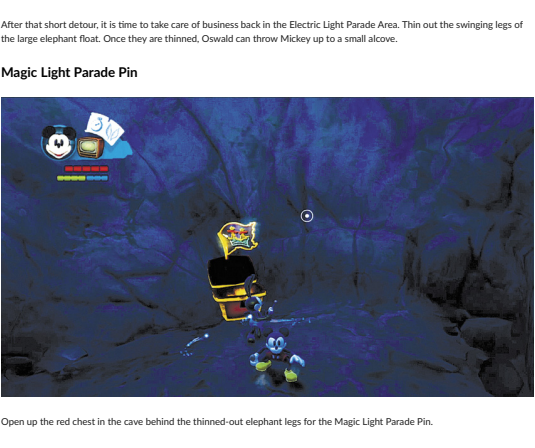


Open up the red chest in the cave behind the thinned-out elephant legs for the Magic Light Parade Pin.

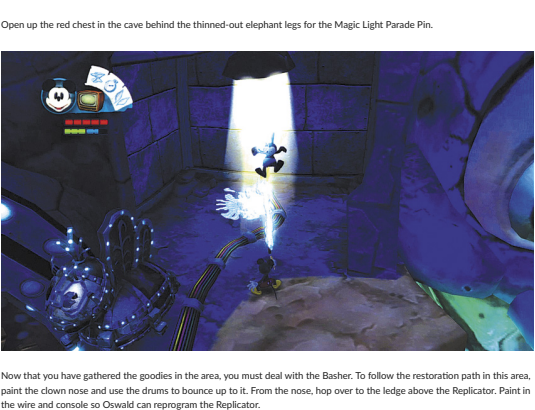


Now that you have gathered the goodies in the area, you must deal with the Basher. To follow the restoration path in this area, paint the clown nose and use the drums to bounce up to it. From the nose, hop over to the ledge above the Replicator. Paint in the wire and console so Oswald can reprogram the Replicator.



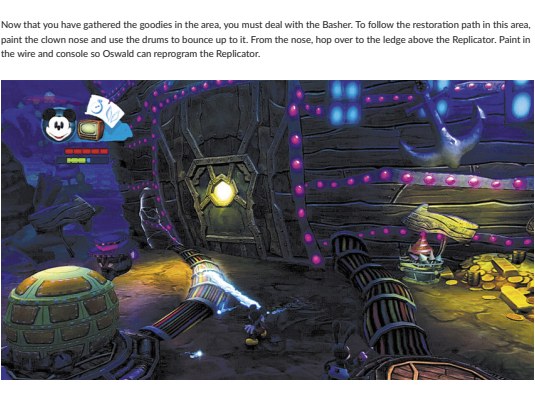


Push the bee float off the ledge and drop down. There are two large wires running from the boat to the pedestals in the center of the area. Paint in any missing sections of the wires, and move the bee float into the empty pedestal.

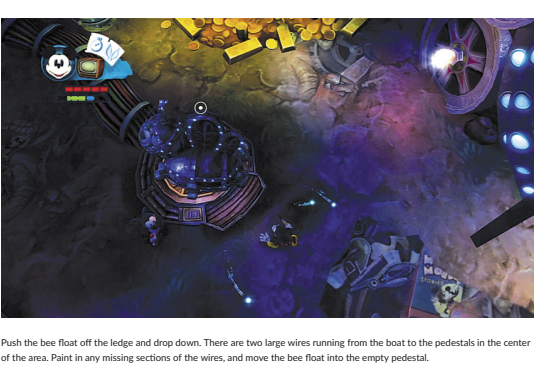


A Spinner comes out and attacks after you open up the boat. Deal with it by thinning the armor and attacking it when it flops onto its back.

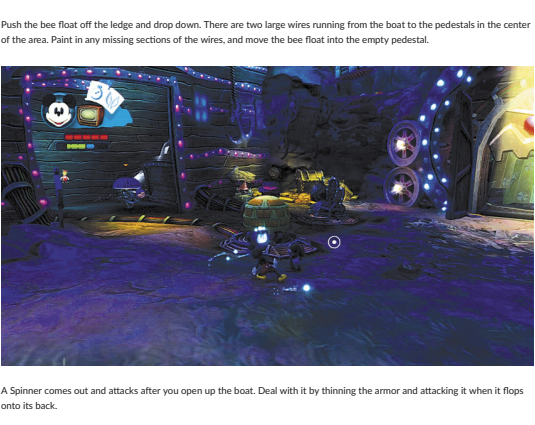
Gremlin Boots



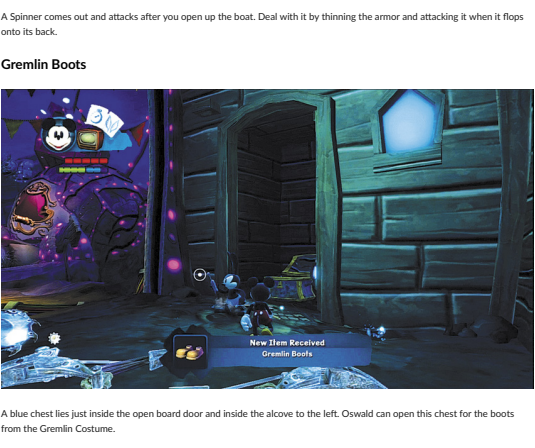
A blue chest lies just inside the open board door and inside the alcove to the left. Oswald can open this chest for the boots from the Gremlin Costume.



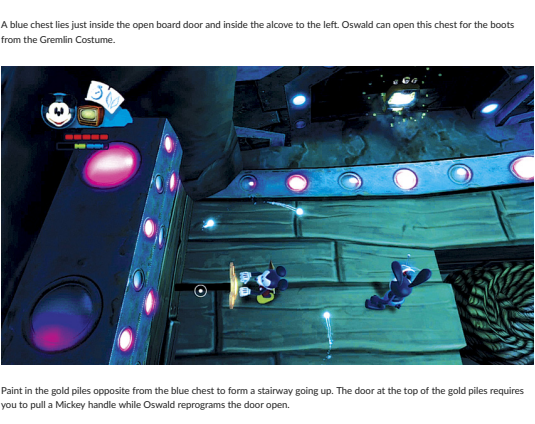
Paint in the gold piles opposite from the blue chest to form a stairway going up. The door at the top of the gold piles requires you to pull a Mickey handle while Oswald reprograms the door open.

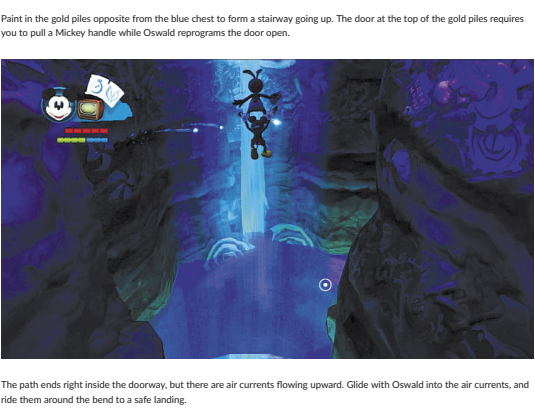


The path ends right inside the doorway, but there are air currents flowing upward. Glide with Oswald into the air currents, and ride them around the bend to a safe landing.

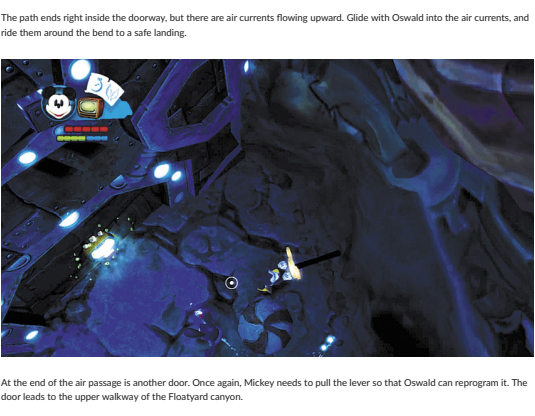


At the end of the air passage is another door. Once again, Mickey needs to pull the lever so that Oswald can reprogram it. The door leads to the upper walkway of the Floatyard canyon.

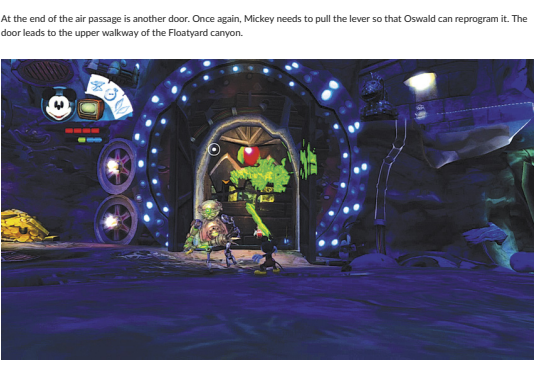




If you want to take the destructive path in the Electric Light Parade Area instead, start by thinning out the eye on the top of the Beetleworx Replicator.. Take care of the Basher once you shut down the Replicator, and notice the destructible wall behind the Replicator. Drag over some fireworks to blast open the wall.



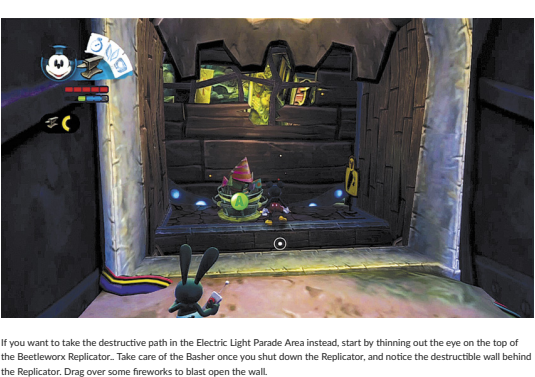
Continue past the destructible wall into a tunnel blocked by a circus train car. You and Oswald must hit the series of dual switches several times to pass each car. After opening a couple of those gates, Oswald can open a door leading to the bottom passage of the Floatyard canyon. This path leads directly to the end of the level.



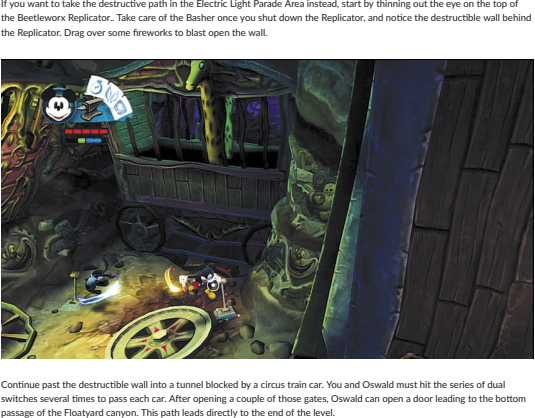
Back on the top path in the canyon, you can see the Three Little Pigs Pocket Watch on a cliff above.

OPTIONAL QUEST

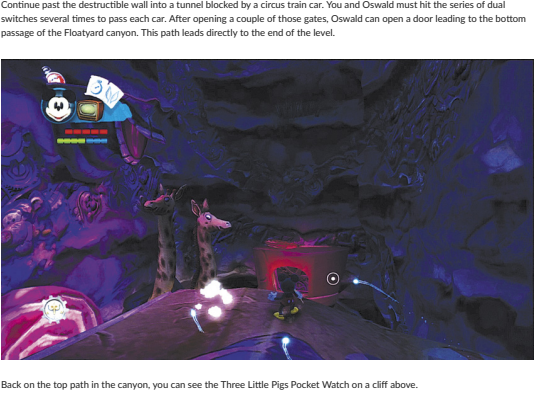
WATCH THE SKIES



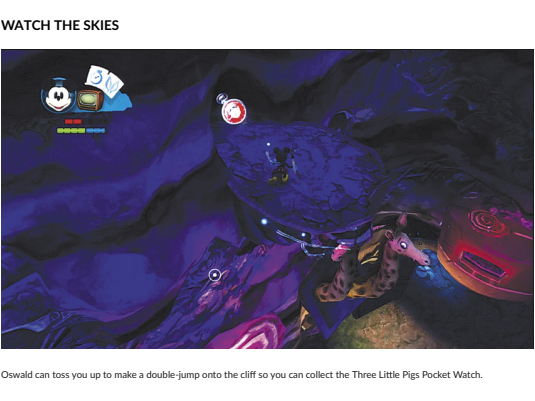
Oswald can toss you up to make a double jump onto the cliff so you can collect the Three Little Pigs Pocket Watch.



After you get the watch and land back on the top path, jump to the drum hanging on the left wall of the canyon.



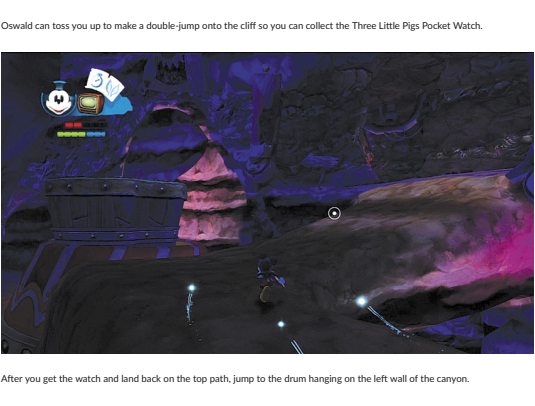
Jump along the series of objects sticking out of the wall until you reach the Goofy lollipops at the top.



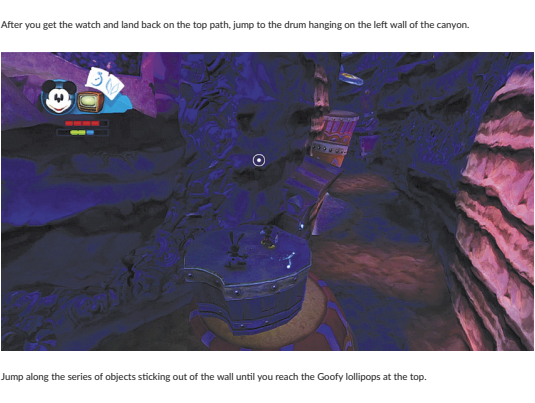
Once you reach the top Goofy lollipop, Thin the wall on the left to reveal a hidden golden Cloth.

OPTIONAL QUESTS

FINDING THE HIDDEN HEROES

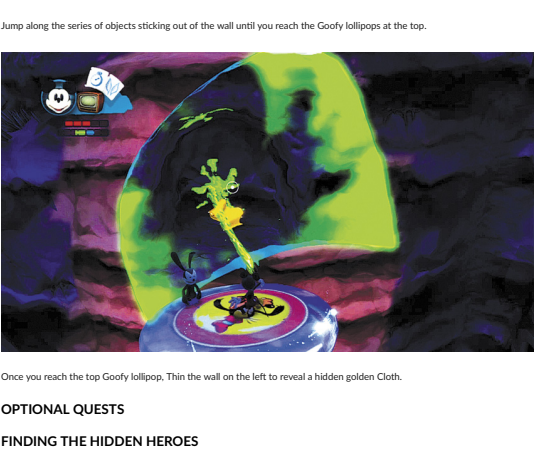


You can find a hidden Oswald symbol on the soldier hat in the canyon.

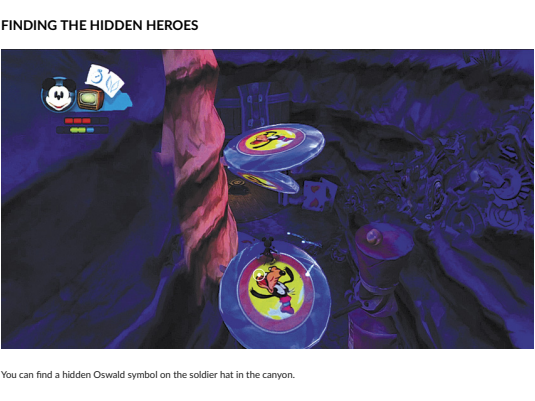


Return down the staircase to the upper canyon path if you want to explore the side area or you can continue to the elevator and skip to waypoint 11.

THE ENCYCLOPAEDIA WASTELANDICA

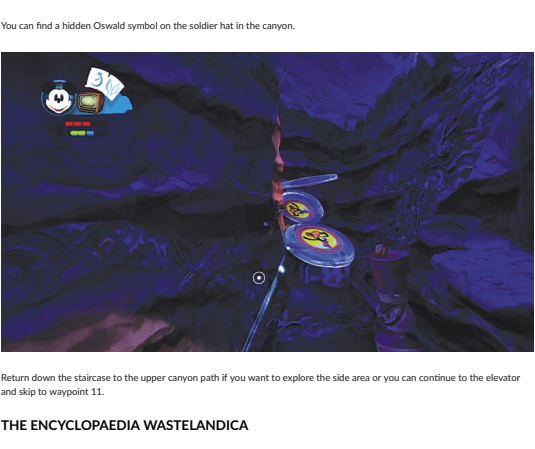


Jump to the cliff opposite the lollipop and take a picture of the canyon to build your Wastelandica portfolio.

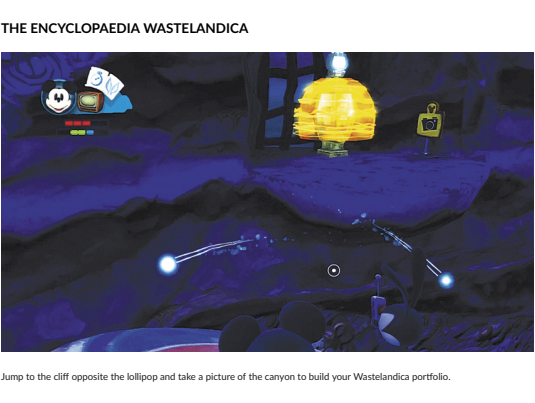


If you take the right turn on the upper path, it leads to a cave with a pair of large cuckoo clocks blocking the way.

OPERATION GREMLIN DROP



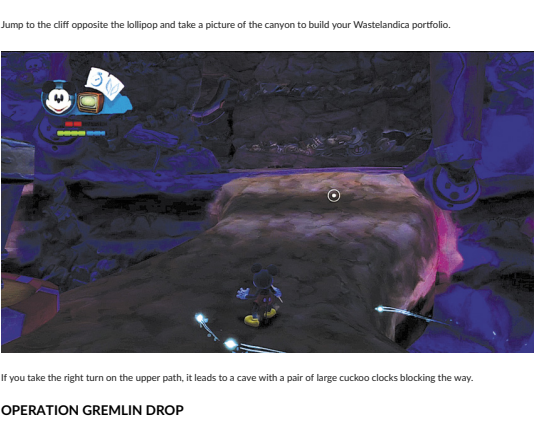
For your last task in the area, free the Gremlin trapped on the nearby ledge.



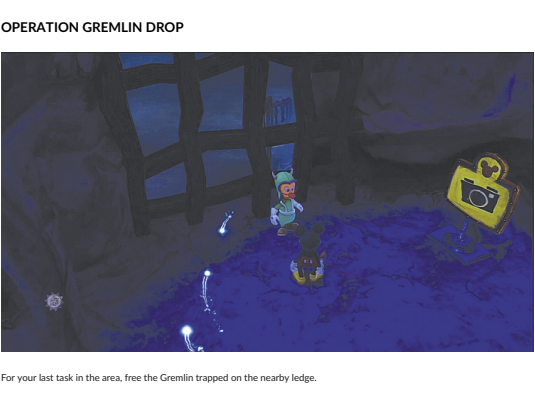
Oswald can use the nearby console to open the path, but it only stays open for a few seconds. To make sure the clocks remain closed, paint in the doors to the clocks after Oswald closes them.

OPTIONAL QUEST

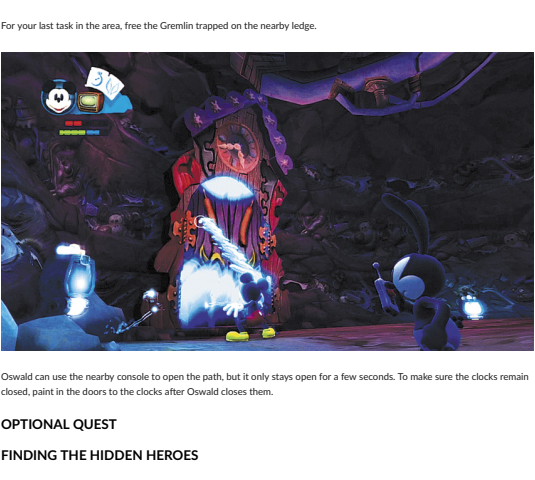
FINDING THE HIDDEN HEROES



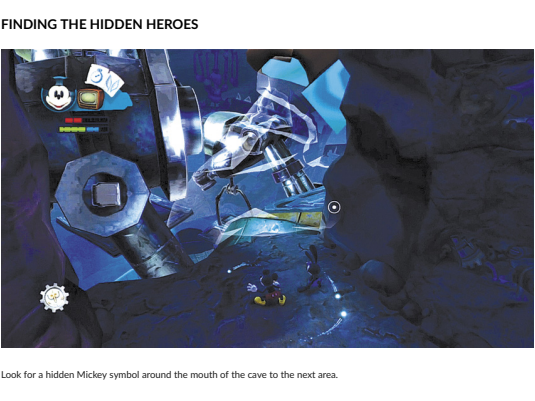
Look for a hidden Mickey symbol around the mouth of the cave to the next area.



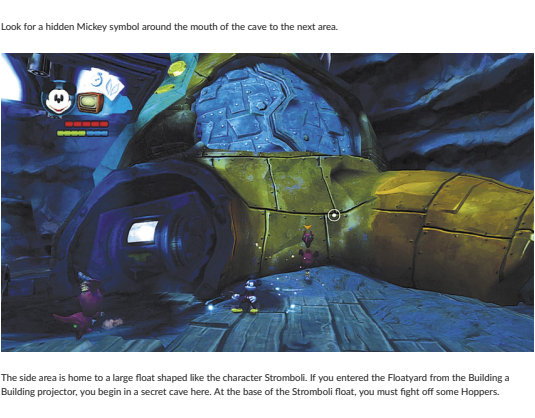
The side area is home to a large float shaped like the character Stromboli. If you entered the Floatyard from the Building a Building projector, you begin in a secret cave here. At the base of the Stromboli float, you must fight off some Hoppers.

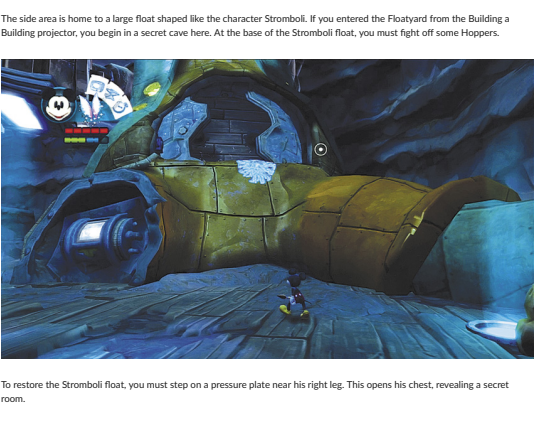


To restore the Stromboli float, you must step on a pressure plate near his right leg. This opens his chest, revealing a secret room.

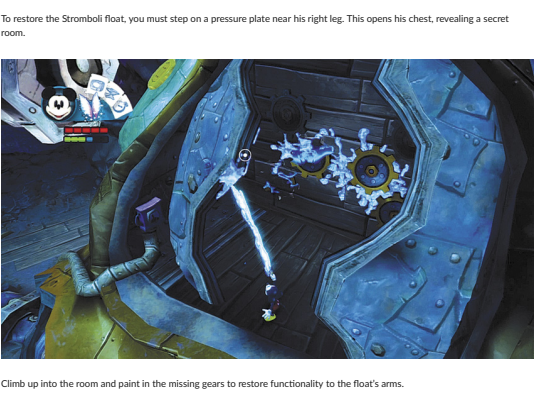


Climb up into the room and paint in the missing gears to restore functionality to the float's arms.

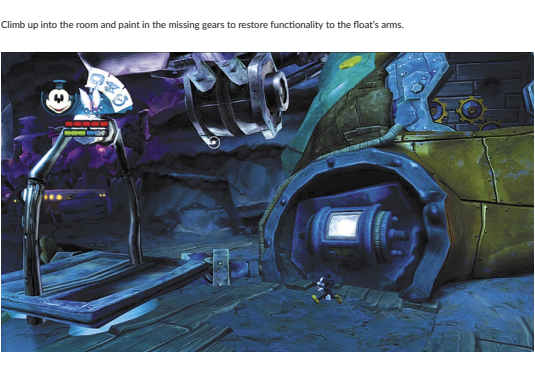


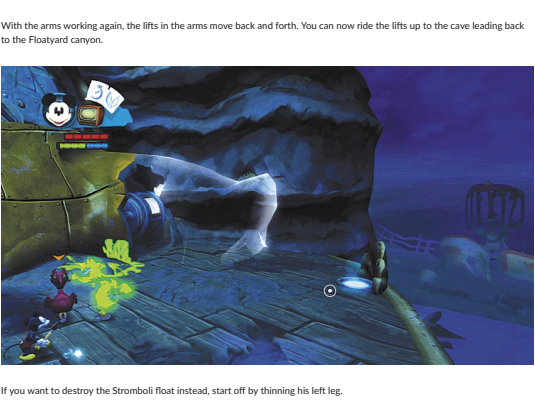


With the arms working again, the lifts in the arms move back and forth. You can now ride the lifts up to the cave leading back to the Floatyard canyon.

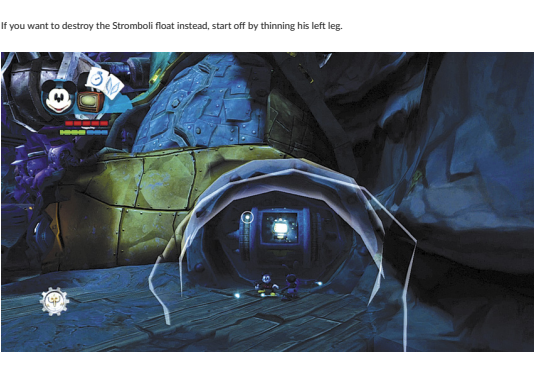


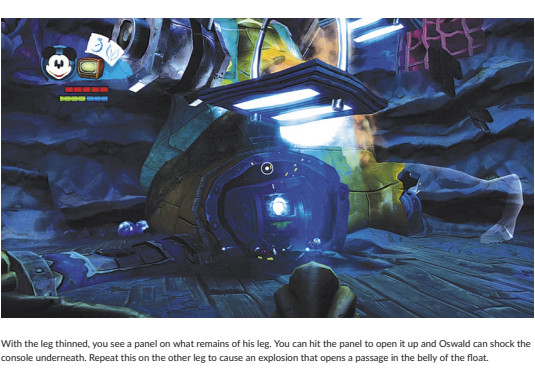
If you want to destroy the Stromboli float instead, start off by thinning his left leg.



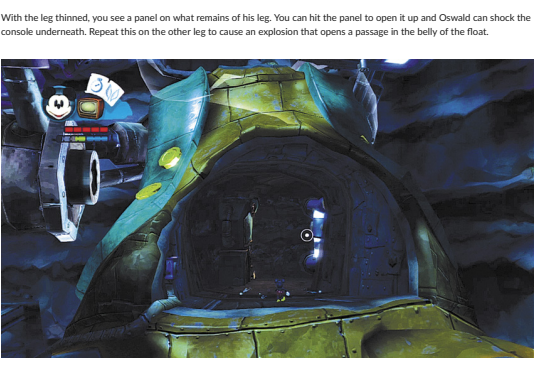


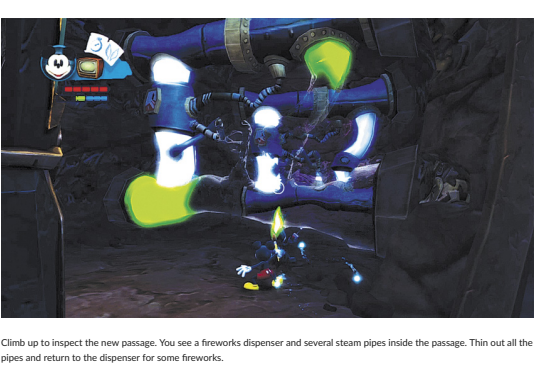
With the leg thinned, you see a panel on what remains of his leg. You can hit the panel to open it up and Oswald can shock the console underneath. Repeat this on the other leg to cause an explosion that opens a passage in the belly of the float.



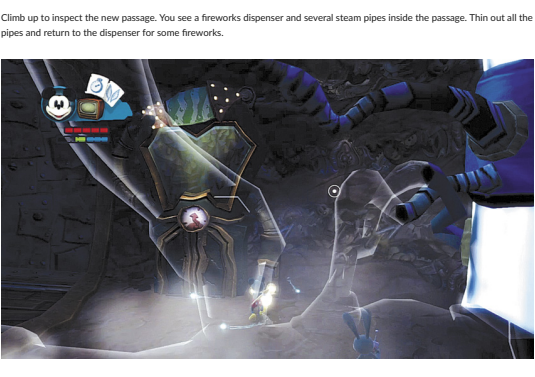


Climb up to inspect the new passage. You see a fireworks dispenser and several steam pipes inside the passage. Thin out all the pipes and return to the dispenser for some fireworks.

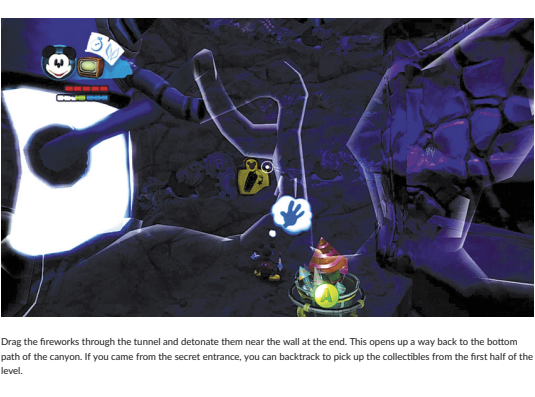


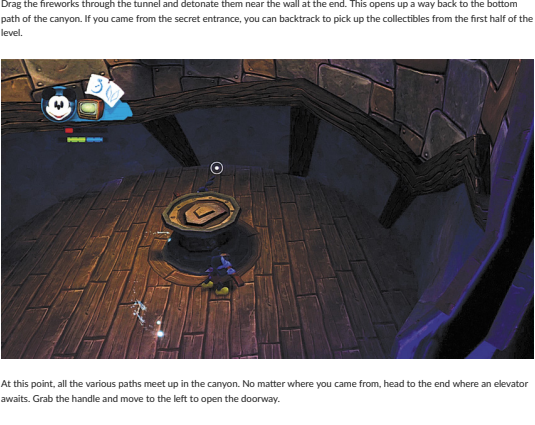


Drag the fireworks through the tunnel and detonate them near the wall at the end. This opens up a way back to the bottom path of the canyon. If you came from the secret entrance, you can backtrack to pick up the collectibles from the first half of the level.



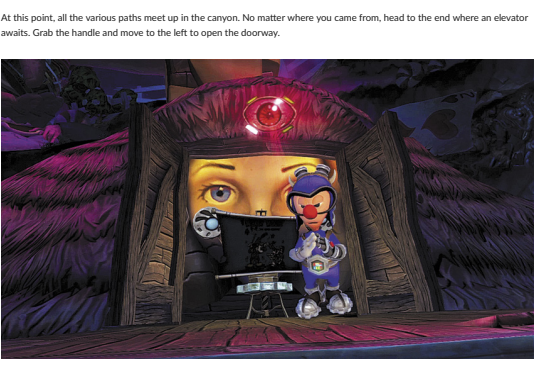
At this point, all the various paths meet up in the canyon. No matter where you came from, head to the end where an elevator awaits. Grab the handle and move to the left to open the doorway.



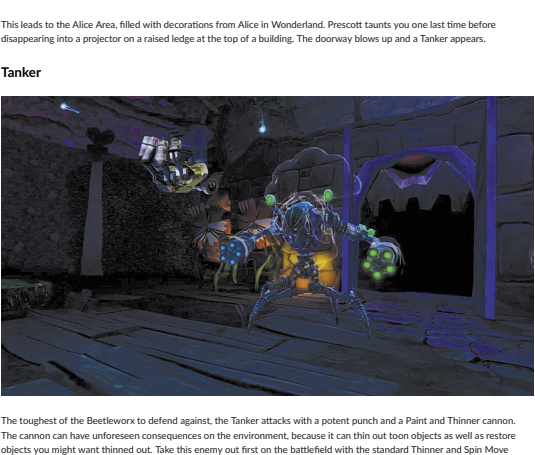


This leads to the Alice Area, filled with decorations from Alice in Wonderland. Prescott taunts you one last time before disappearing into a projector on a raised ledge at the top of a building. The doorway blows up and a Tanker appears.

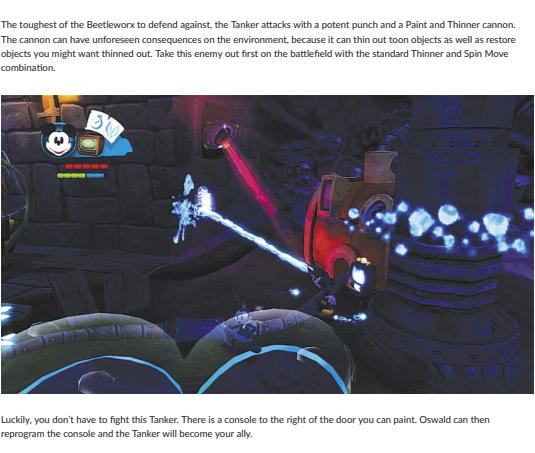
Tanker



The toughest of the Beetleworx to defend against, the Tanker attacks with a potent punch and a Paint and Thinner cannon. The cannon can have unforeseen consequences on the environment, because it can thin out toon objects as well as restore objects you might want thinned out. Take this enemy out first on the battlefield with the standard Thinner and Spin Move combination.



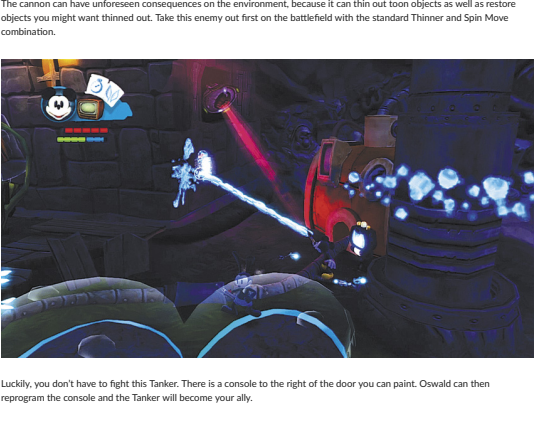
Luckily, you don't have to fight this Tanker. There is a console to the right of the door you can paint. Oswald can then reprogram the console and the Tanker will become your ally.



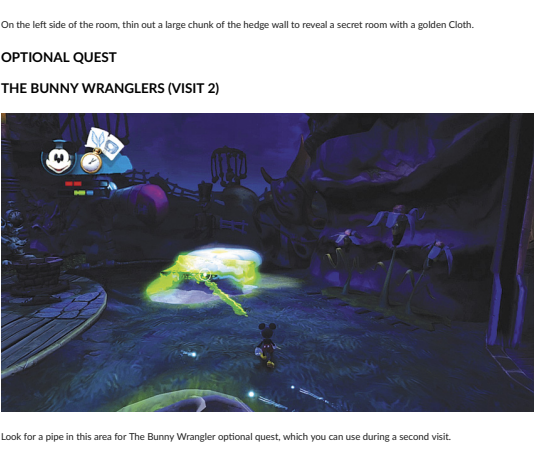
On the left side of the room, thin out a large chunk of the hedge wall to reveal a secret room with a golden Cloth.

OPTIONAL QUEST

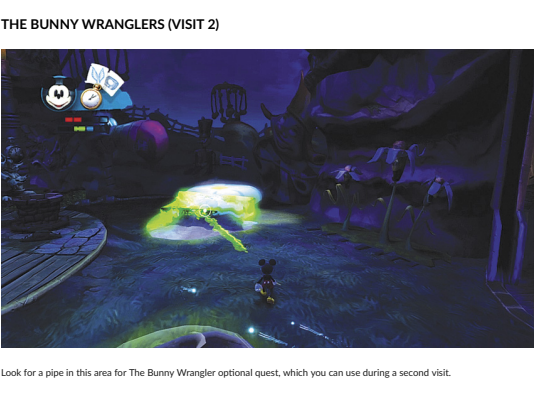
THE BUNNY WRANGLERS (VISIT 2)



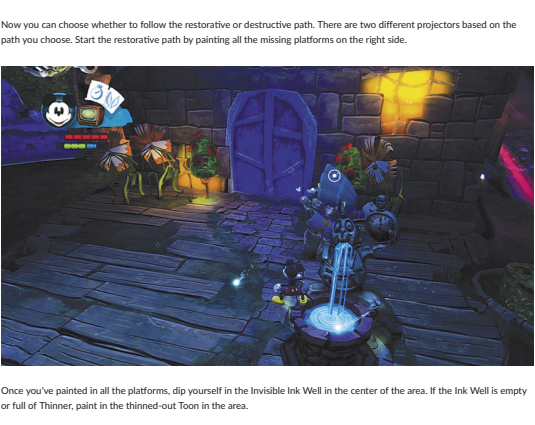
Look for a pipe in this area for The Bunny Wrangler optional quest, which you can use during a second visit.



Now you can choose whether to follow the restorative or destructive path. There are two different projectors based on the path you choose. Start the restorative path by painting all the missing platforms on the right side.

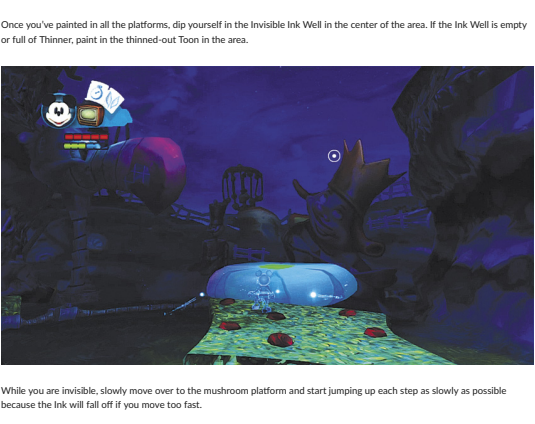


Once you've painted in all the platforms, dip yourself in the Invisible Ink Well in the center of the area. If the Ink Well is empty or full of Thinner, paint in the thinned-out Toon in the area.

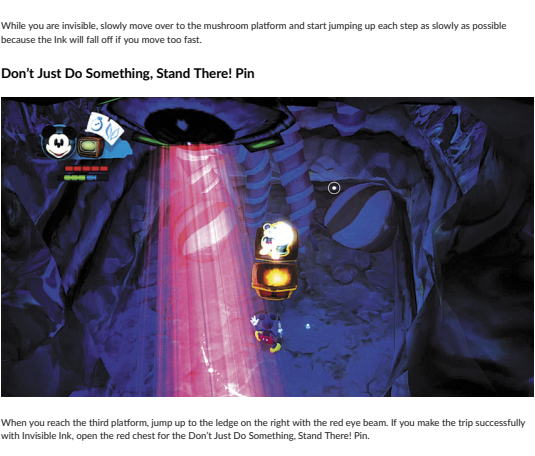


While you are invisible, slowly move over to the mushroom platform and start jumping up each step as slowly as possible because the ink will fall off if you move too fast.

Don't Just Do Something, Stand There! Pin



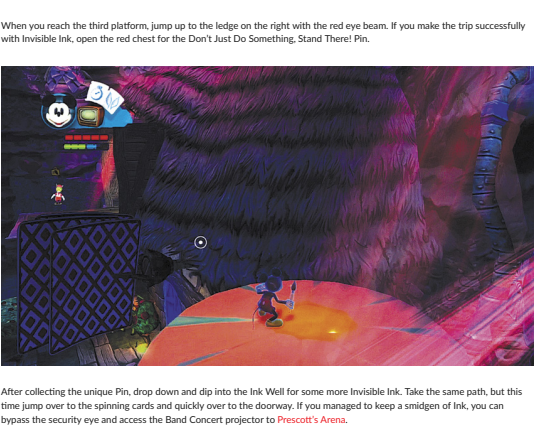
When you reach the third platform, jump up to the ledge on the right with the red eye beam. If you make the trip successfully with Invisible Ink, open the red chest for the Don't Just Do Something, Stand There! Pin.



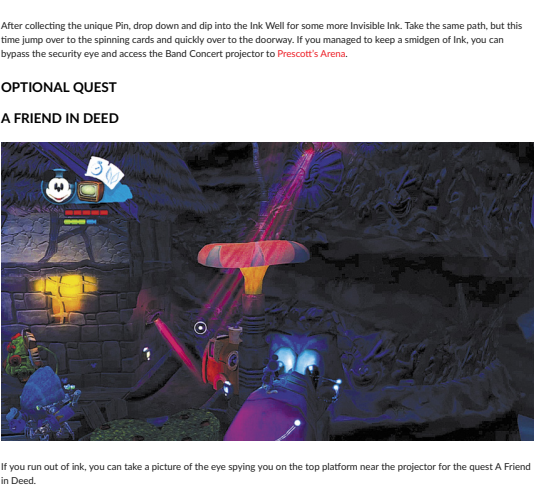
After collecting the unique Pin, drop down and dip into the Ink Well for some more Invisible Ink. Take the same path, but this time jump over to the spinning cards and quickly over to the doorway. If you managed to keep a smidgen of ink, you can bypass the security eye and access the Band Concert projector to Prescott's Arena.

OPTIONAL QUEST

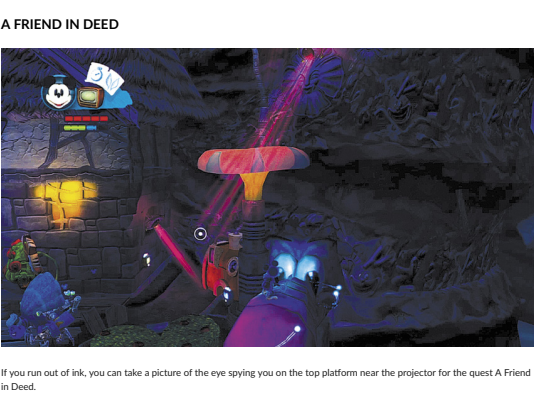
A FRIEND IN DEED



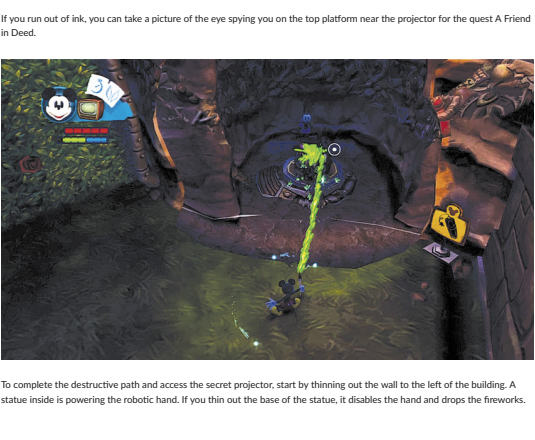
If you run out of ink, you can take a picture of the eye spying you on the top platform near the projector for the quest A Friend in Deed.



To complete the destructive path and access the secret projector, start by thinning out the wall to the left of the building. A statue inside is powering the robotic hand. If you thin out the base of the statue, it disables the hand and drops the fireworks.

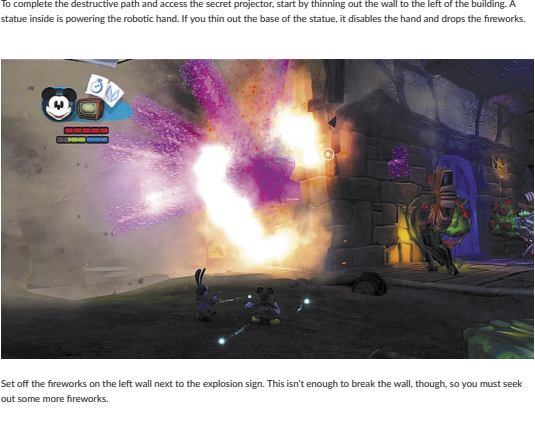


Set off the fireworks on the left wall next to the explosion sign. This isn't enough to break the wall, though, so you must seek out some more fireworks.

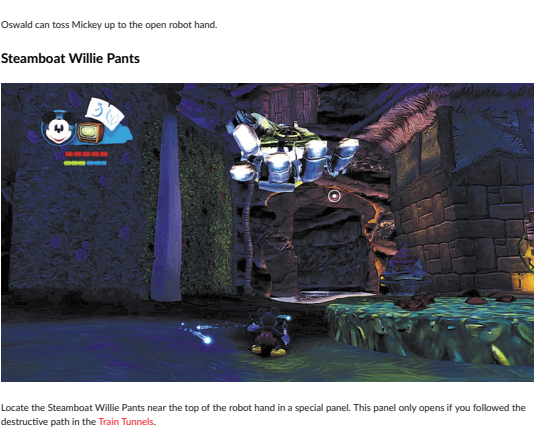


Oswald can toss Mickey up to the open robot hand.

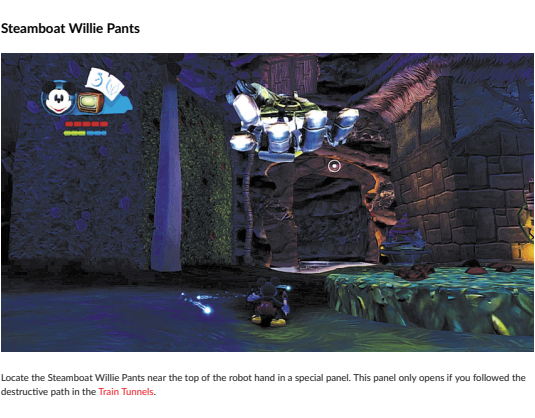
Steamboat Willie Pants



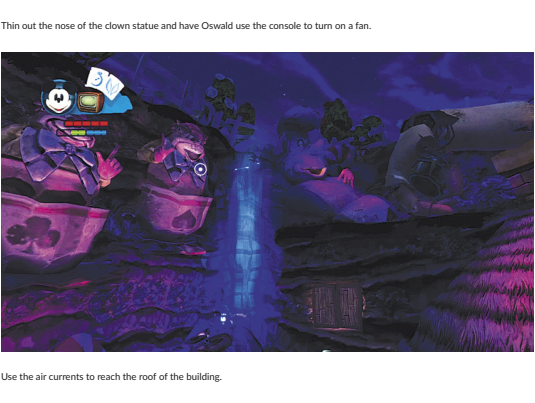
Locate the Steamboat Willie Pants near the top of the robot hand in a special panel. This panel only opens if you followed the destructive path in the Train Tunnels.



Thin out the nose of the clown statue and have Oswald use the console to turn on a fan.

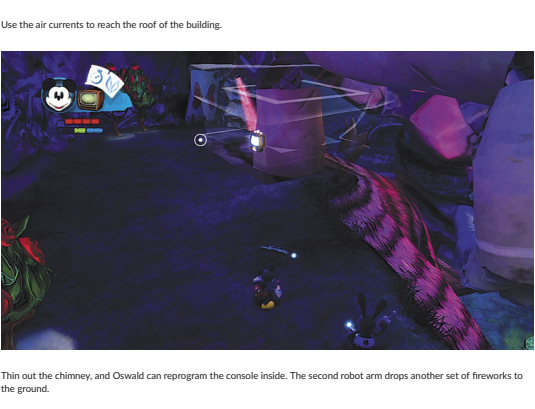


Use the air currents to reach the roof of the building.

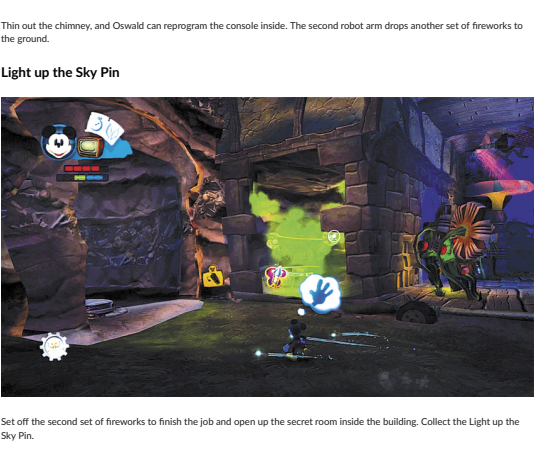


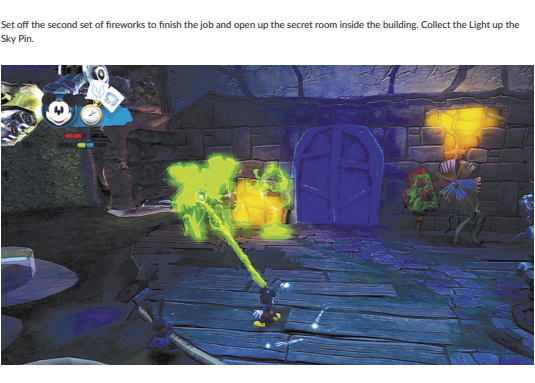
Thin out the chimney, and Oswald can reprogram the console inside. The second robot arm drops another set of fireworks to the ground.

Light up the Sky Pin

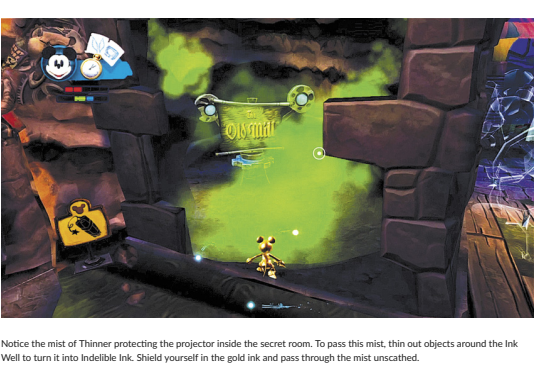


Set off the second set of fireworks to finish the job and open up the secret room inside the building. Collect the Light up the Sky Pin.



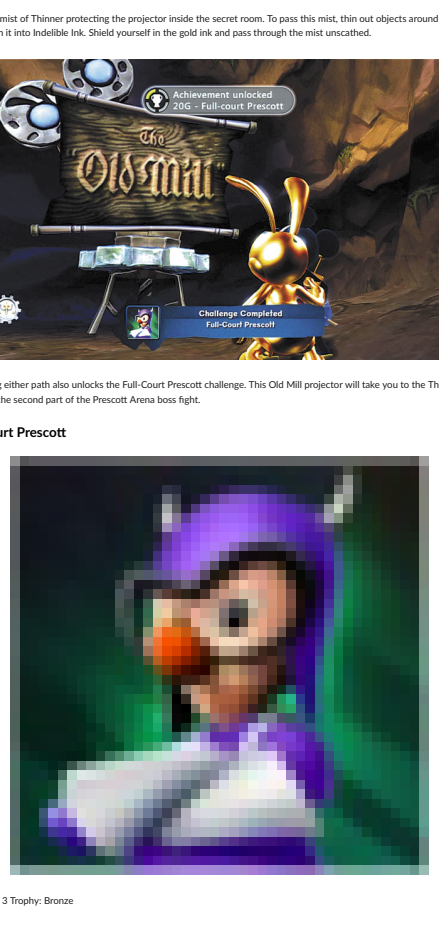


Notice the mist of Thinner protecting the projector inside the secret room. To pass this mist, thin out objects around the Ink Well to turn it into Indelible Ink. Shield yourself in the gold ink and pass through the mist unscathed.



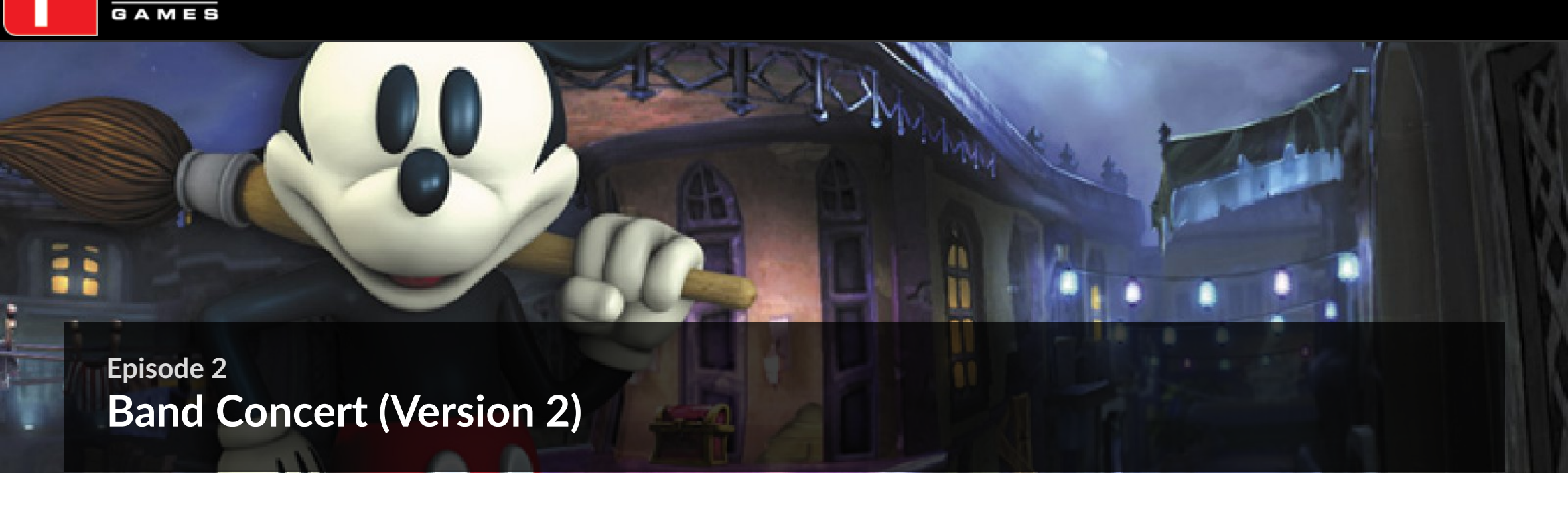
Completing either path also unlocks the Full-Court Prescott challenge. This Old Mill projector will take you to the Thinner version of the second part of the Prescott Arena boss fight.

Full-Court Prescott



Playstation 3 Trophy: Bronze

Xbox 360 Gamer Points: 20



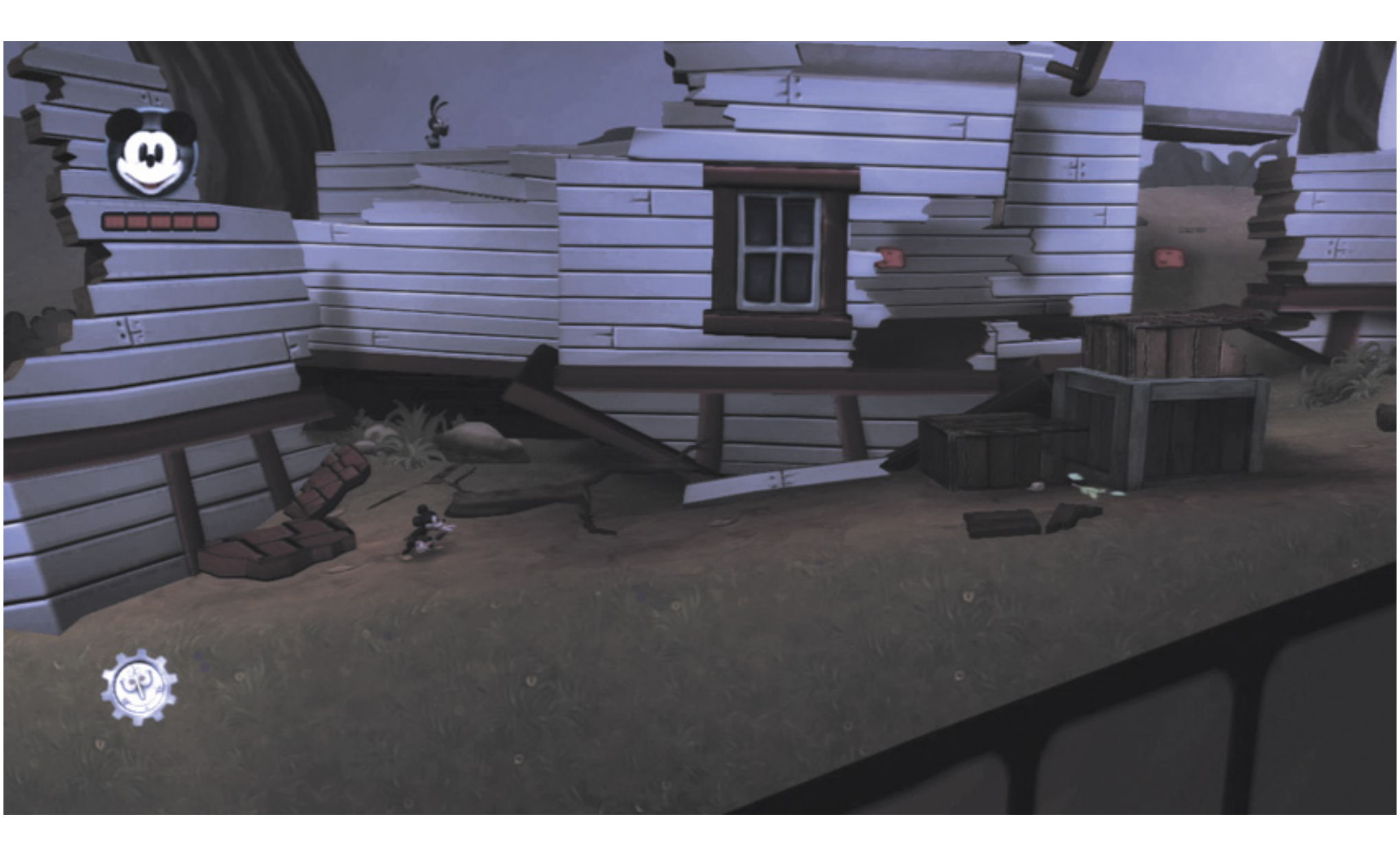
Band Concert (Version 2)

LEVEL BREAKDOWN

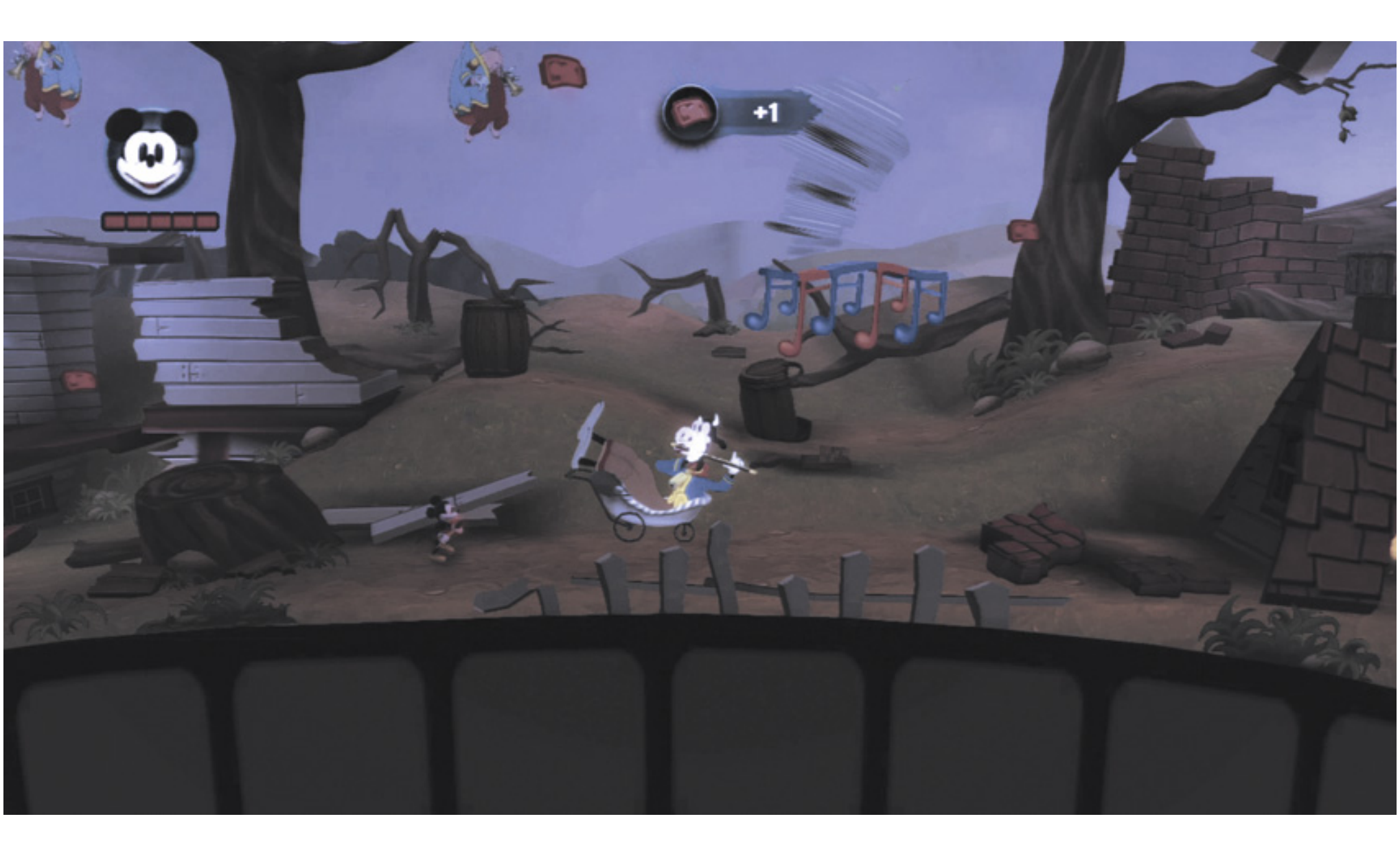
Collectibles

- Film Reel
- Gold E-ticket (x2)
- Gold Pin

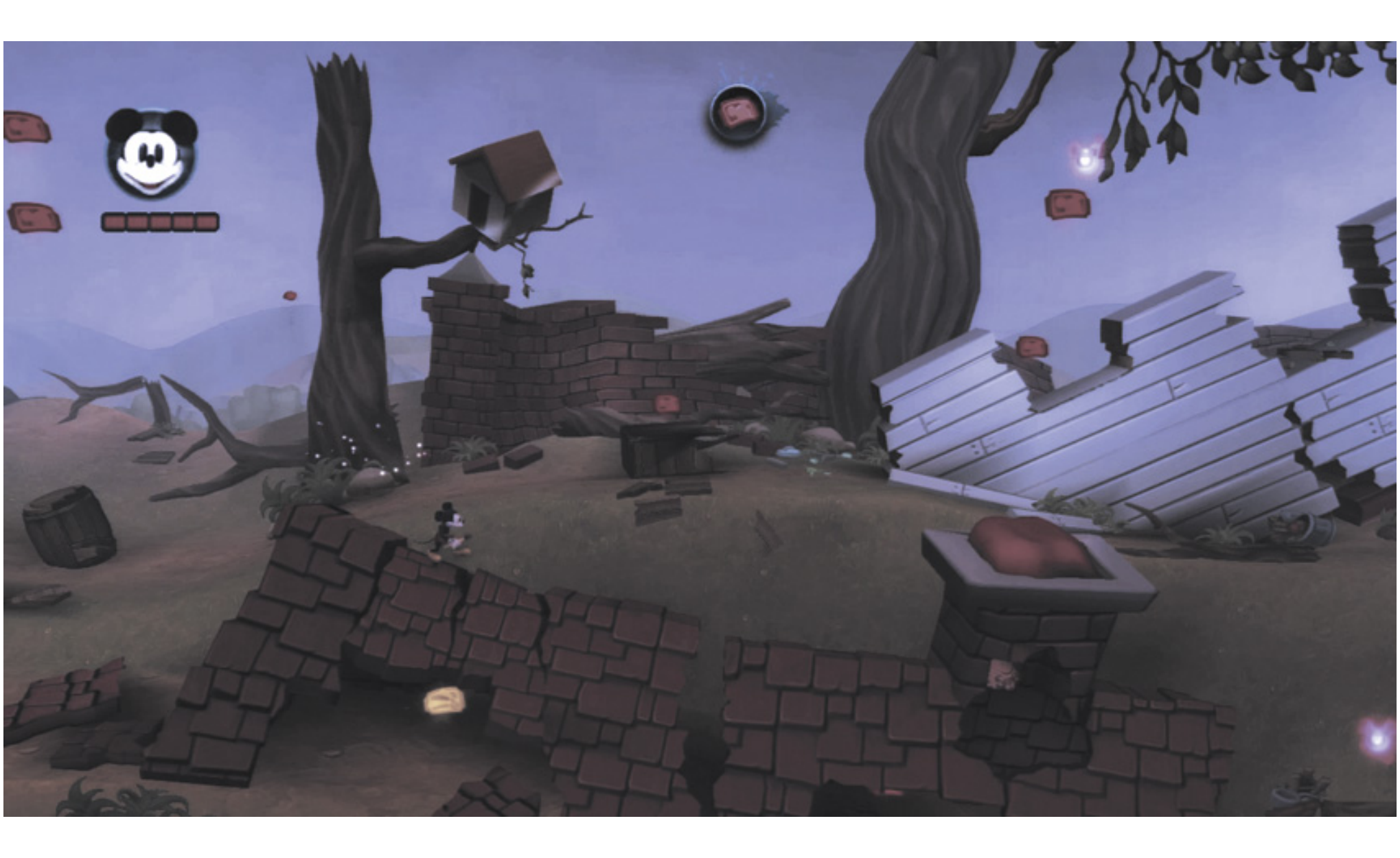
Note: The journey through Band Concert (version 2) takes you from the main exit in the Floatyard to the main entrance of Prescott's Arena.



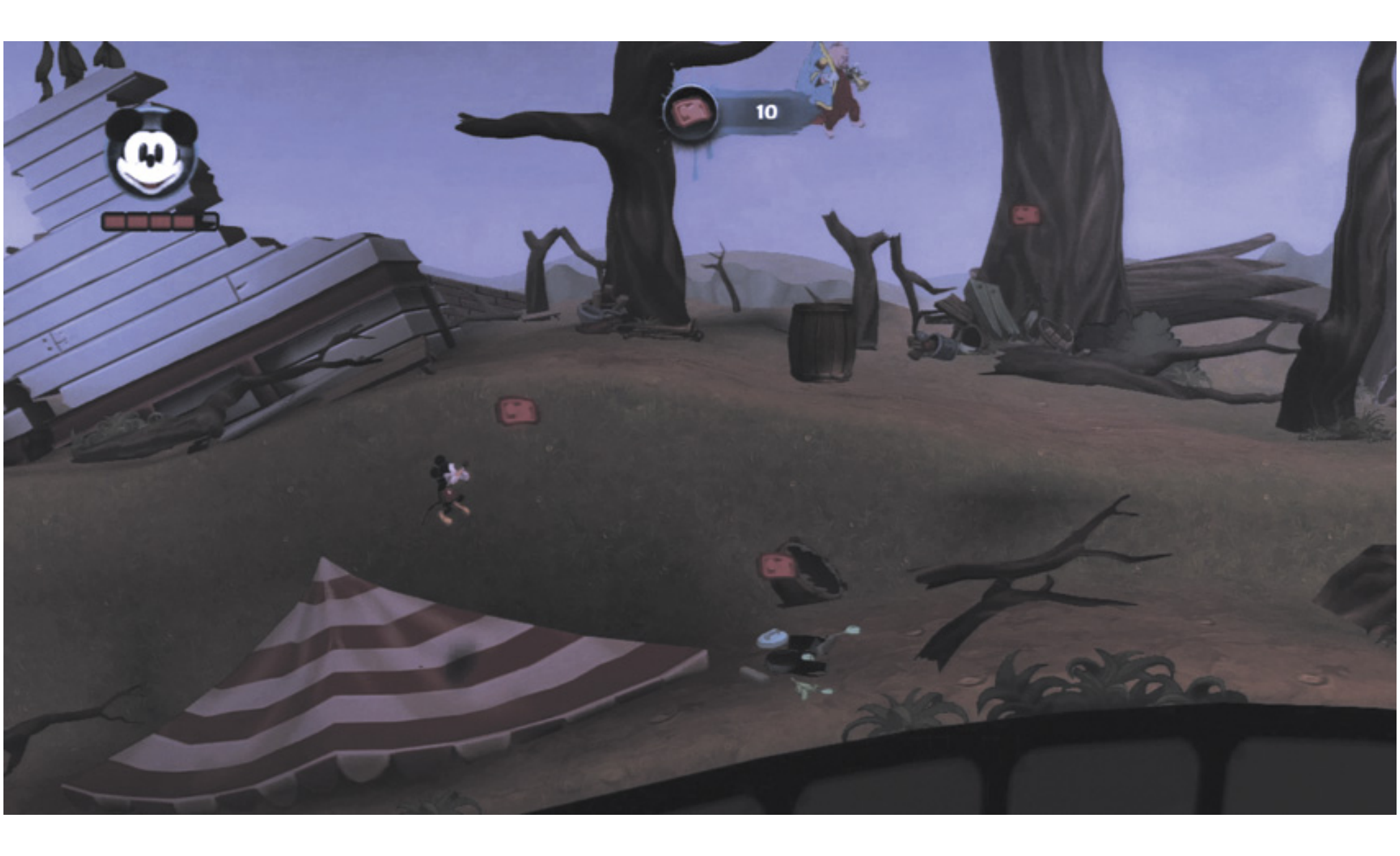
You start on the lower path near a house that has been wrecked by a tornado sweeping the area. Wreckage and band members are scattered throughout this level to hinder your progress.



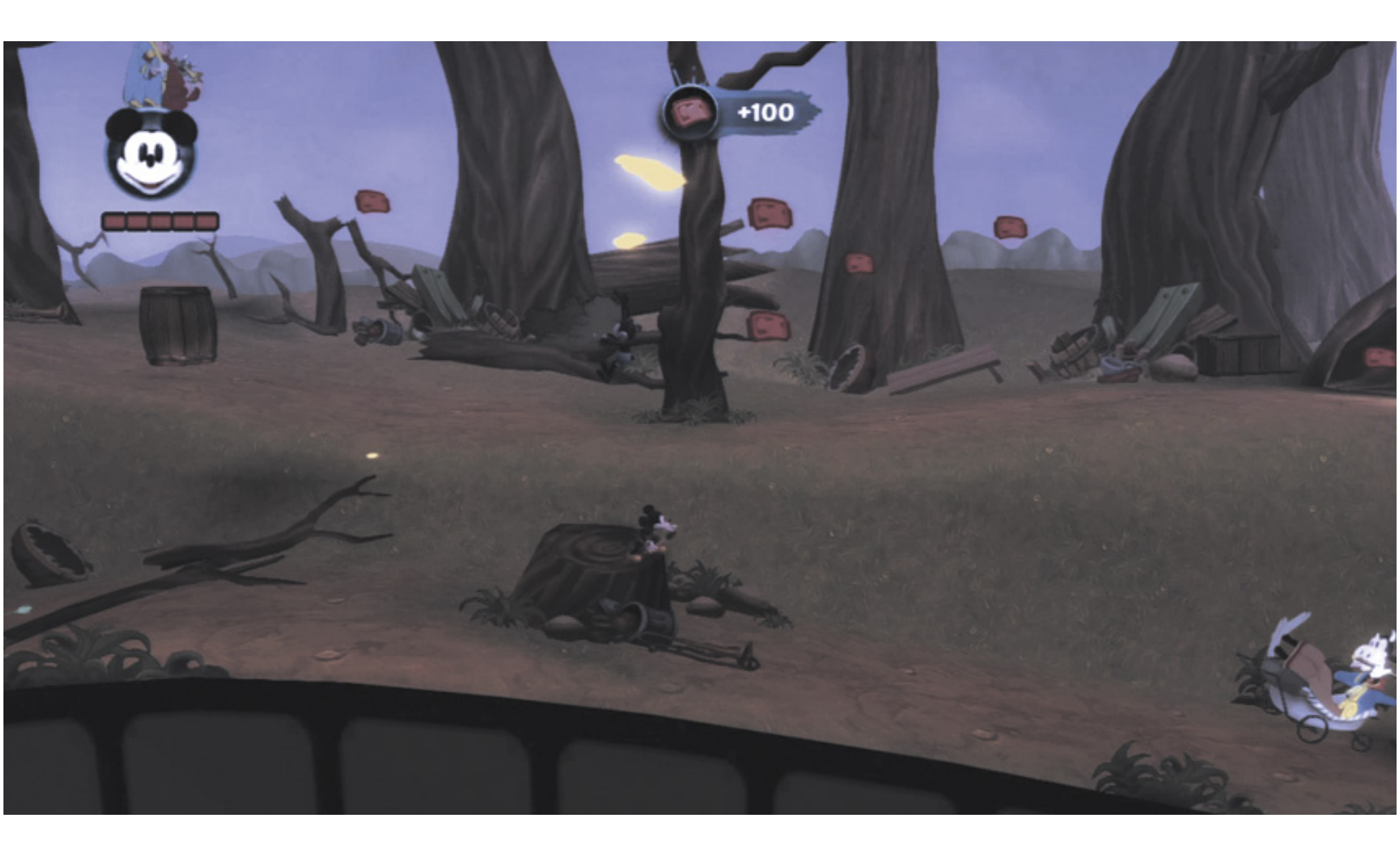
The first band member you encounter is a cow lying down and playing a flute. The notes that come out of the flute can be used as a platform to get some floating E-tickets and reach the roof of the crashed house ahead.



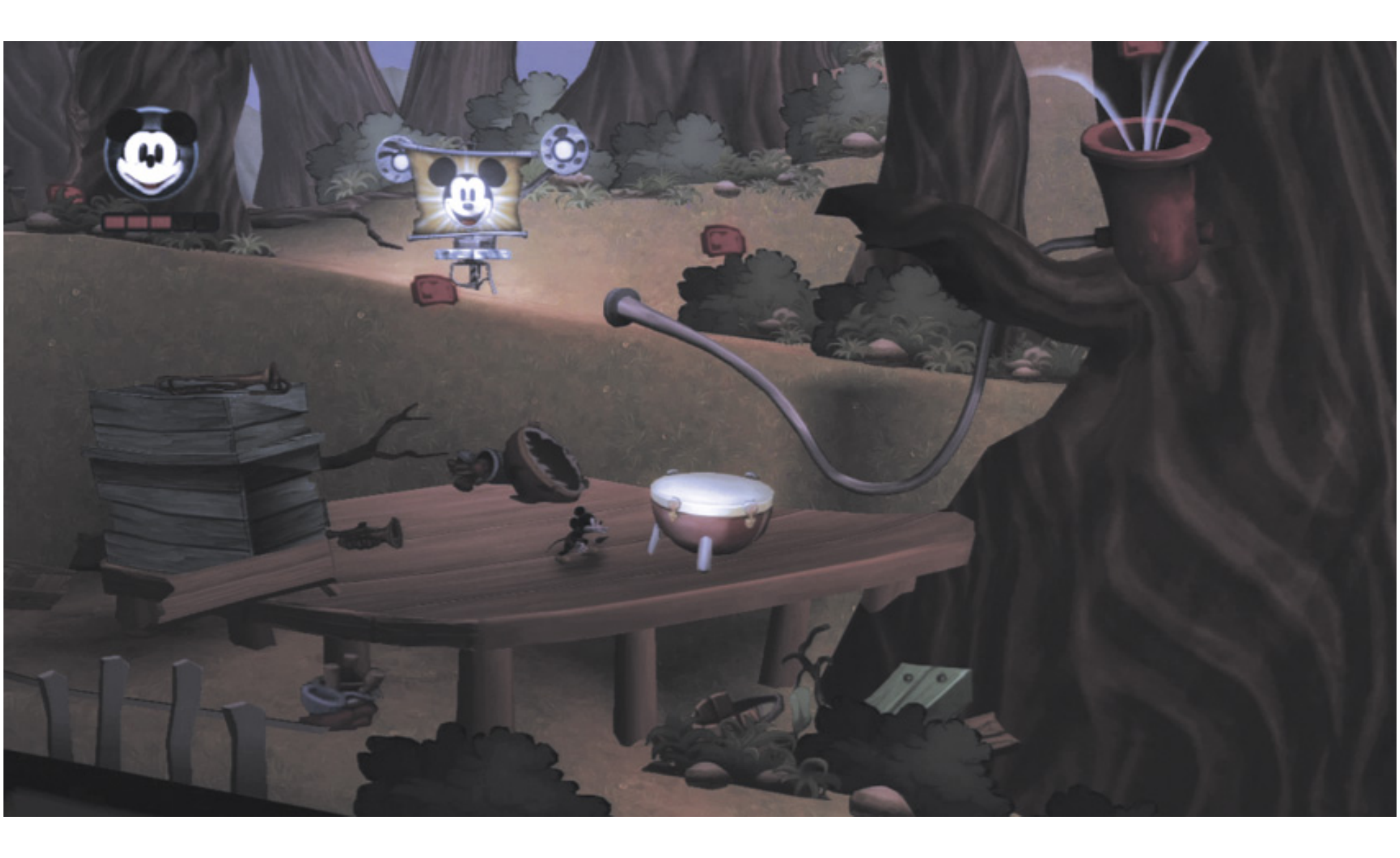
Underneath the crashed house is a golden E-ticket, but it is unreachable for now. You'll get that later on the upper path. You can bounce on the pig stuck in the chimney and enter the house from the right side to collect some E-tickets.



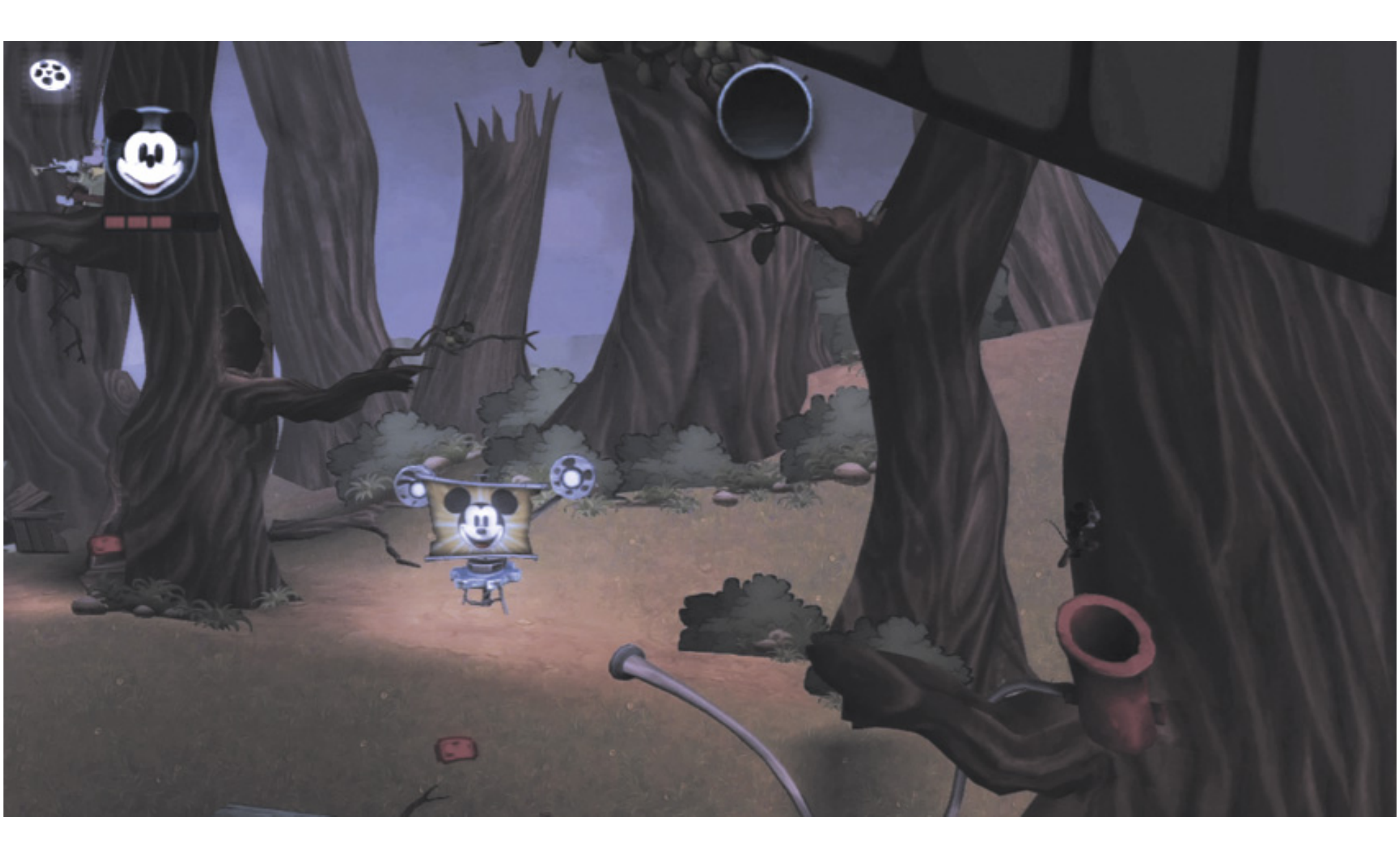
Past the house is a tent that you can bounce on to reach some E-tickets.

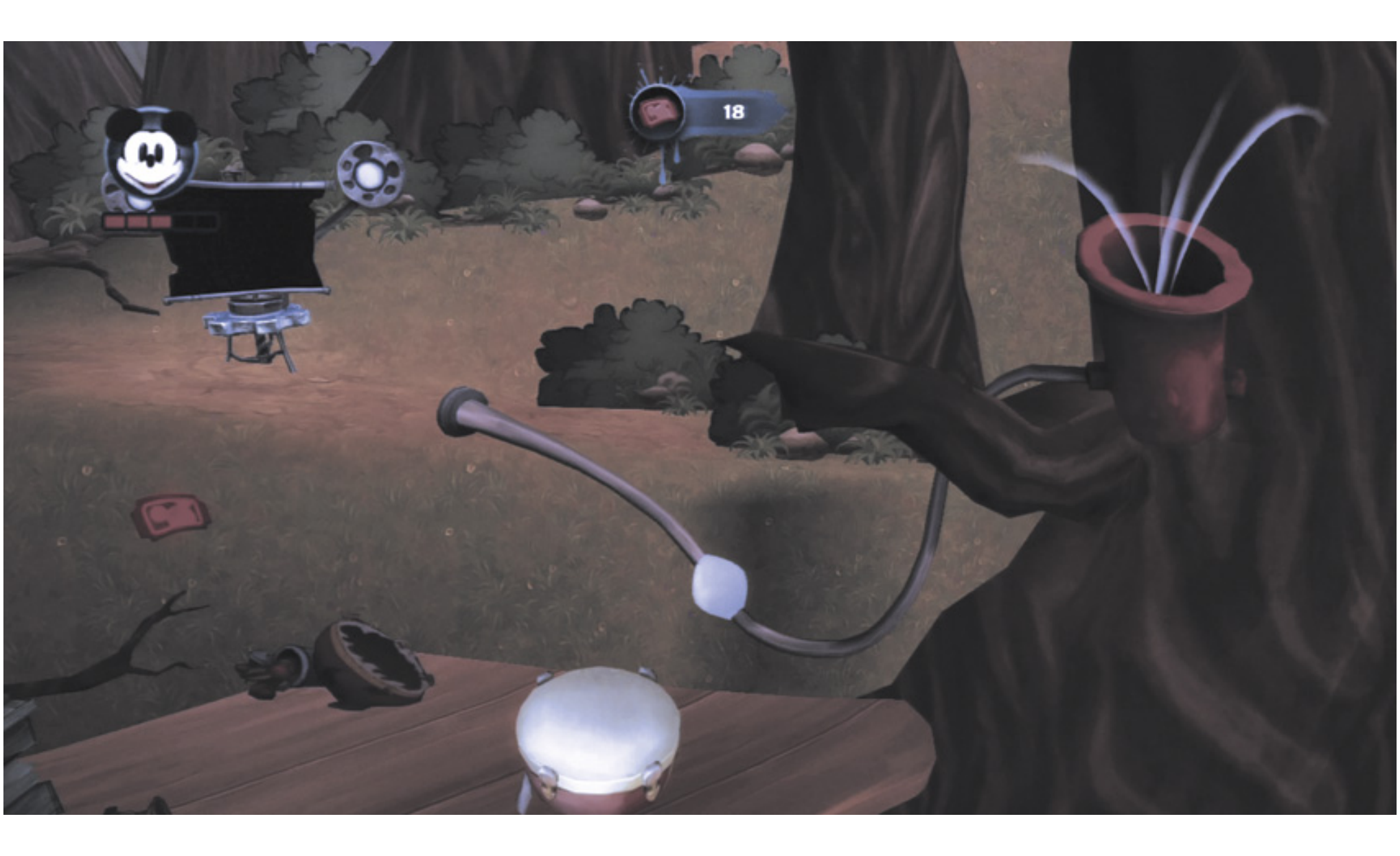


Next, you find a tree stump with a golden E-ticket floating high above. To reach this ticket, position Oswald on the right side of the stump and throw him up to grab it.

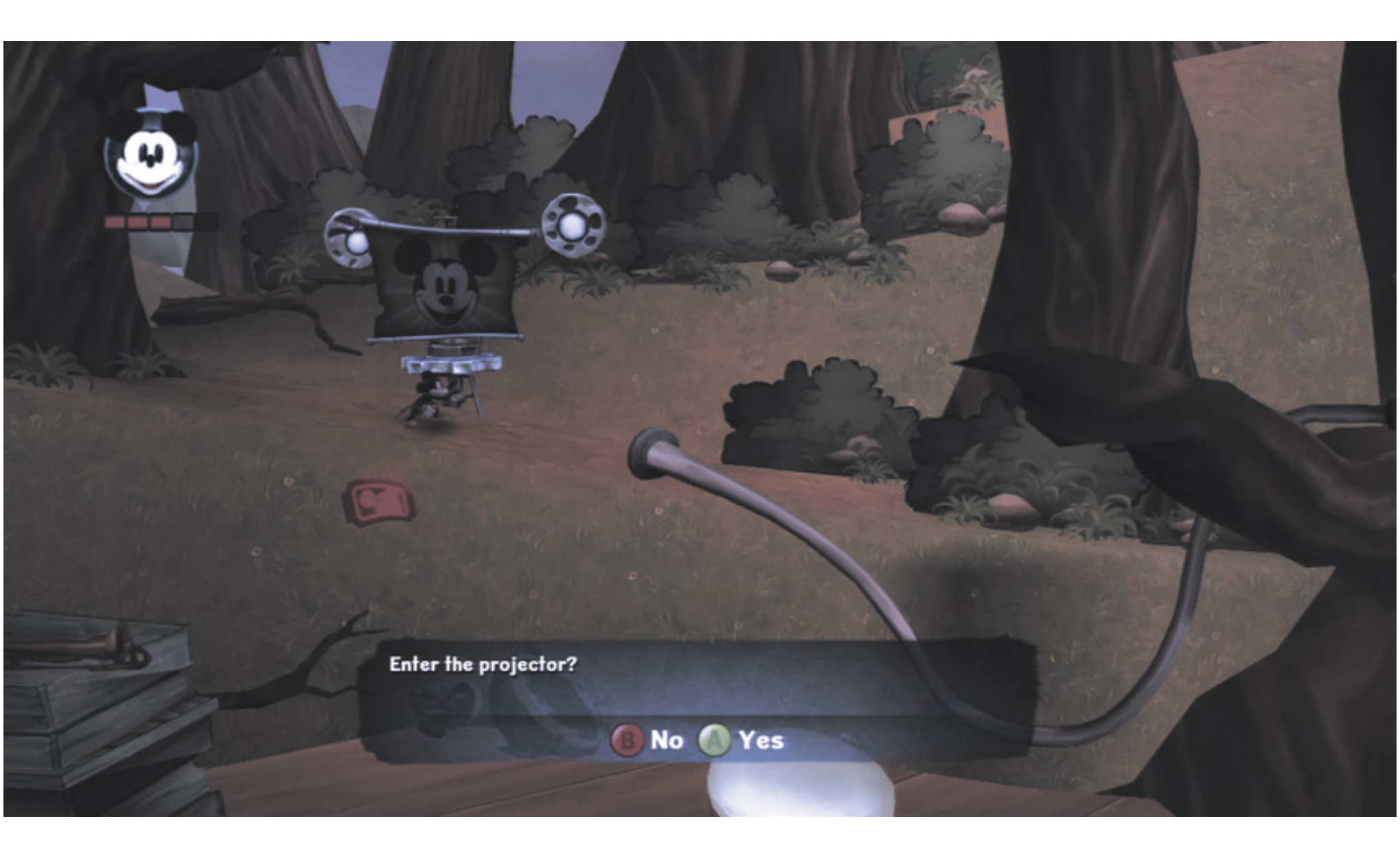


Continue to the end of the path using another note platform to reach a wooden deck with a drum on it. Jump on the drum to bounce up to the tree branch.

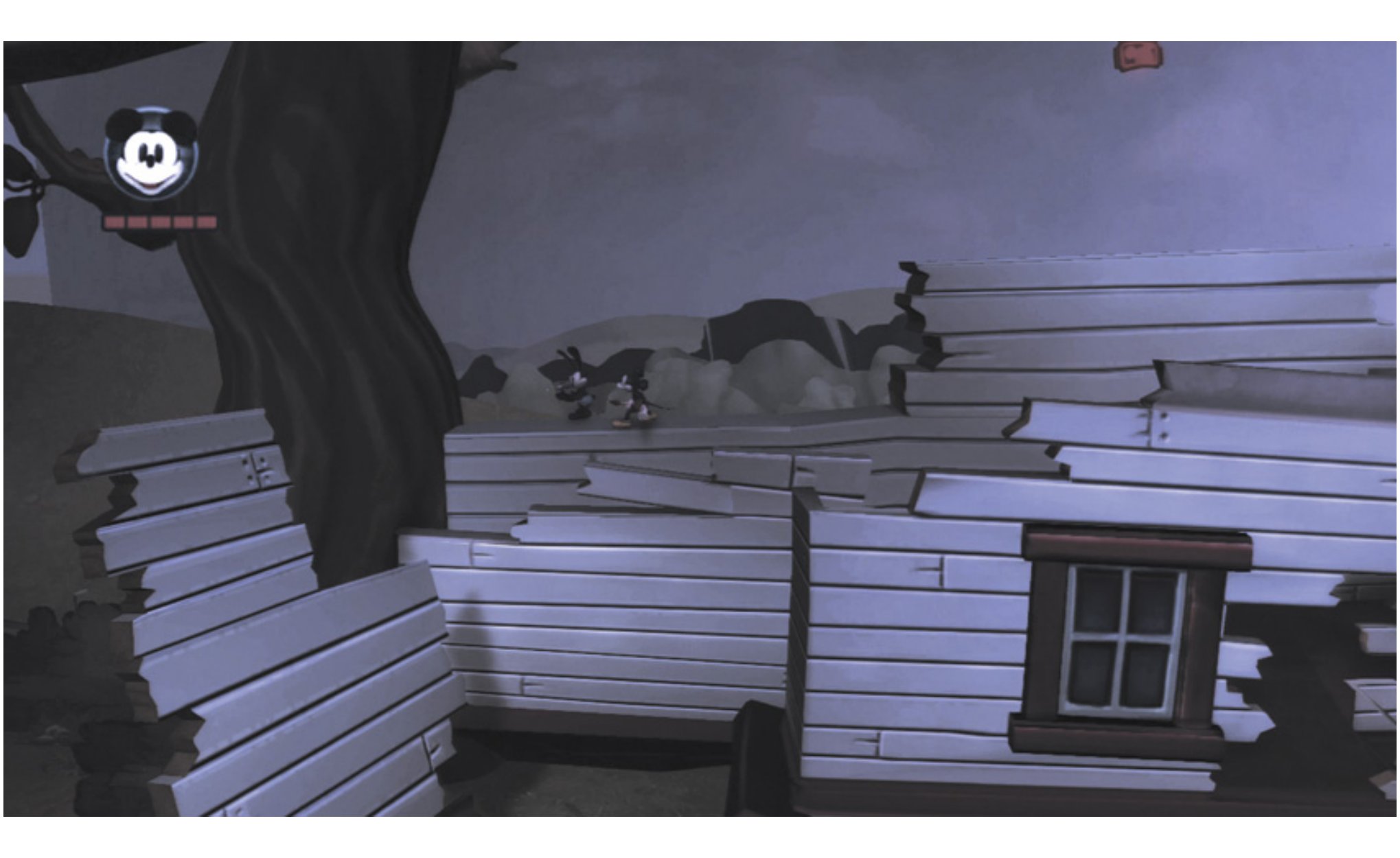




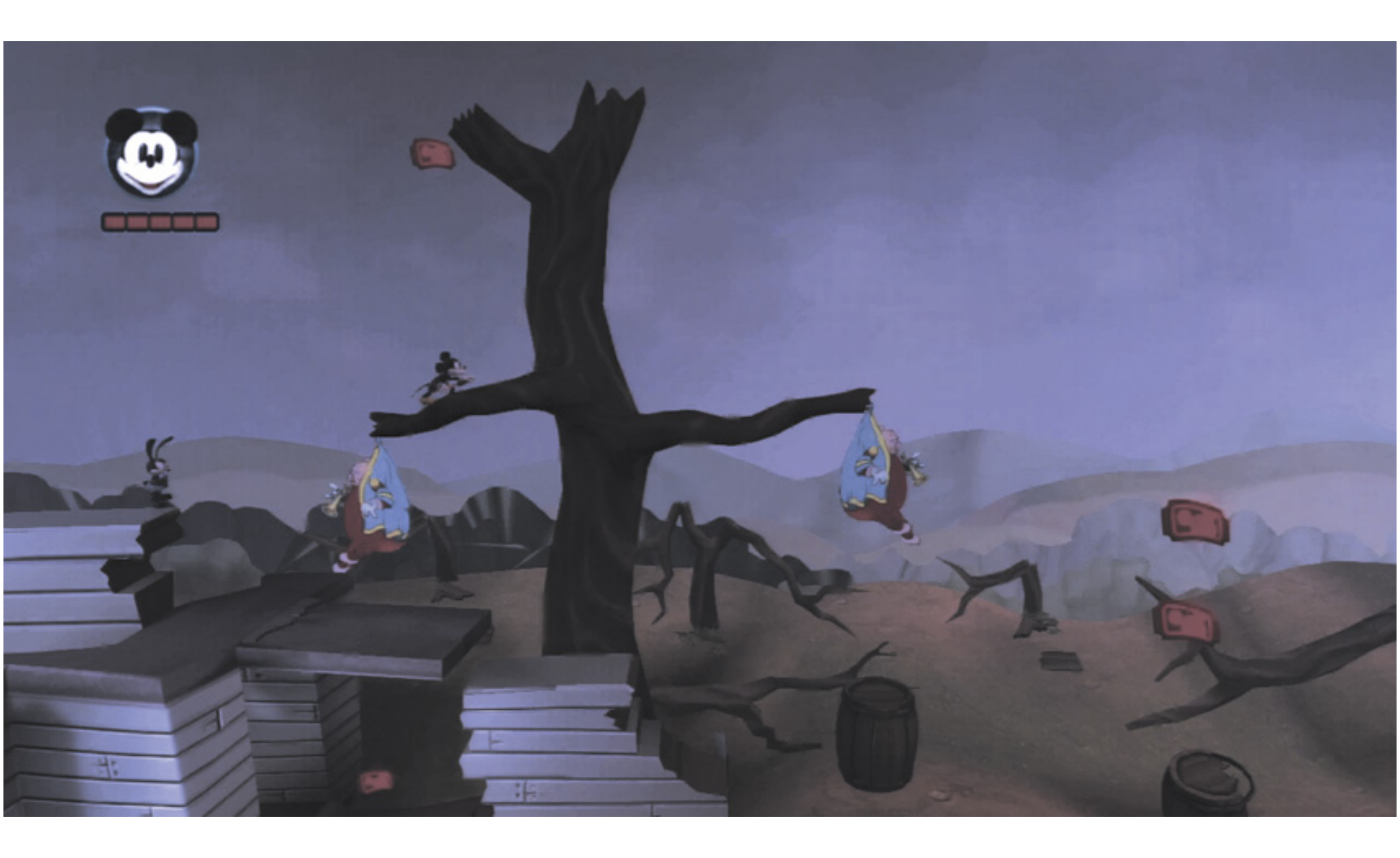
On the tree branch is a large broken instrument sucking in air. You can jump into the opening and slide down the pipe to the exit near the projector.



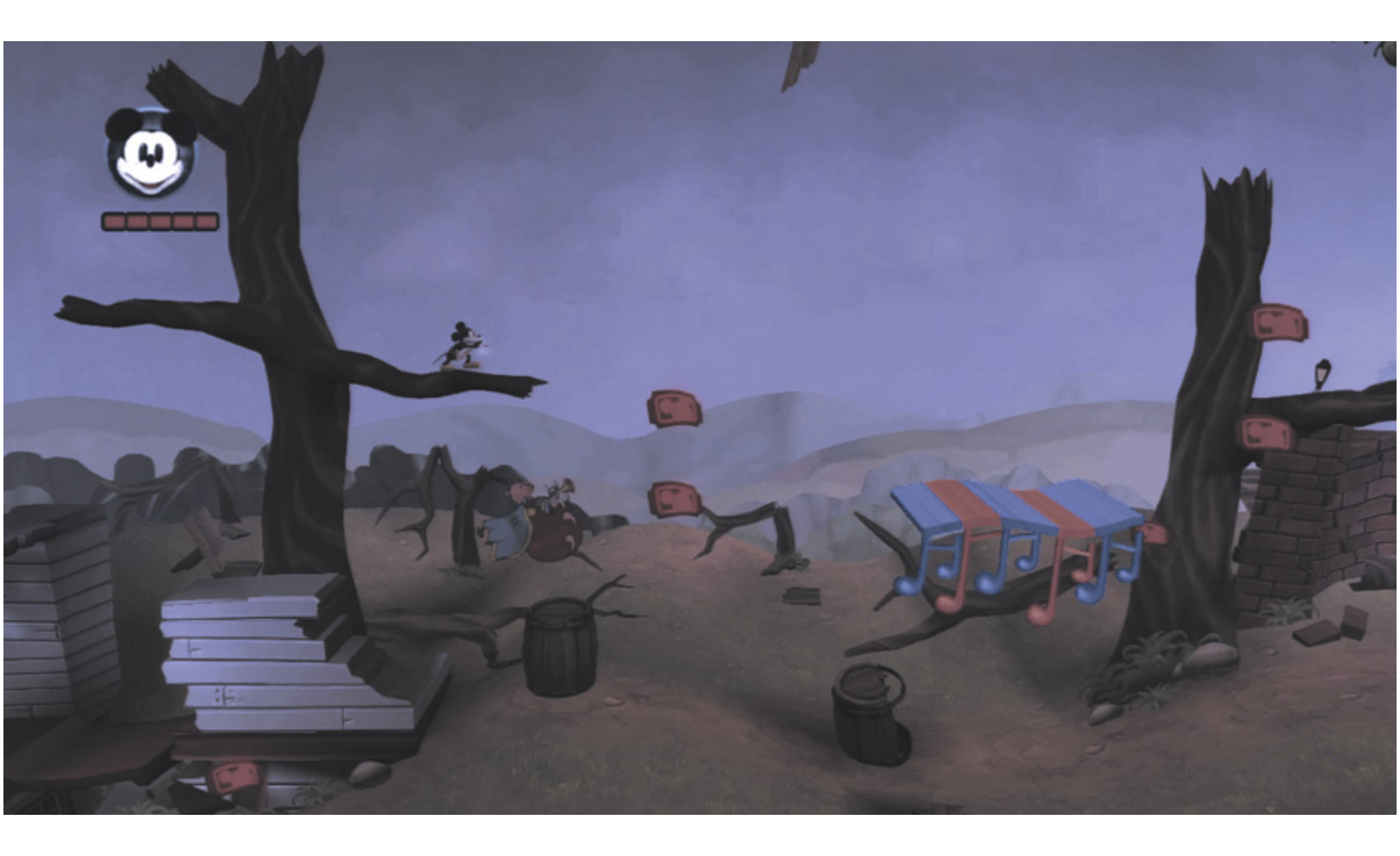
Use the projector to leave the level.

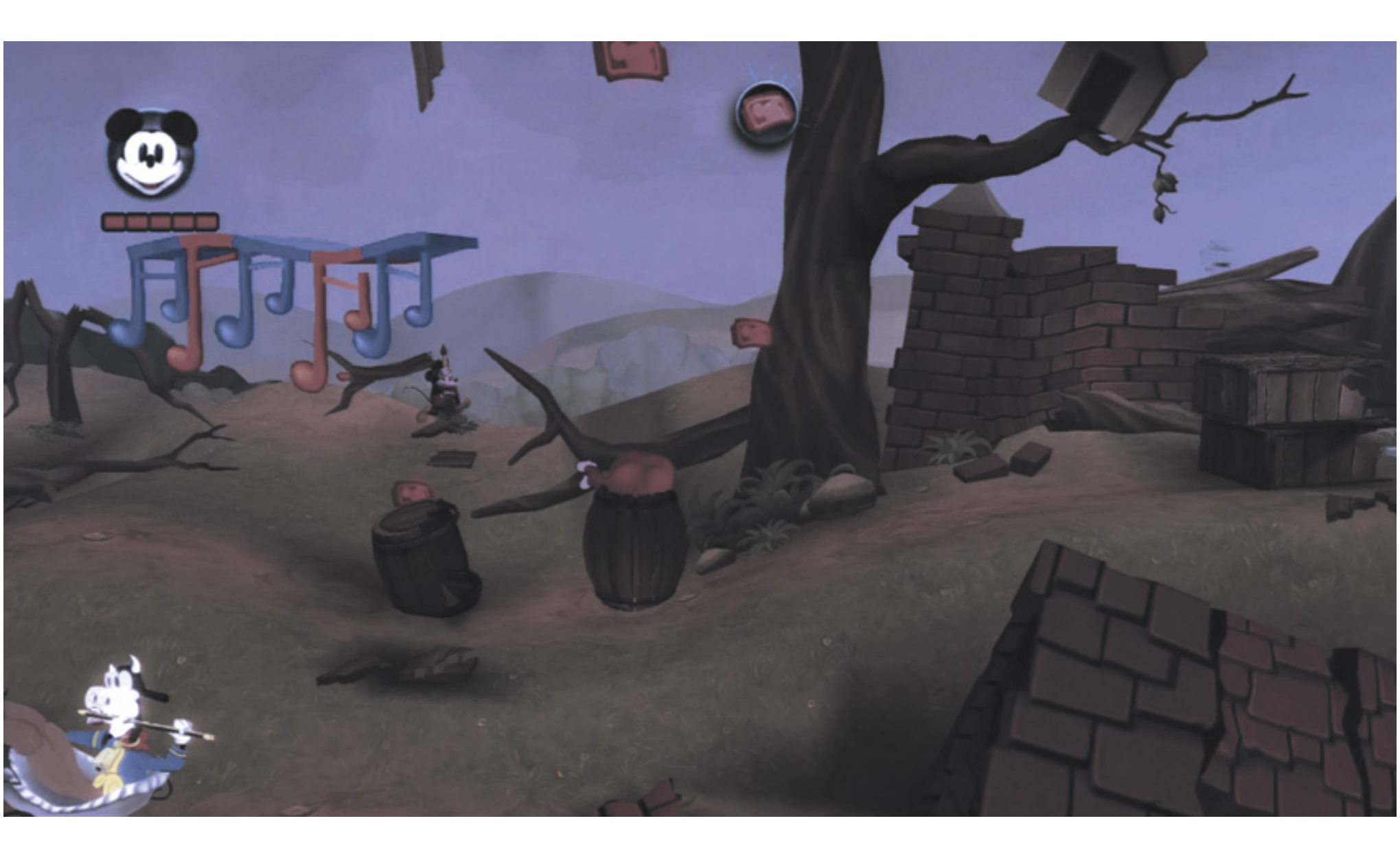


The upper path begins on the roof of the wrecked house.

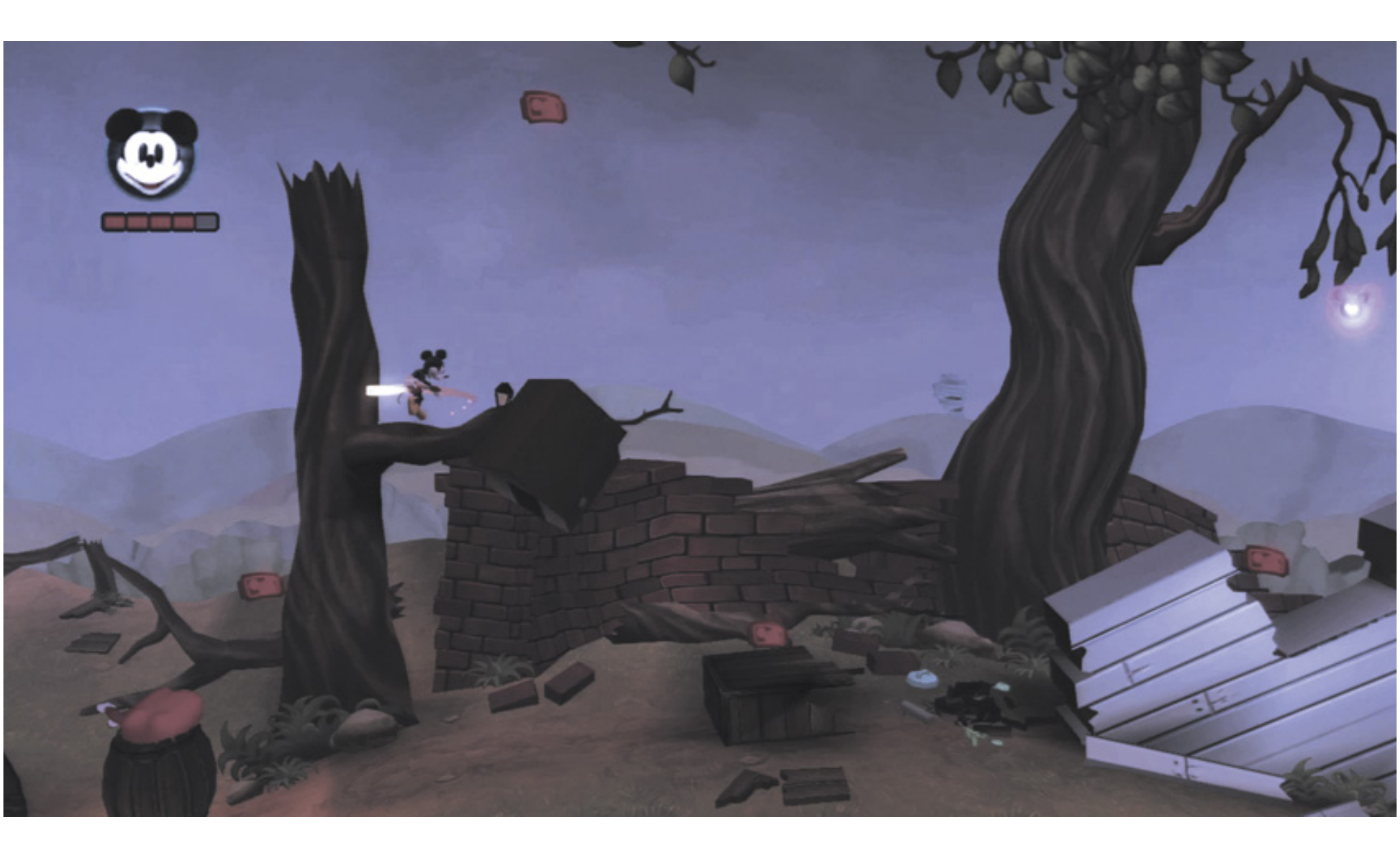


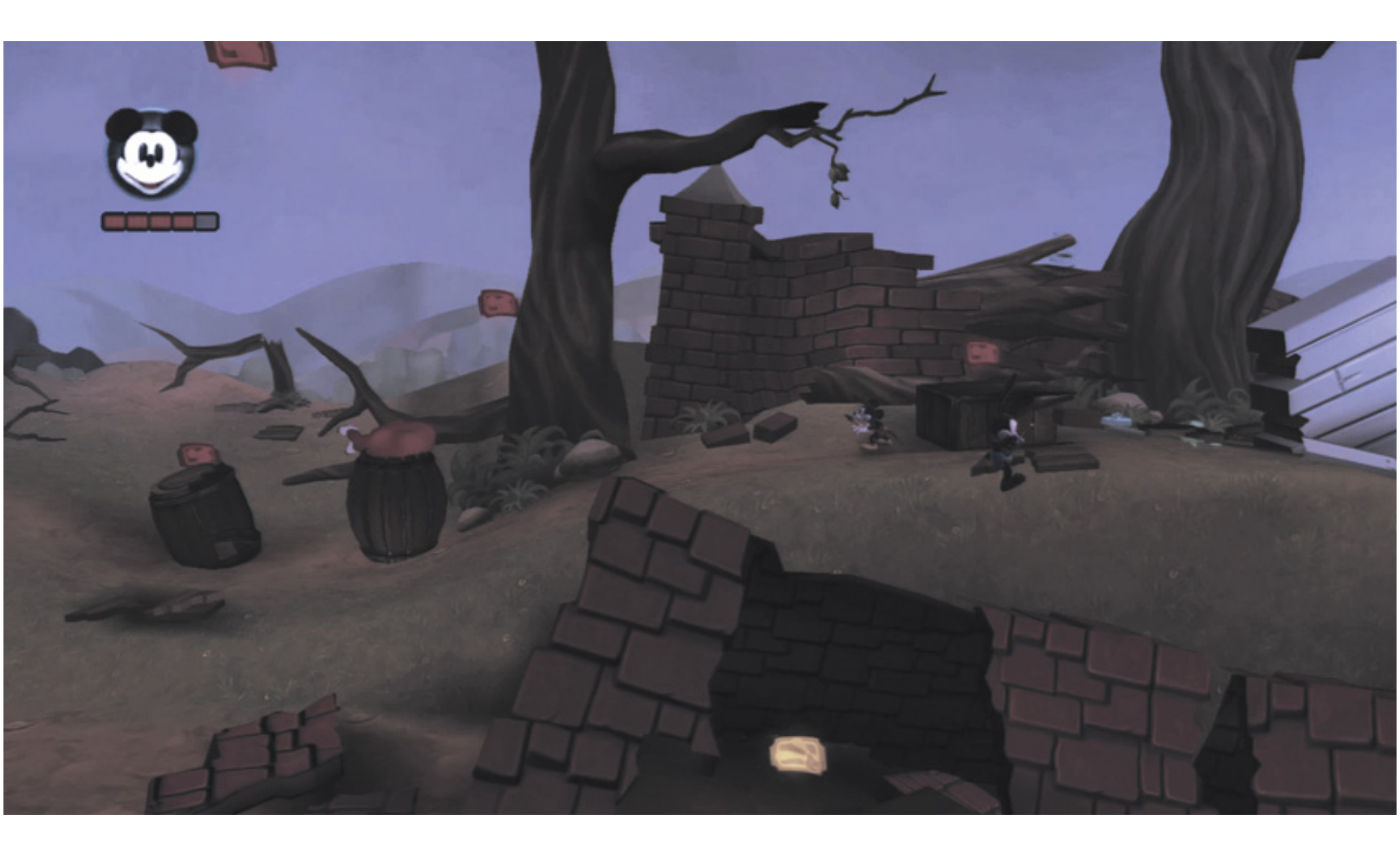
Next to the house is a tree that has two pigs hanging from the branches. Free the pigs by standing on a branch, causing the branch to sink until a pig falls off. The first pig opens a passage into the house for some extra E-tickets.



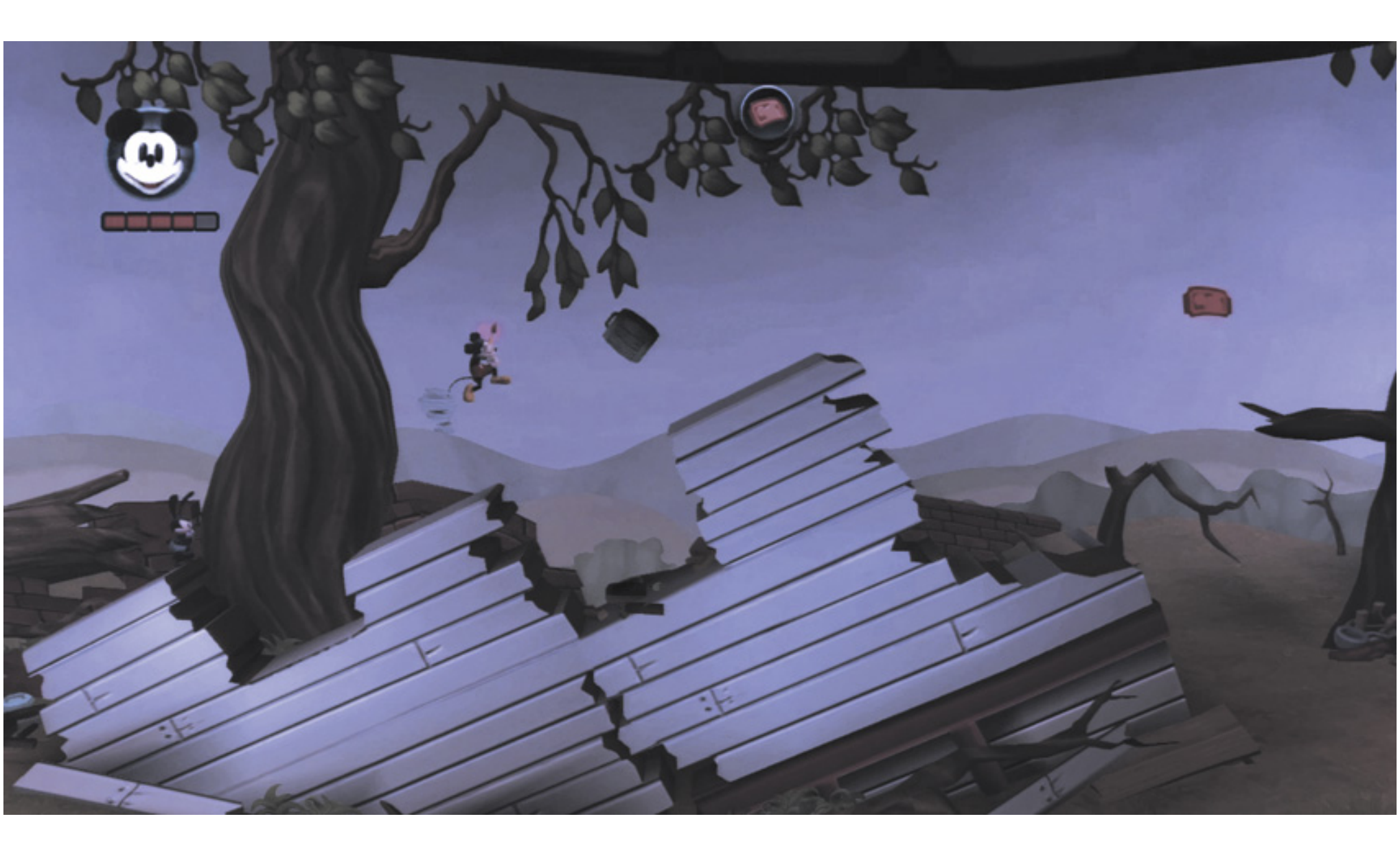


The second pig can be freed the same way, by standing on the branch. This pig falls into a barrel that rolls down the hill until he stops next to another tree. The barrel lands upside-down, allowing you to jump on the pig and bounce to the tree branch.

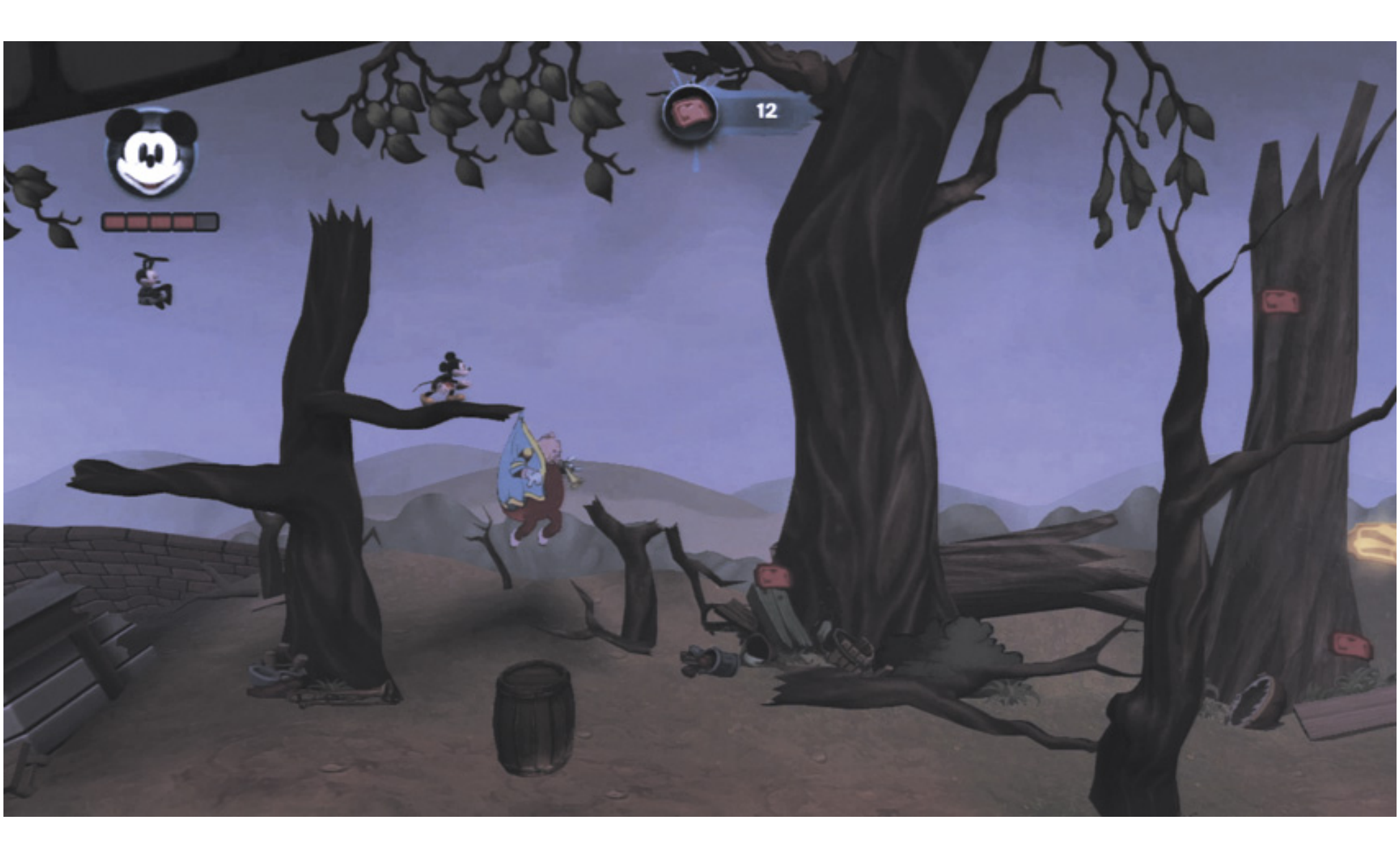




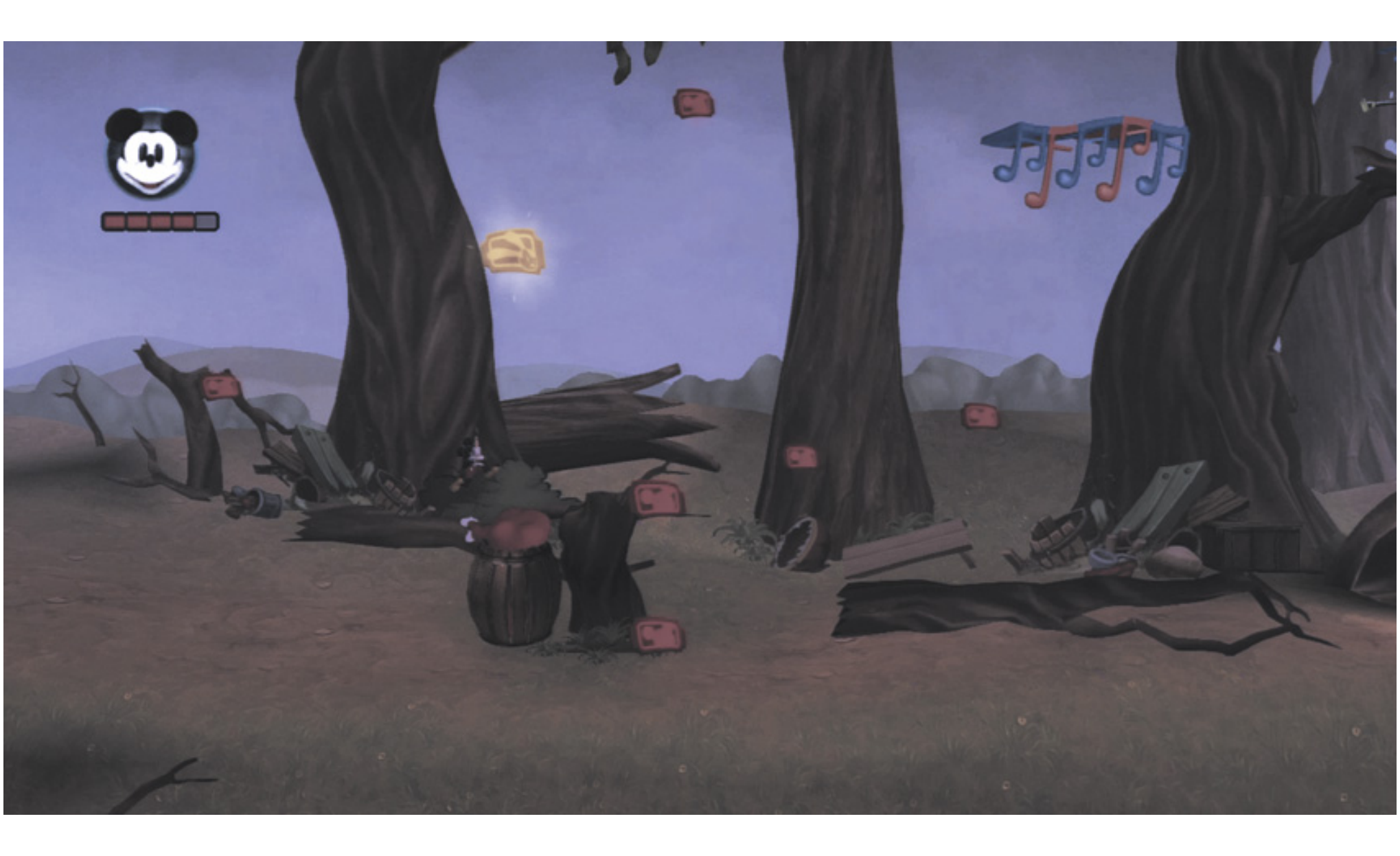
There is a doghouse stuck in the tree branch. You can hit the doghouse to knock it down into the house below, opening a hole in the roof. If Oswald is on the lower path, he can use this new opening to retrieve the golden E-ticket.

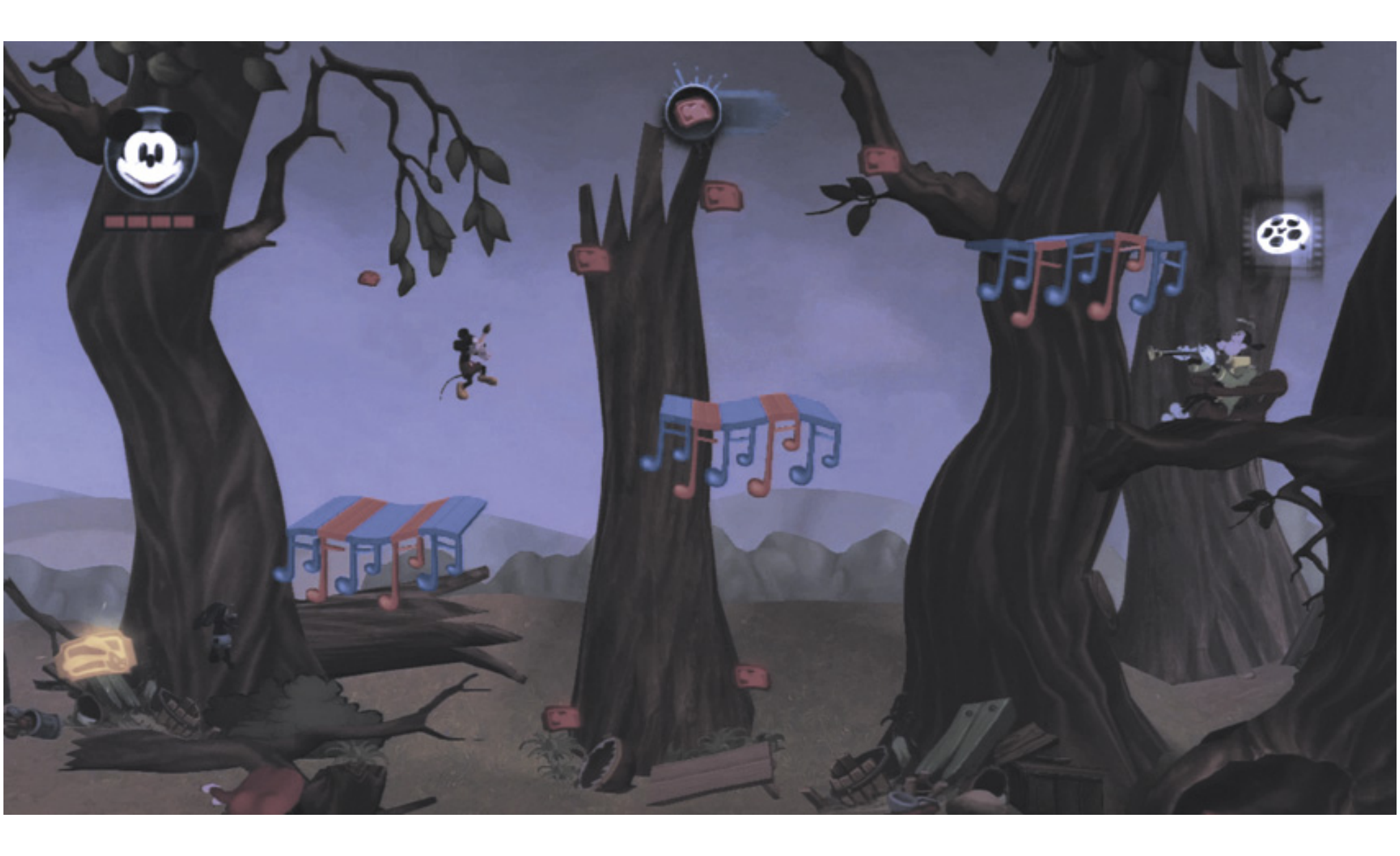


Climb across another wrecked house and jump to the tree branch after it. If you have the Steamboat Willie Costume, you can collect a Gold Pin.

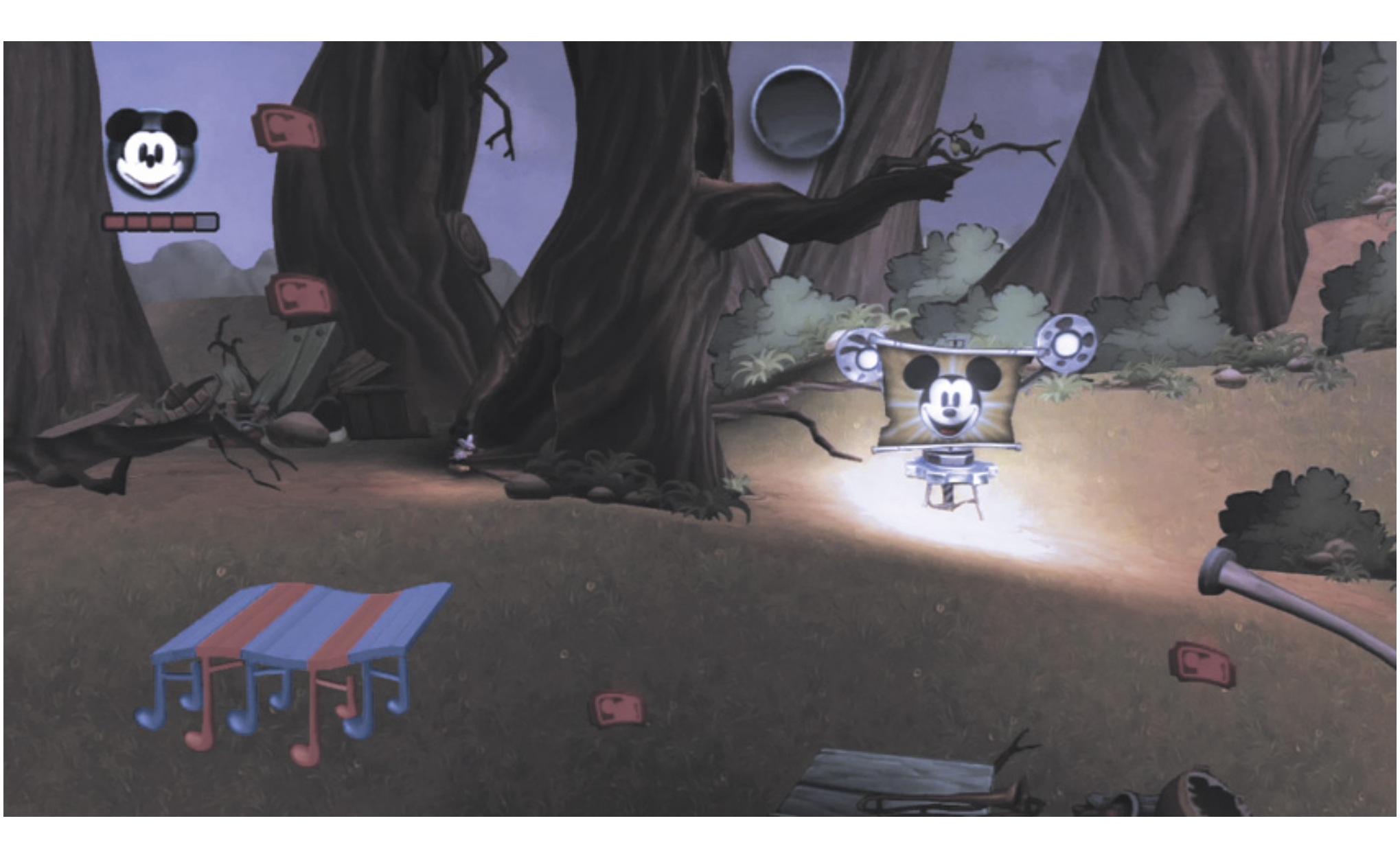


In the tree is another pig hanging from a branch. Again, free the pig by standing on the branch to create another bouncy barrel ahead.

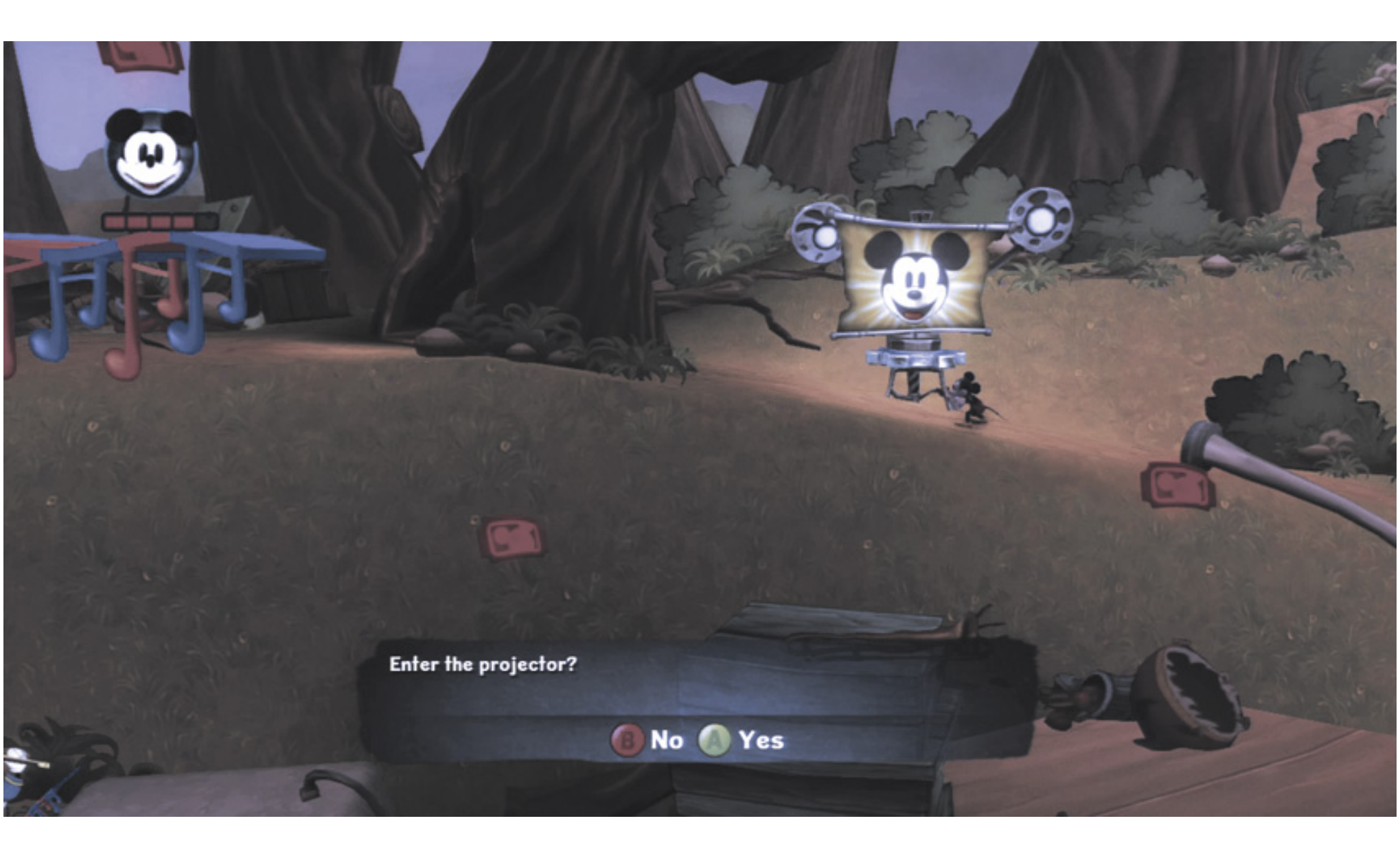




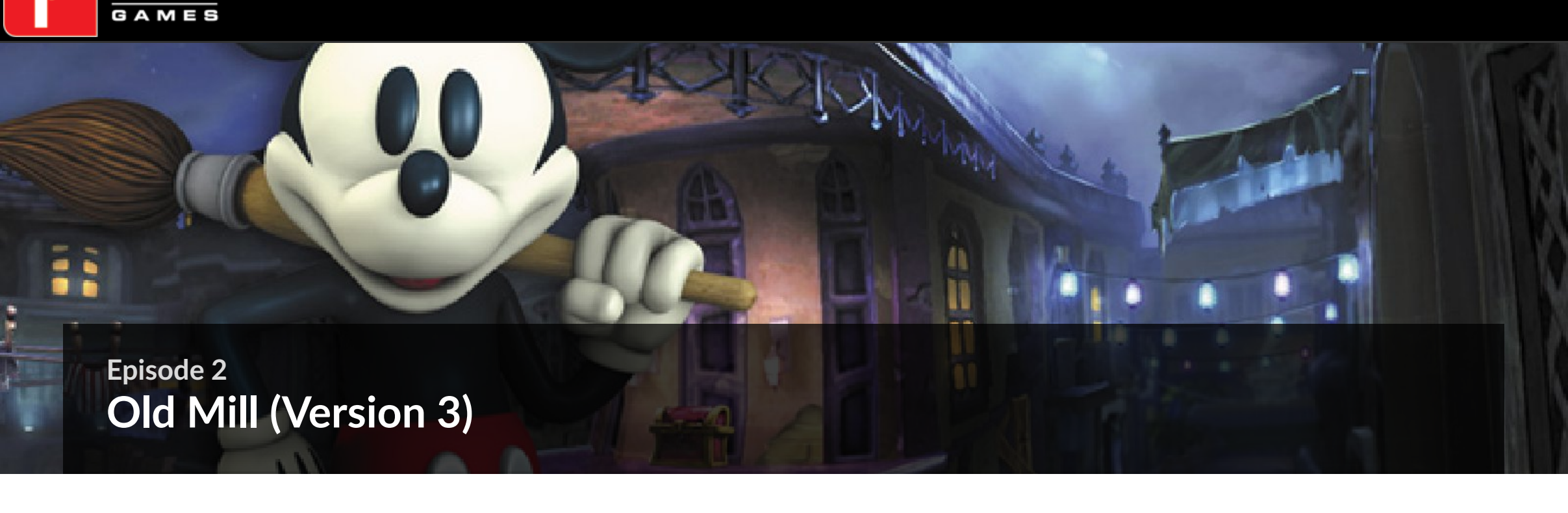
Use the pig-in-a-barrel to bounce up to the note platforms. If you follow the note platforms to the right, you can get a Film Reel on the tree branch.



After retrieving the reel, drop down and proceed to the tree with a hole through it.



Once you pass through the tree, you reach the end of the path and can use the projector.



Episode 2

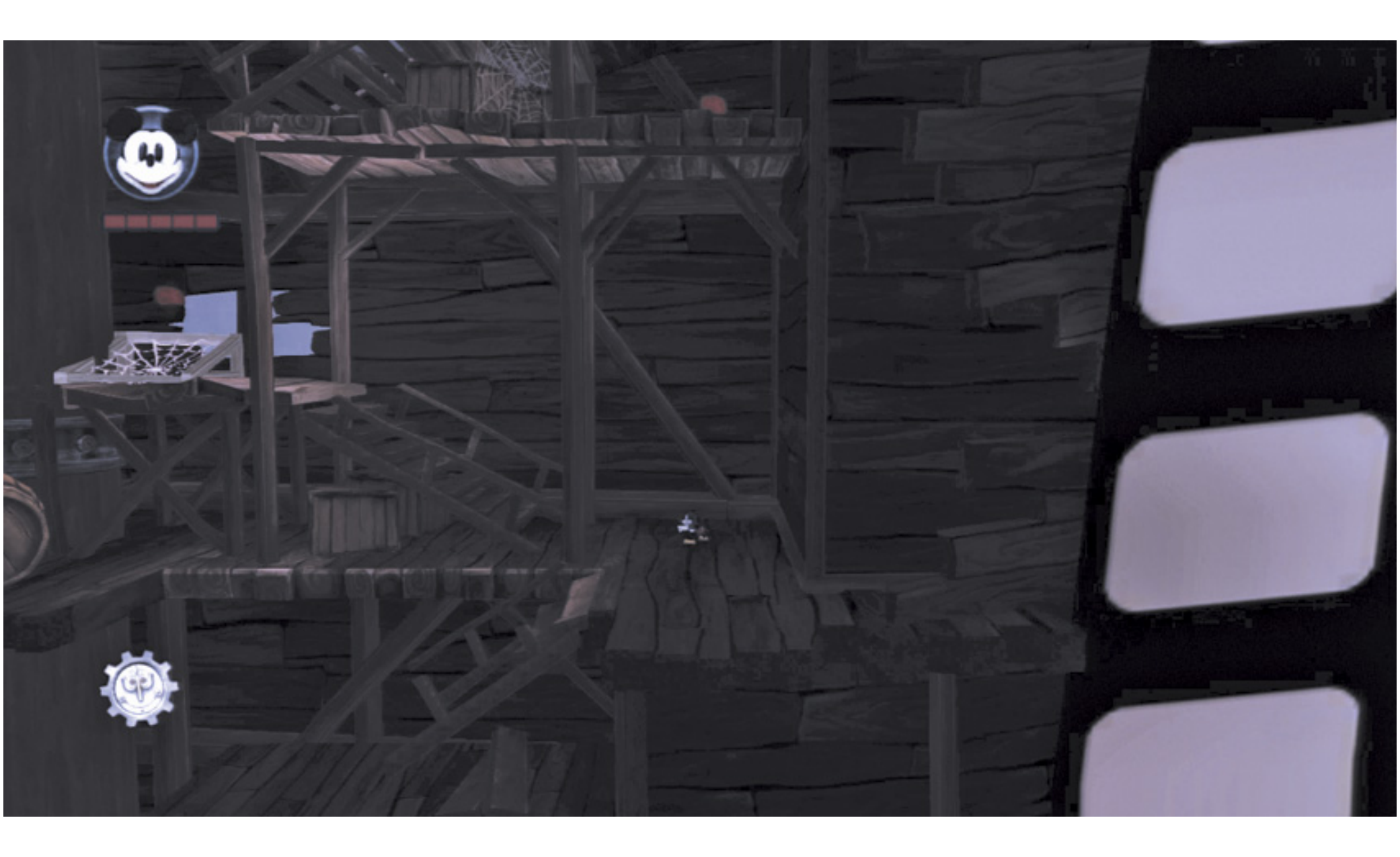
Old Mill (Version 3)

LEVEL BREAKDOWN

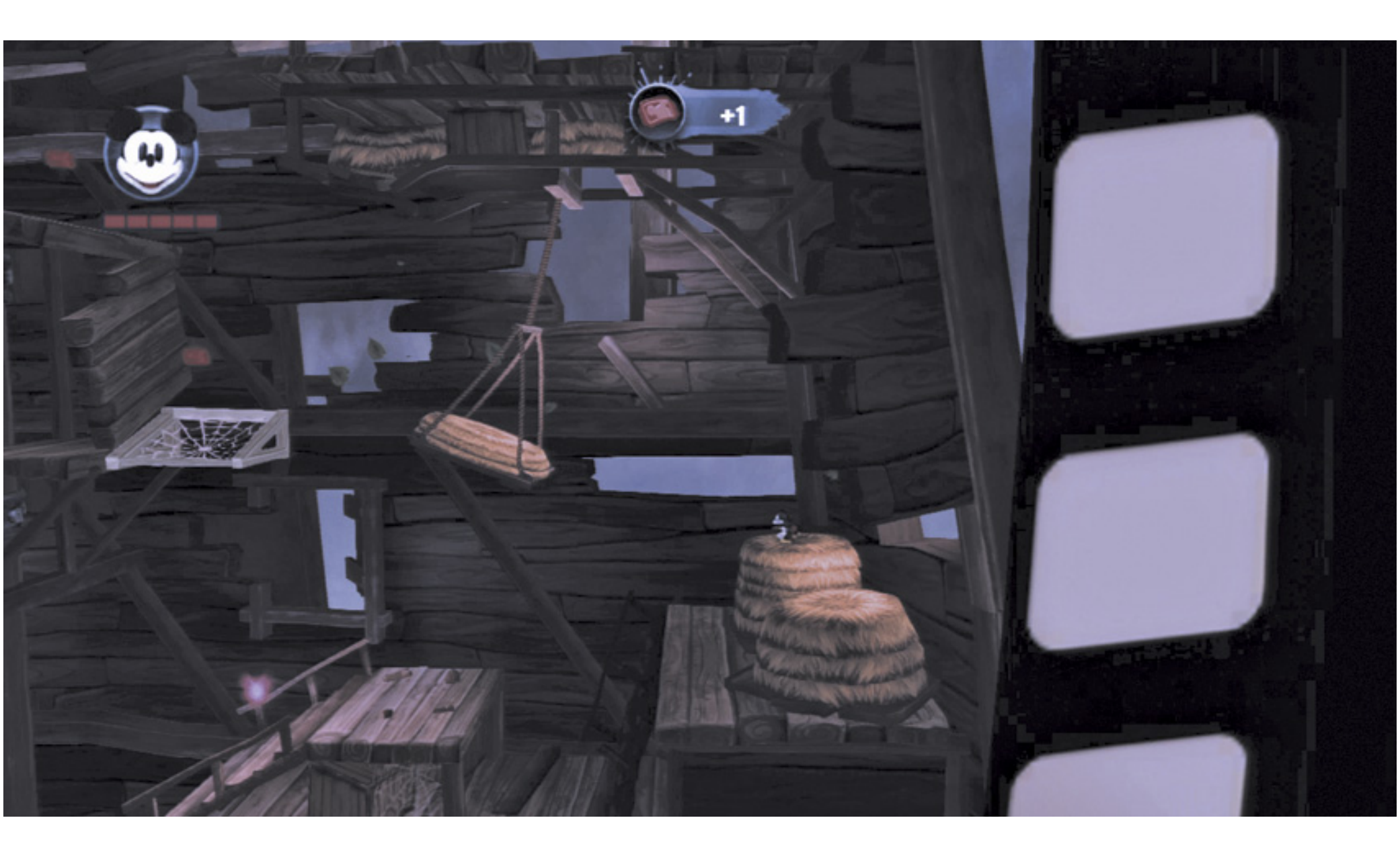
Collectibles

- Film Reel
- Golden E-ticket
- Gold Pin

Note: Old Mill (version 3) is the projector from the secret exit in the Floatyard. Using this projector takes you directly to the second area of Prescott's Arena (Thinner version), bypassing the first fight entirely.



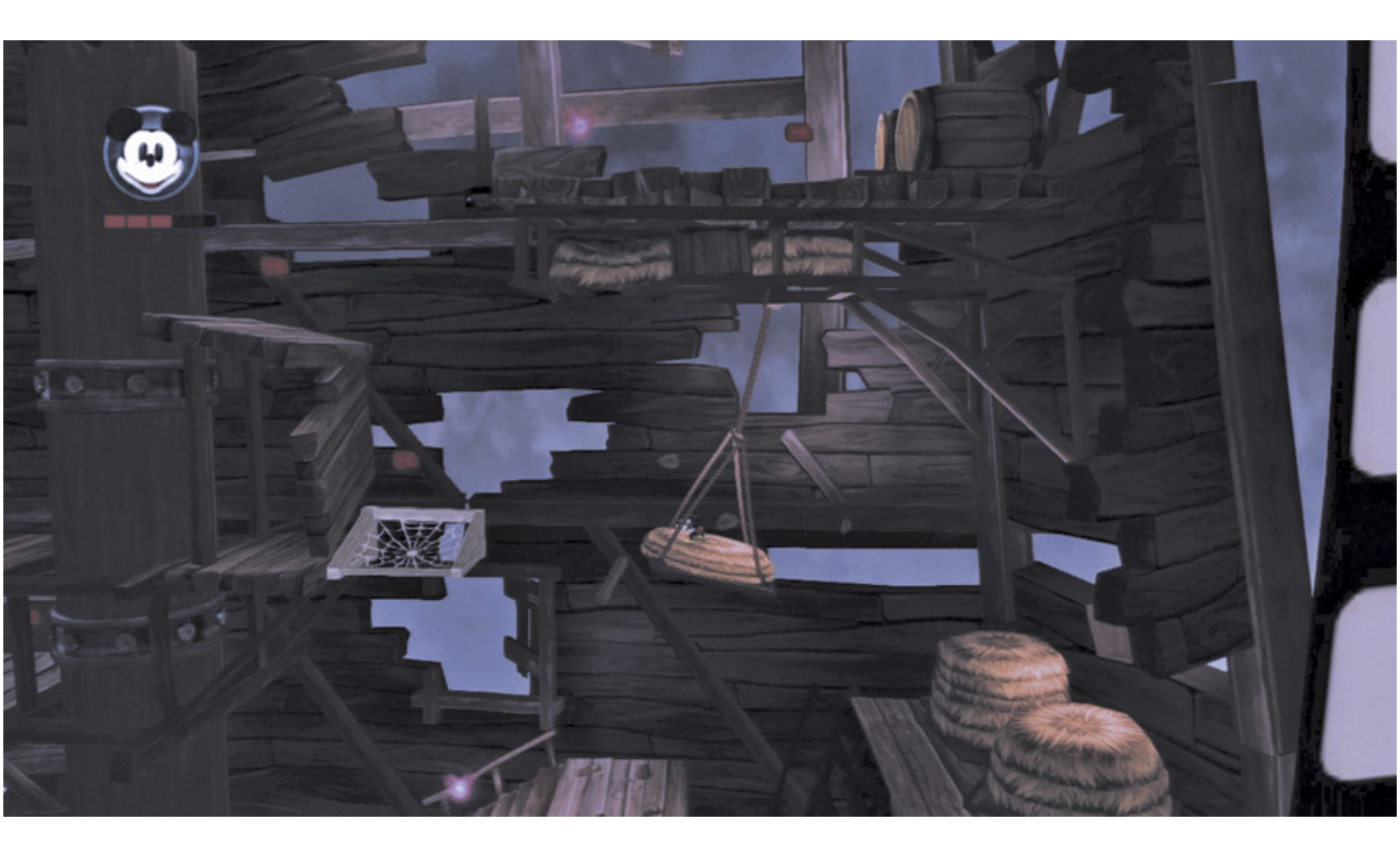
The right path starts at the bottom of a staircase in the dark confines of the Old Mill. Go up the stairs and use the spider web to bounce to the stairs above.



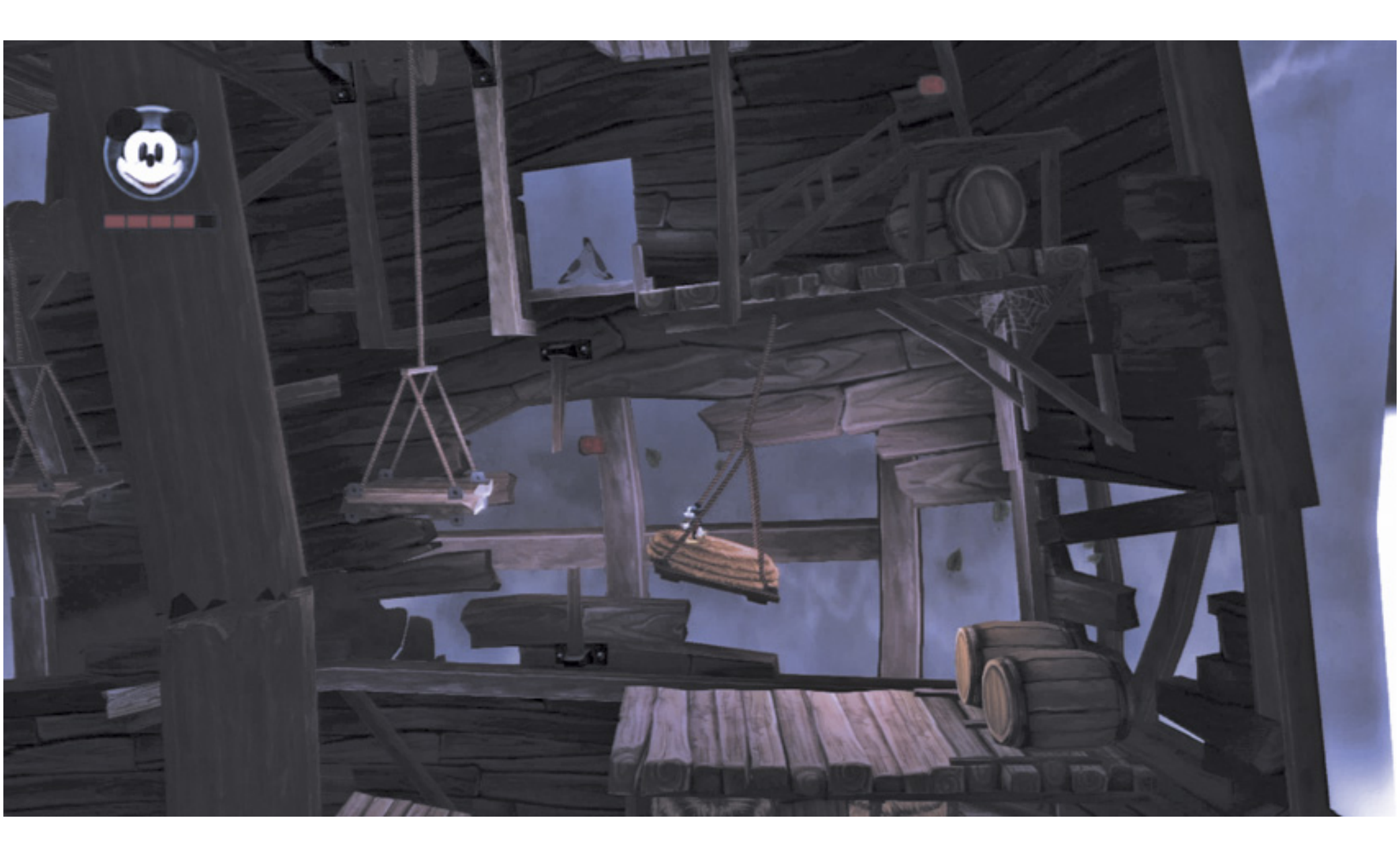
Climb the stairs and jump over to the top of the stacks of hay against the wall.

Tip

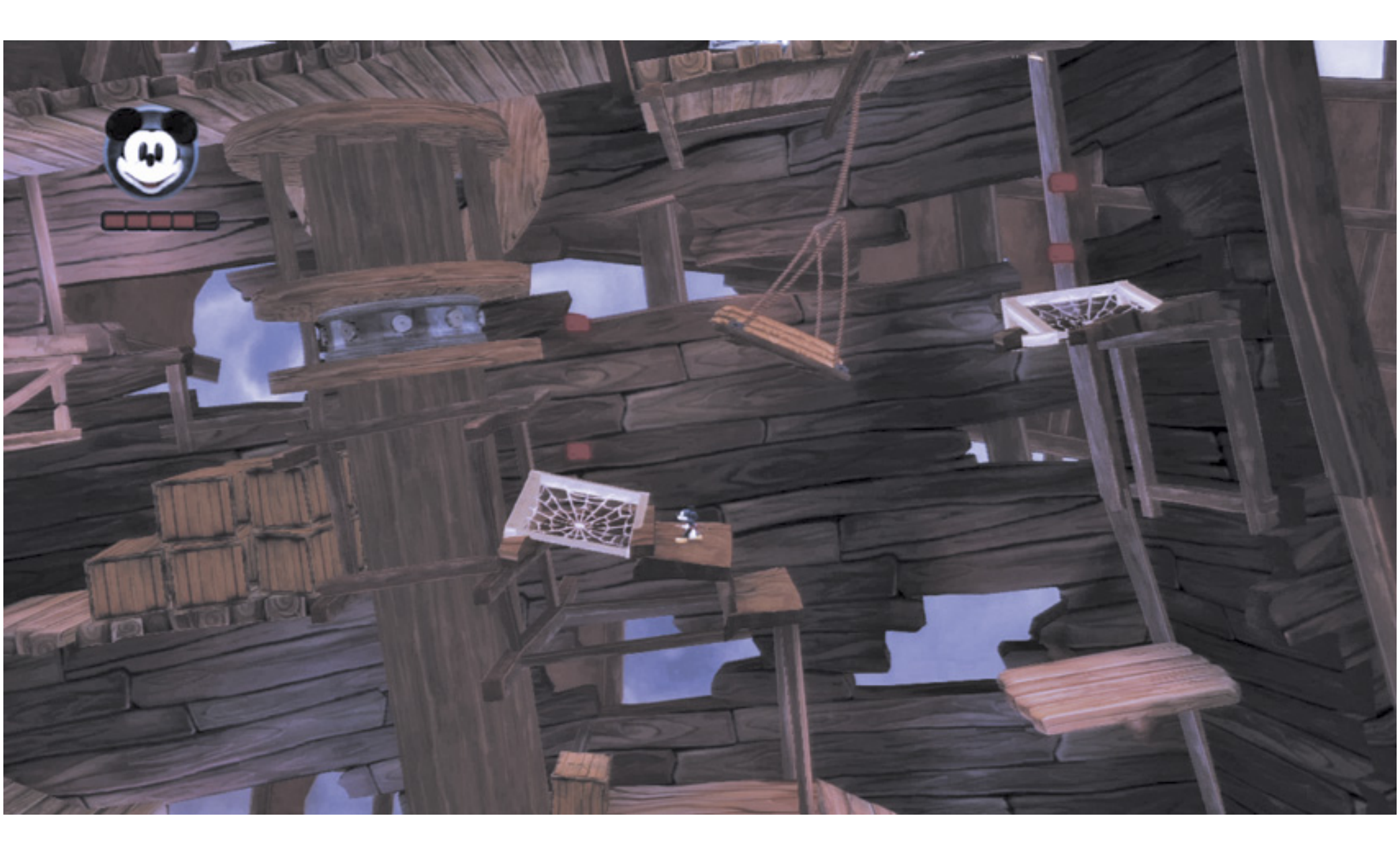
All rare items can be found on the right path (with Oswald on the left)



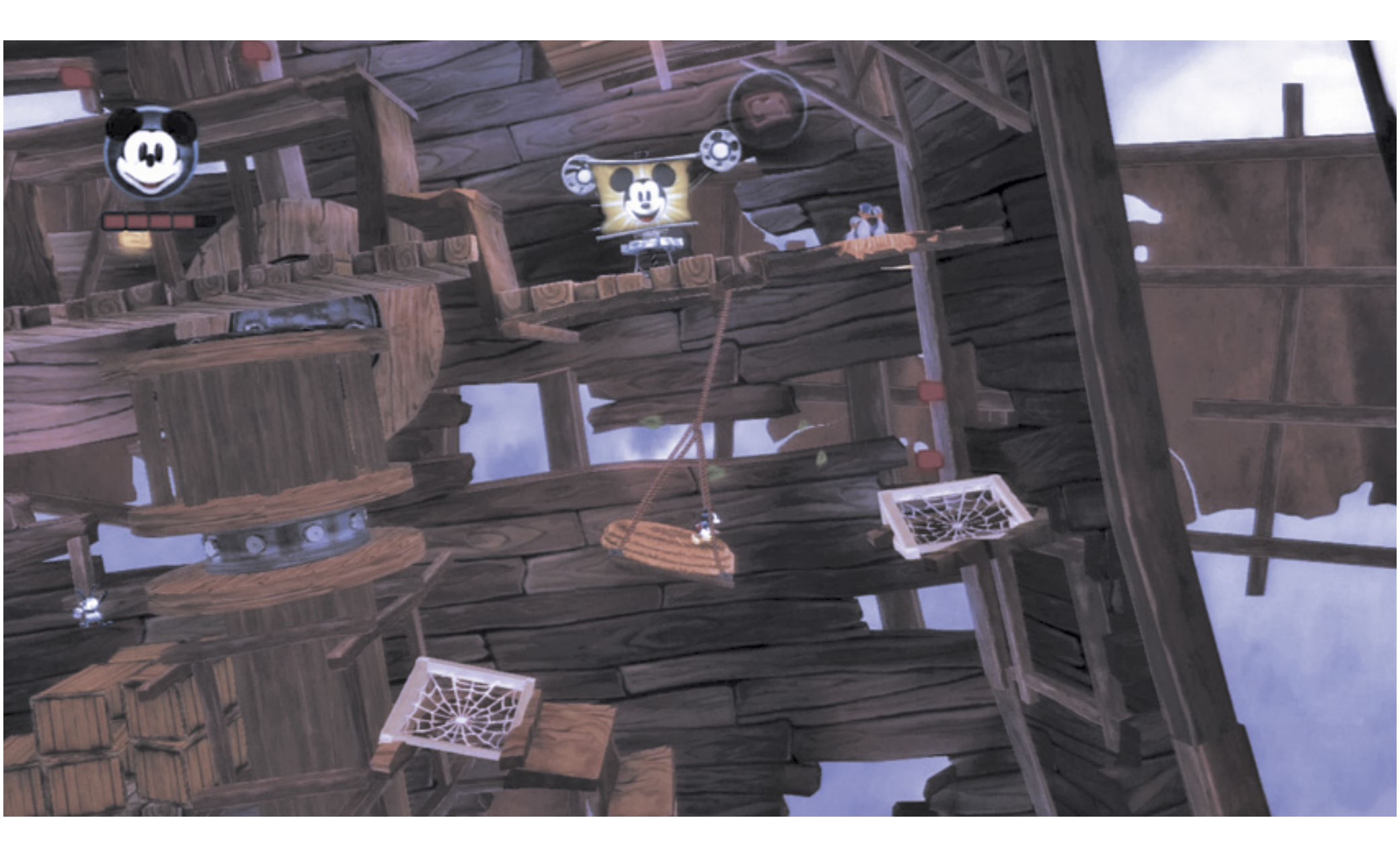
You must jump to a flattened stack of hay swinging in the wind. The wind gusts push it away, so jump on it when the wind stops and then jump off once the wind pushes it back towards the spider web.



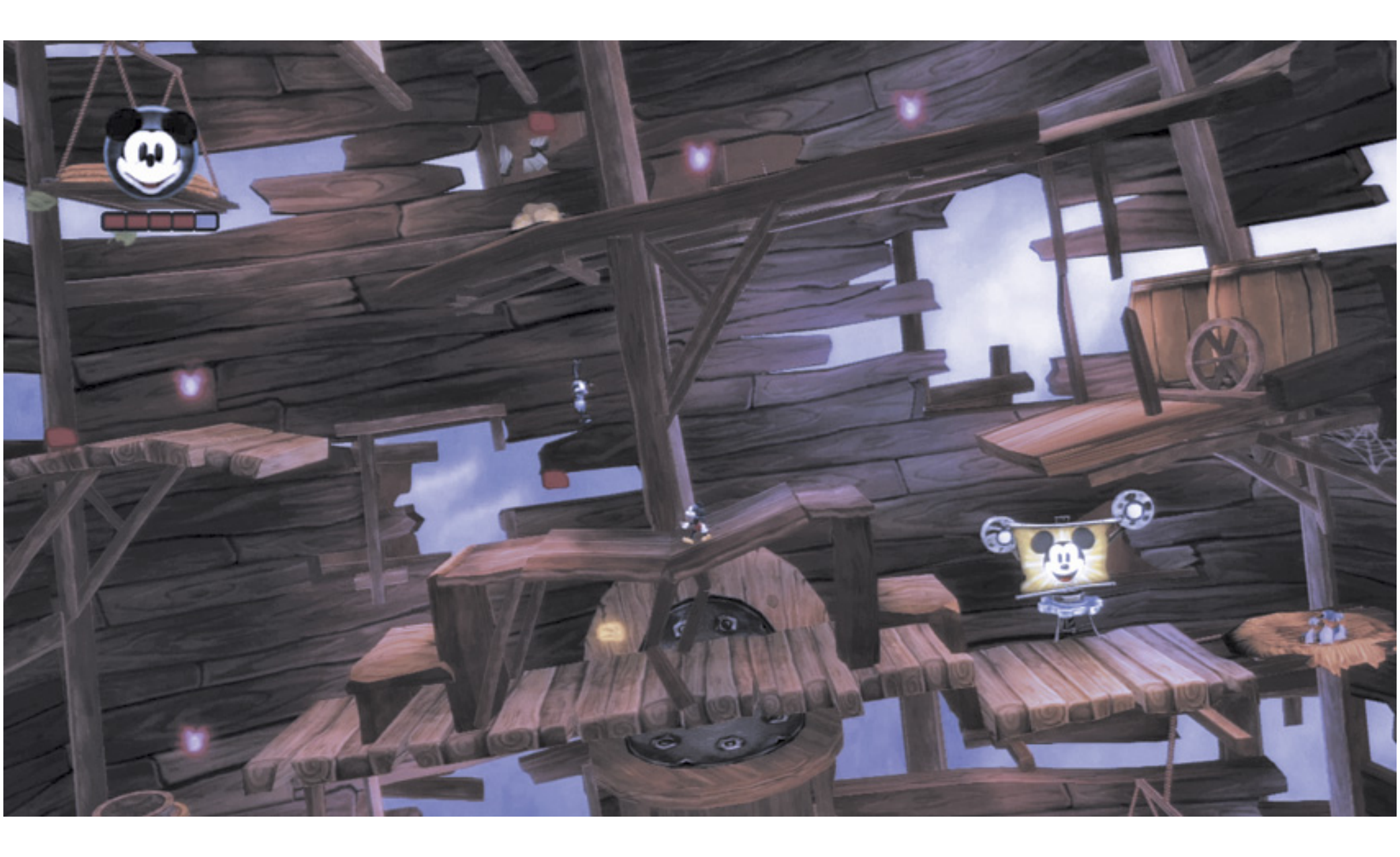
Bounce on the spider web to the next platform, and once again jump onto the swinging hay stack once the wind stops. When the wind blows, jump over to the wooden elevator and take it up. If you are wearing the Steamboat Willie Costume, you can find a Gold Pin in the area.

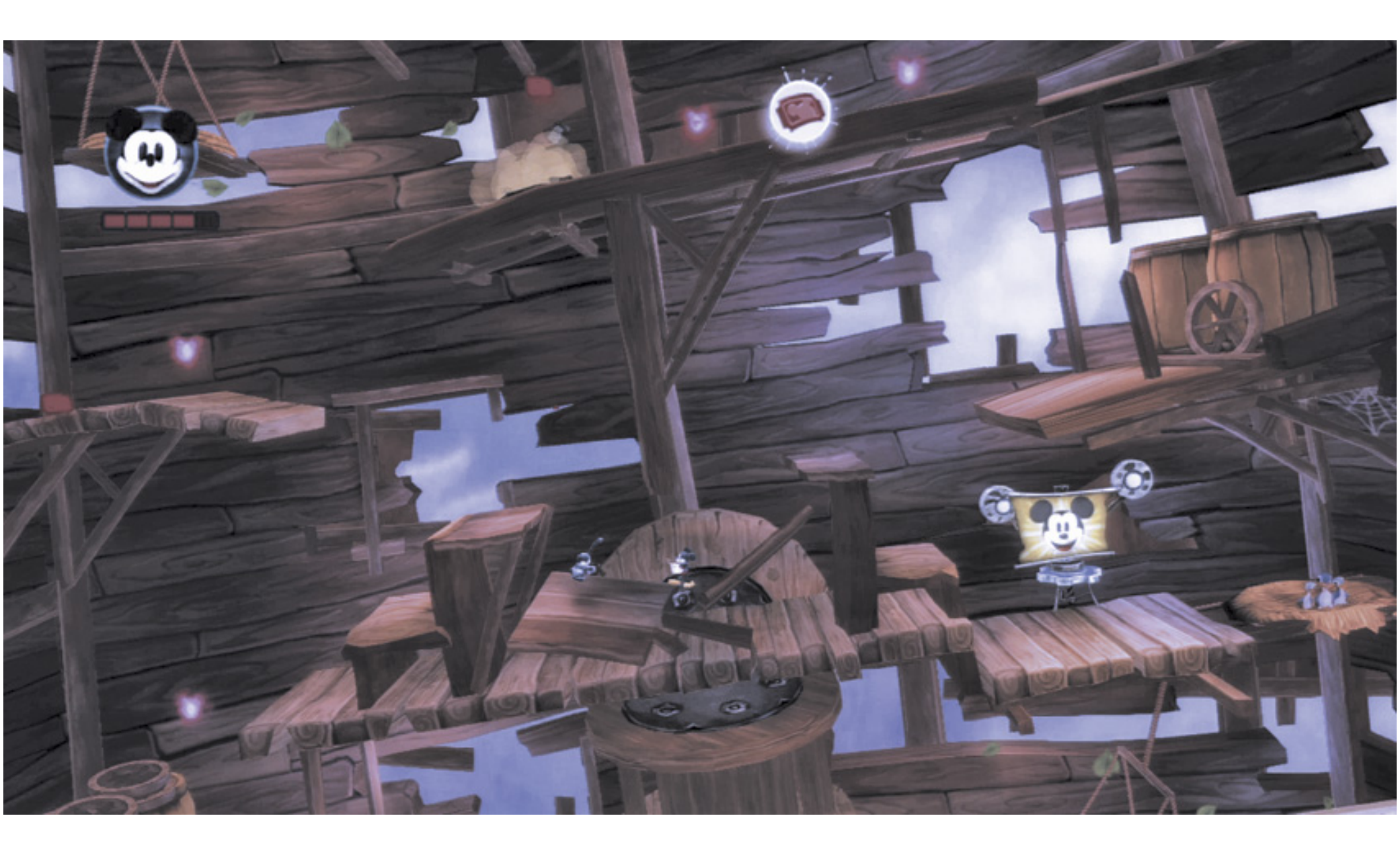


Continue climbing the wooden platforms; you notice it begins to get brighter as you approach the top of the mill.

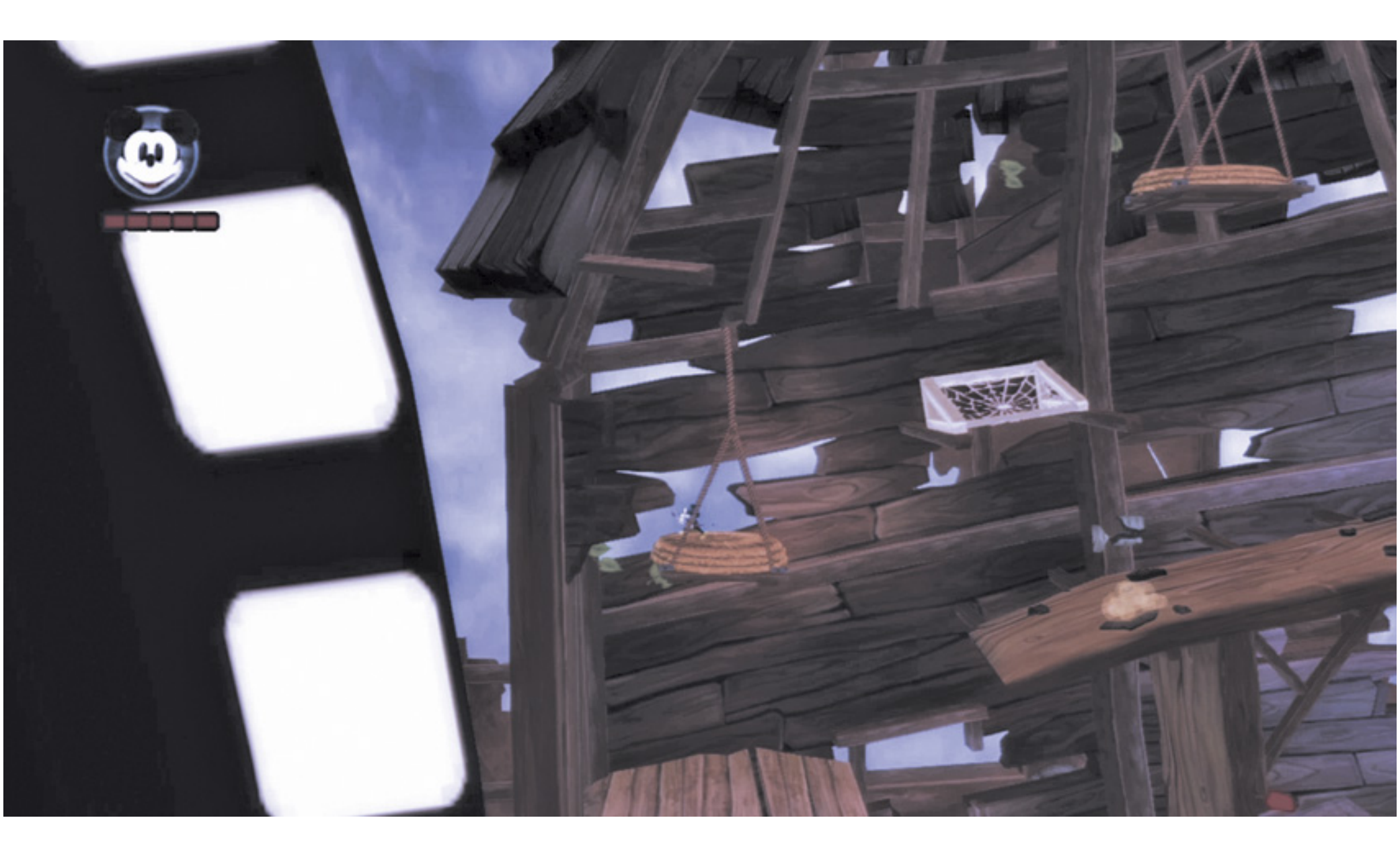


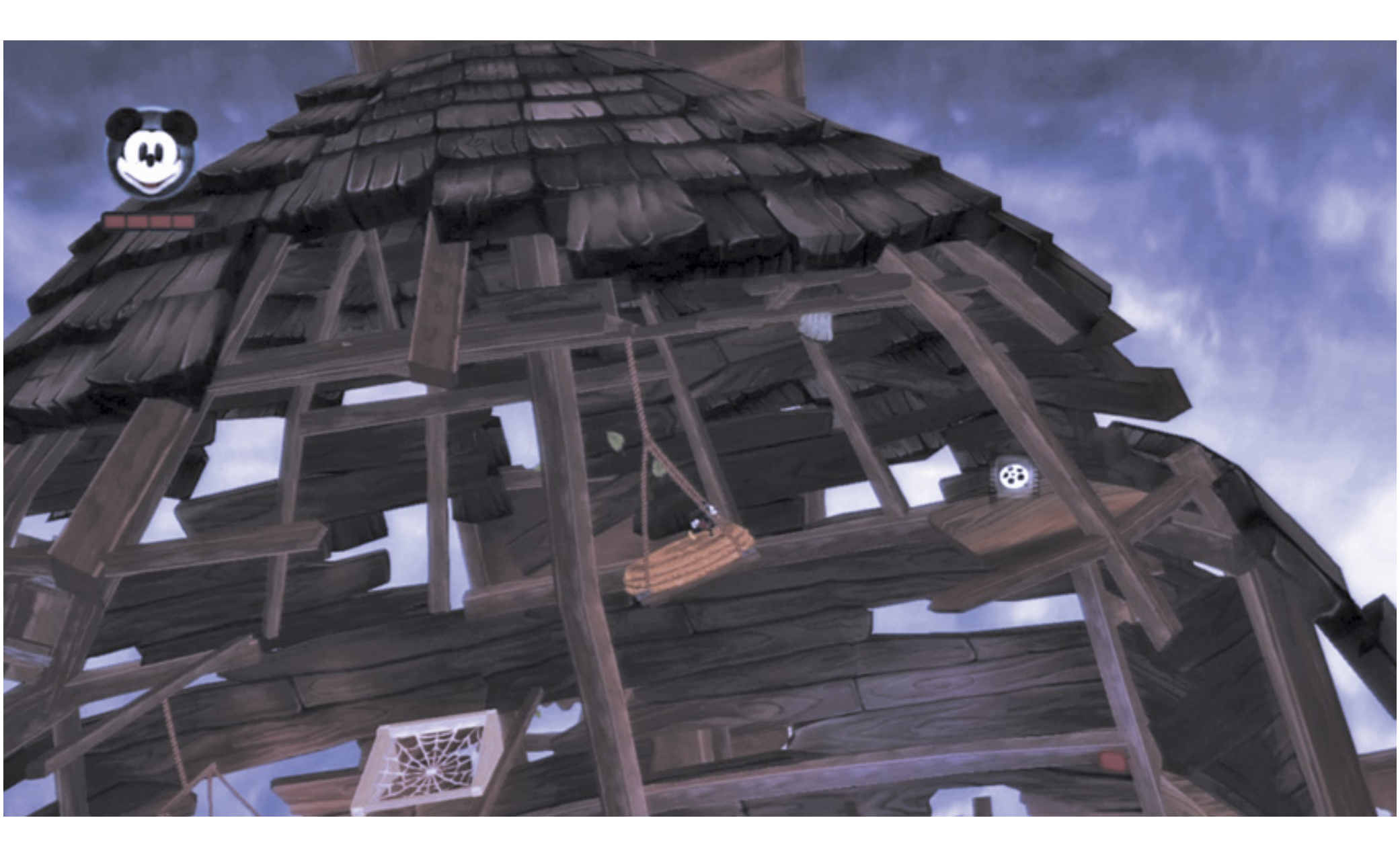
Use the spider web to bounce onto the swinging hay when it gets close. When the wind gusts, jump over to the right spider web and bounce up, this time breaking through a bird's nest.



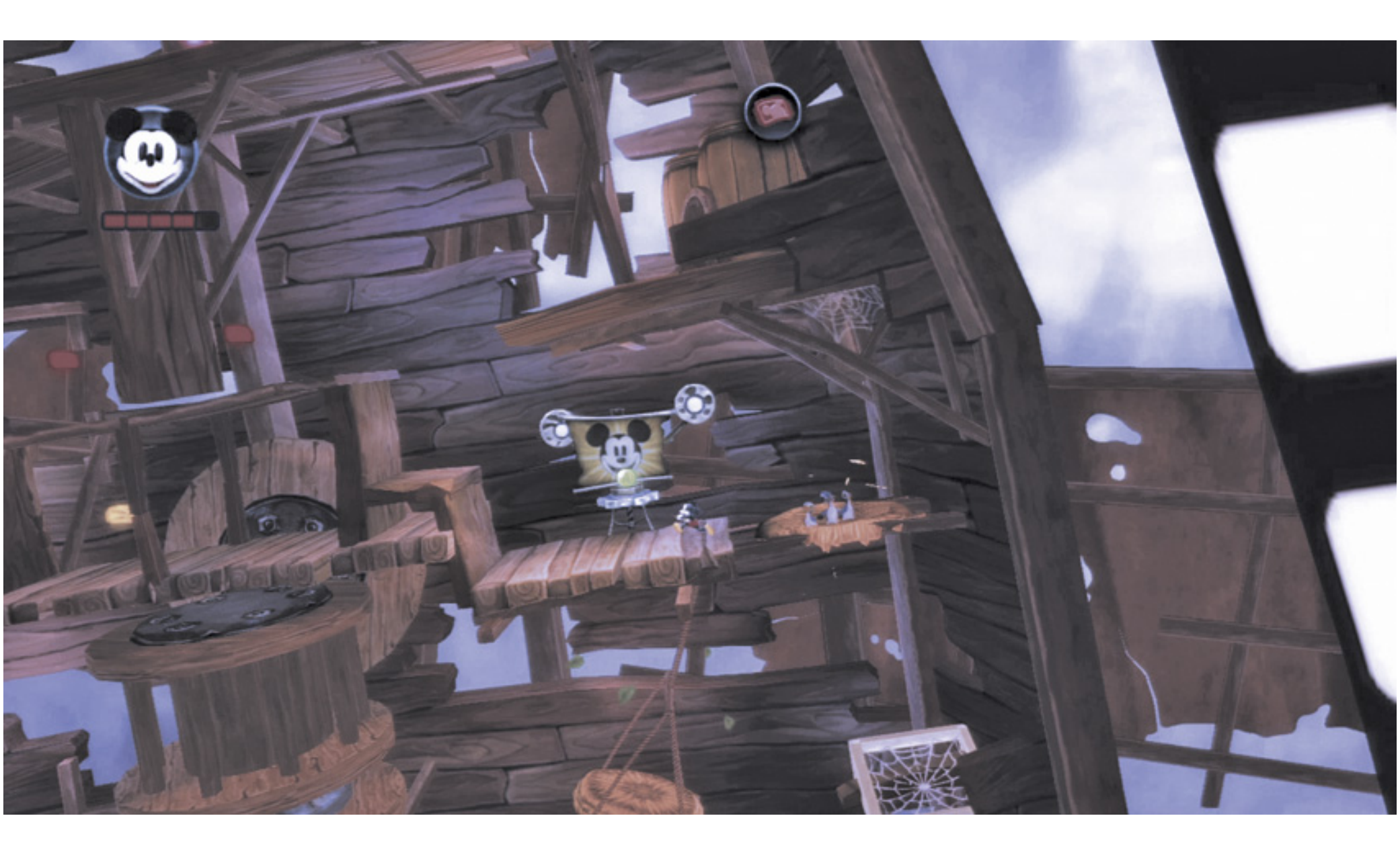


Pass by the projector and jump up to the center platform. If Oswald is on the left path and you both jump on this center platform, the floor breaks and you can get the golden E-ticket. This also opens the way to the left path.

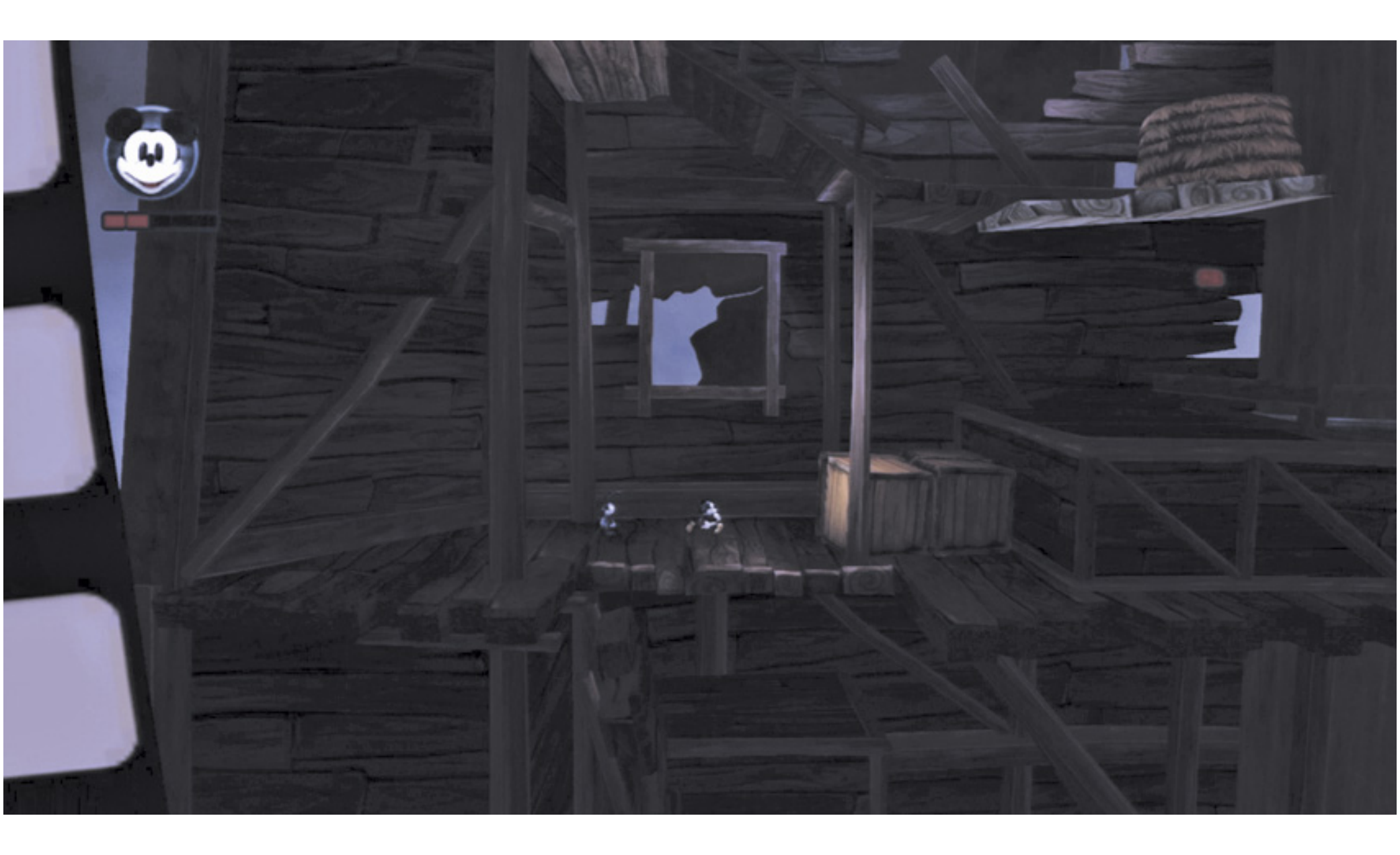




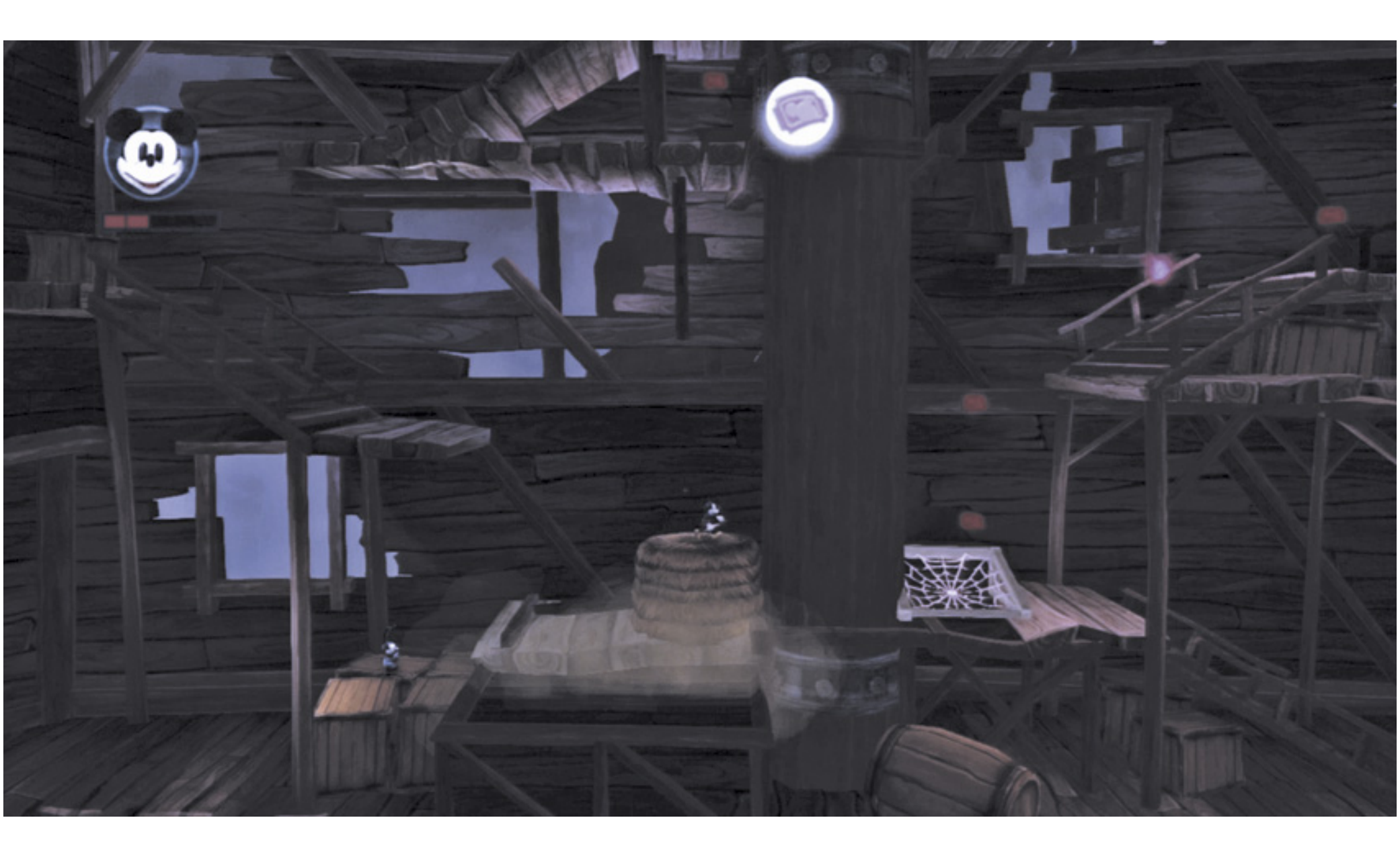
Climb the platforms on the left side until you get to the swinging hay stack on the far left. Just as you did before, wait until the wind blows so that you can make the jump over to the spider web in the middle. Finally, use the second hay stack to reach the Film Reel against the roof of the mill.



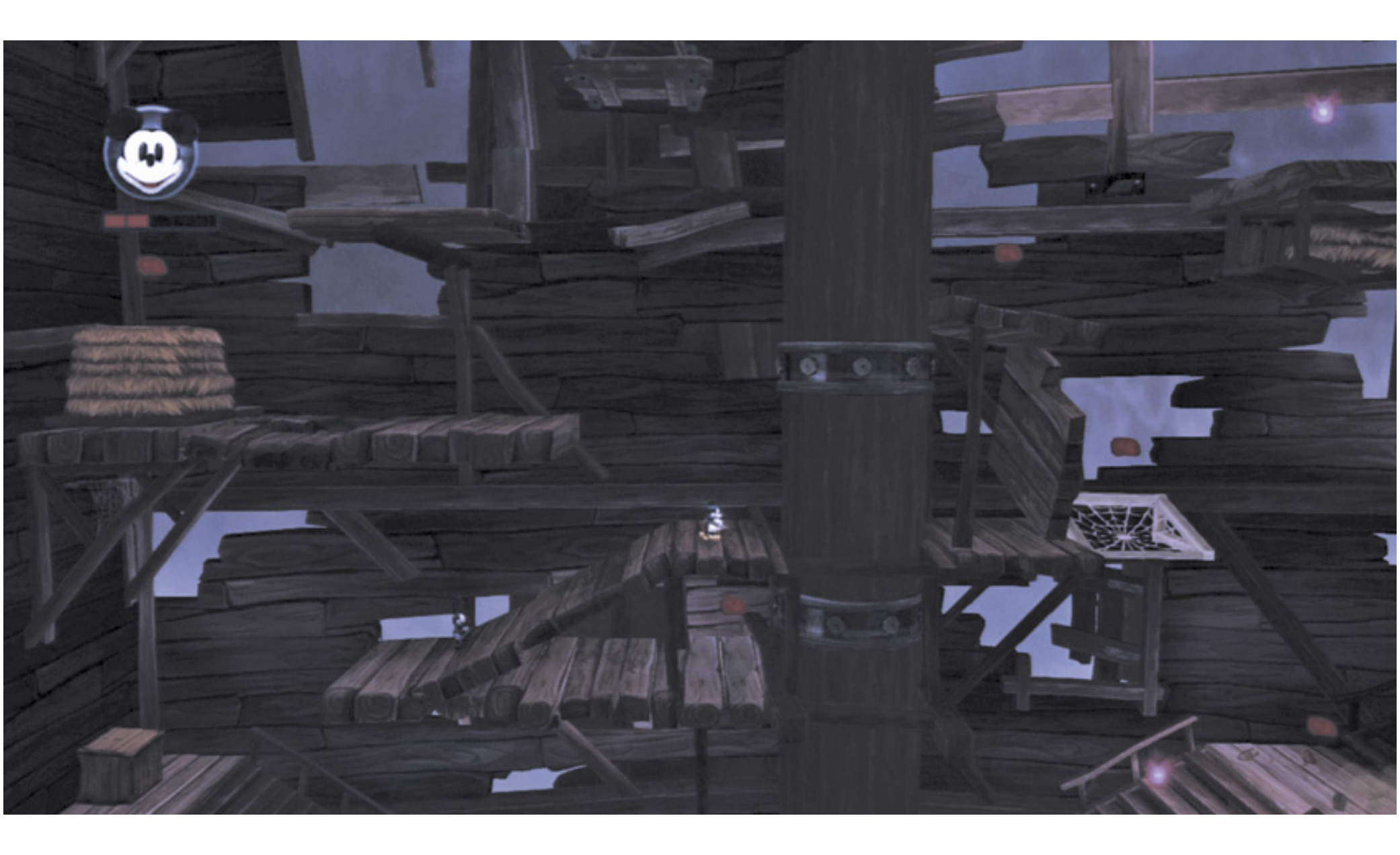
Fall down and use the projector to leave.



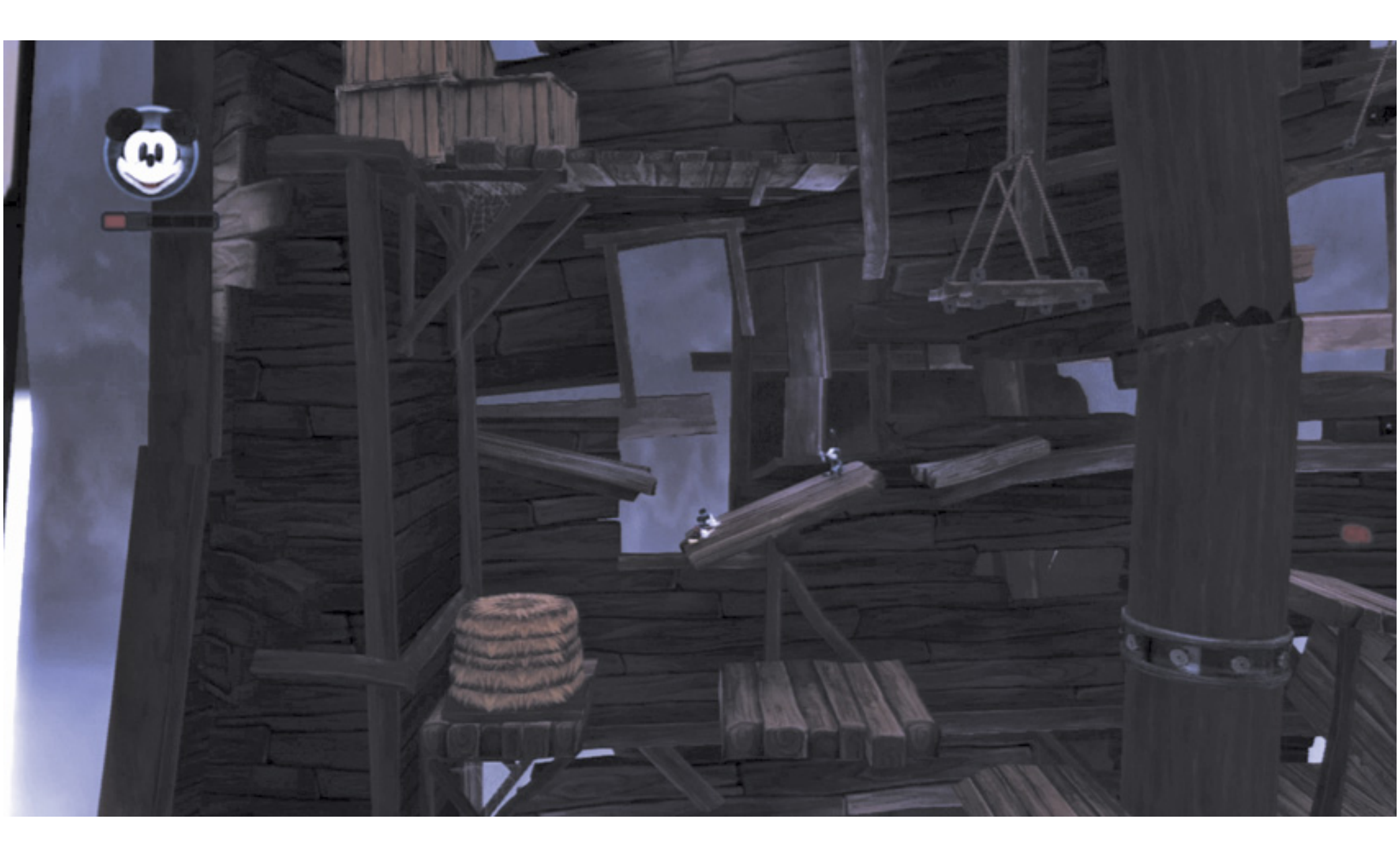
You start the left path in the same dark bottom of the Old Mill. This path runs up the mill parallel to the right path and has similar obstacles.



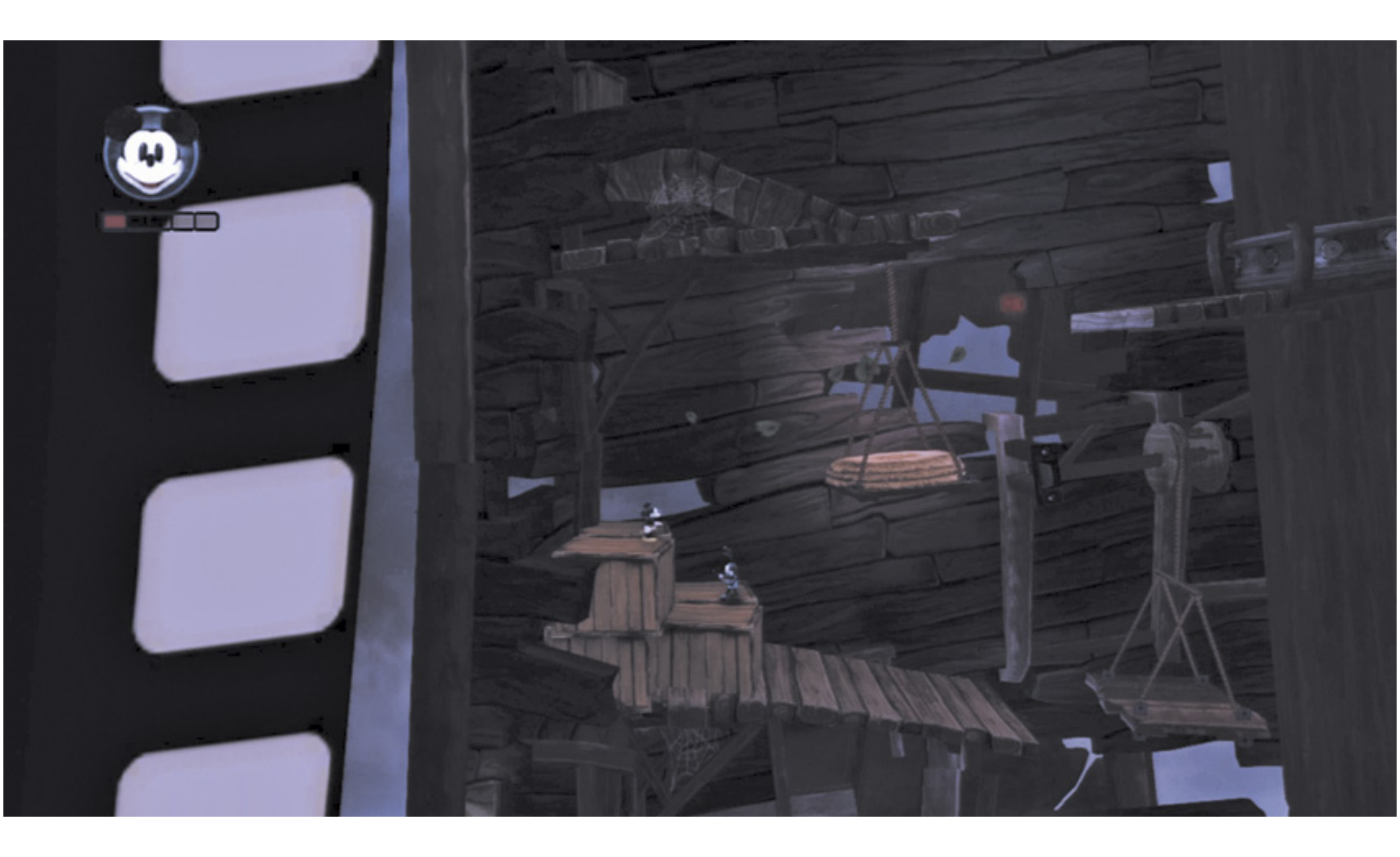
Jump on to the crates and the next platform comes crashing down, allowing you to reach the stack of hay. From here, jump across to the left and go up the stairs.



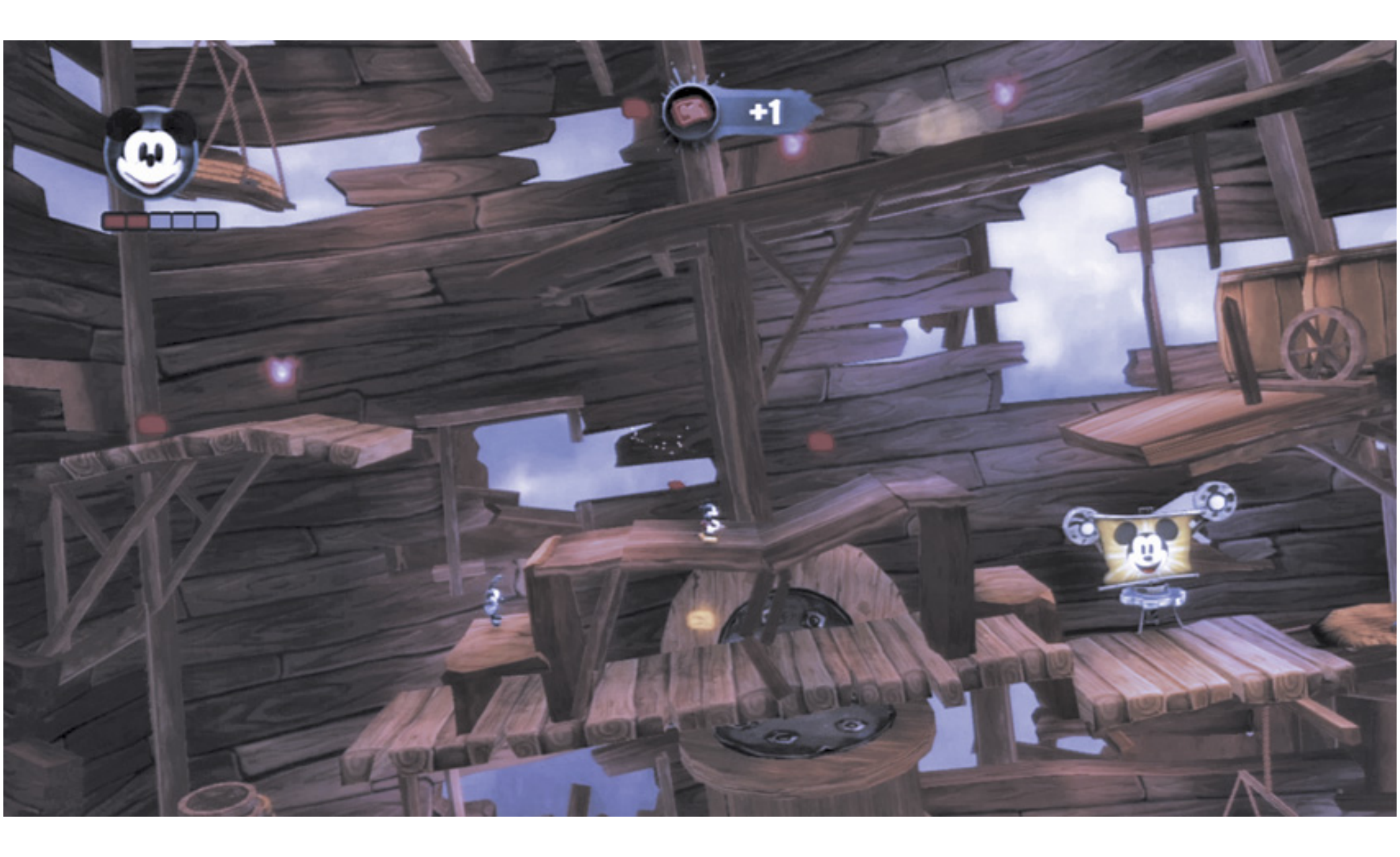
The middle part of this path has no major obstacles; you just need to keep jumping right and left as you climb your way up the mill. Periodically, parts of the structure may break; falling down or backtracking may reveal openings to E-tickets that were untouchable earlier.



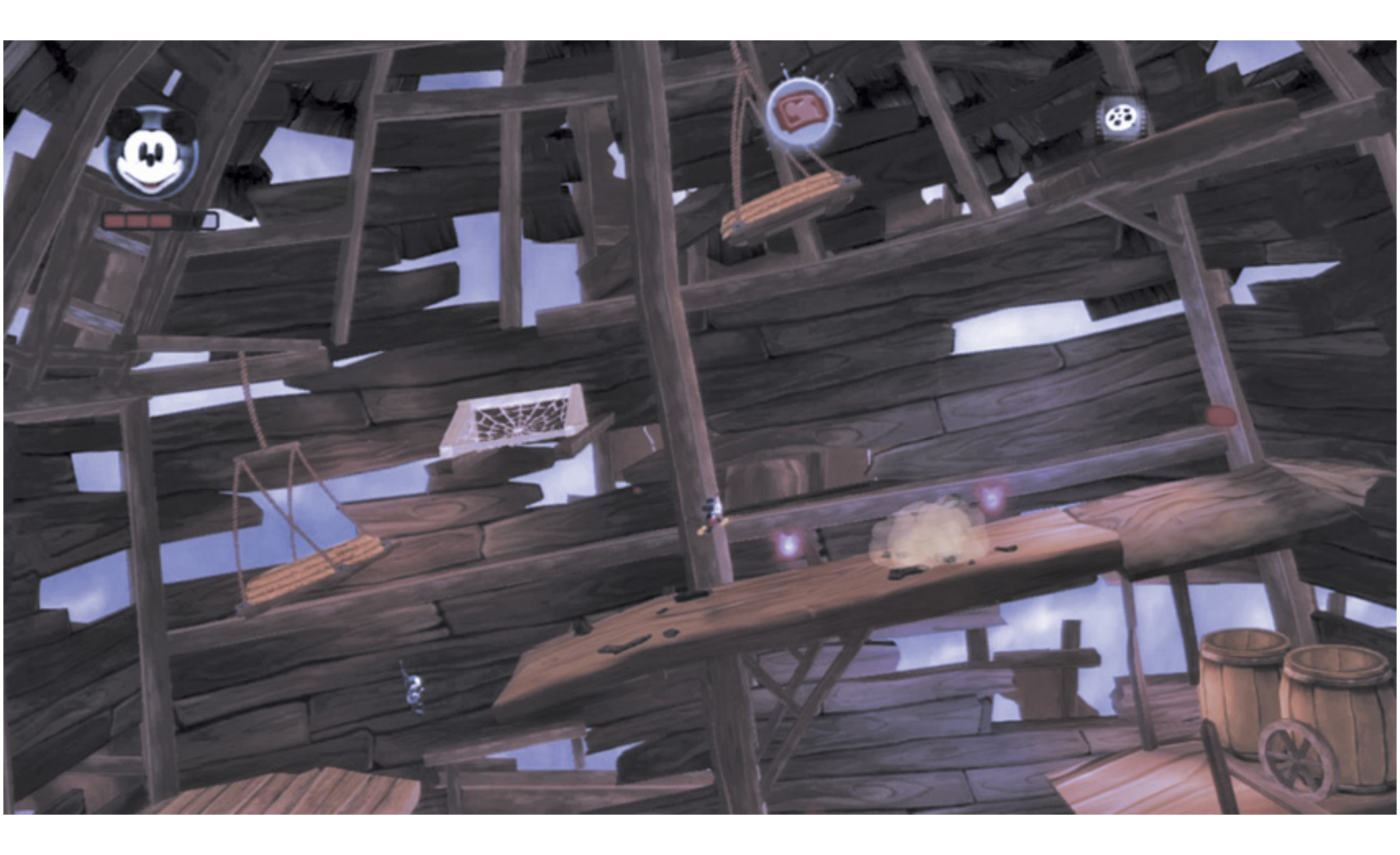
Use the hay stack to reach a wooden seesaw. You need to stand on the left side to raise the right side. As the wood elevator lowers, make a running double-jump or glide over to the elevator.



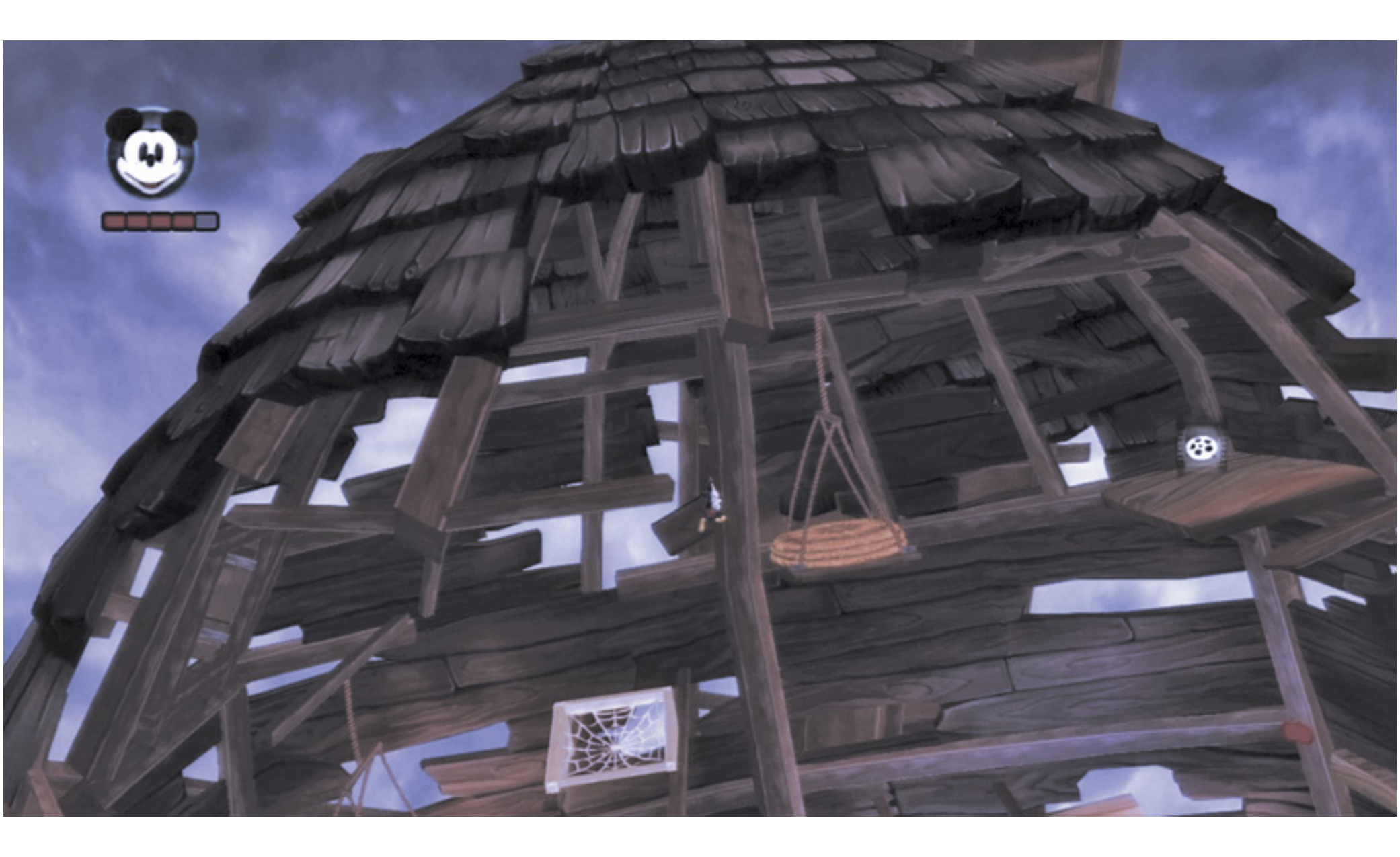
Jump on the swinging hay stack when the wind stops and jump off when the wind is blowing.



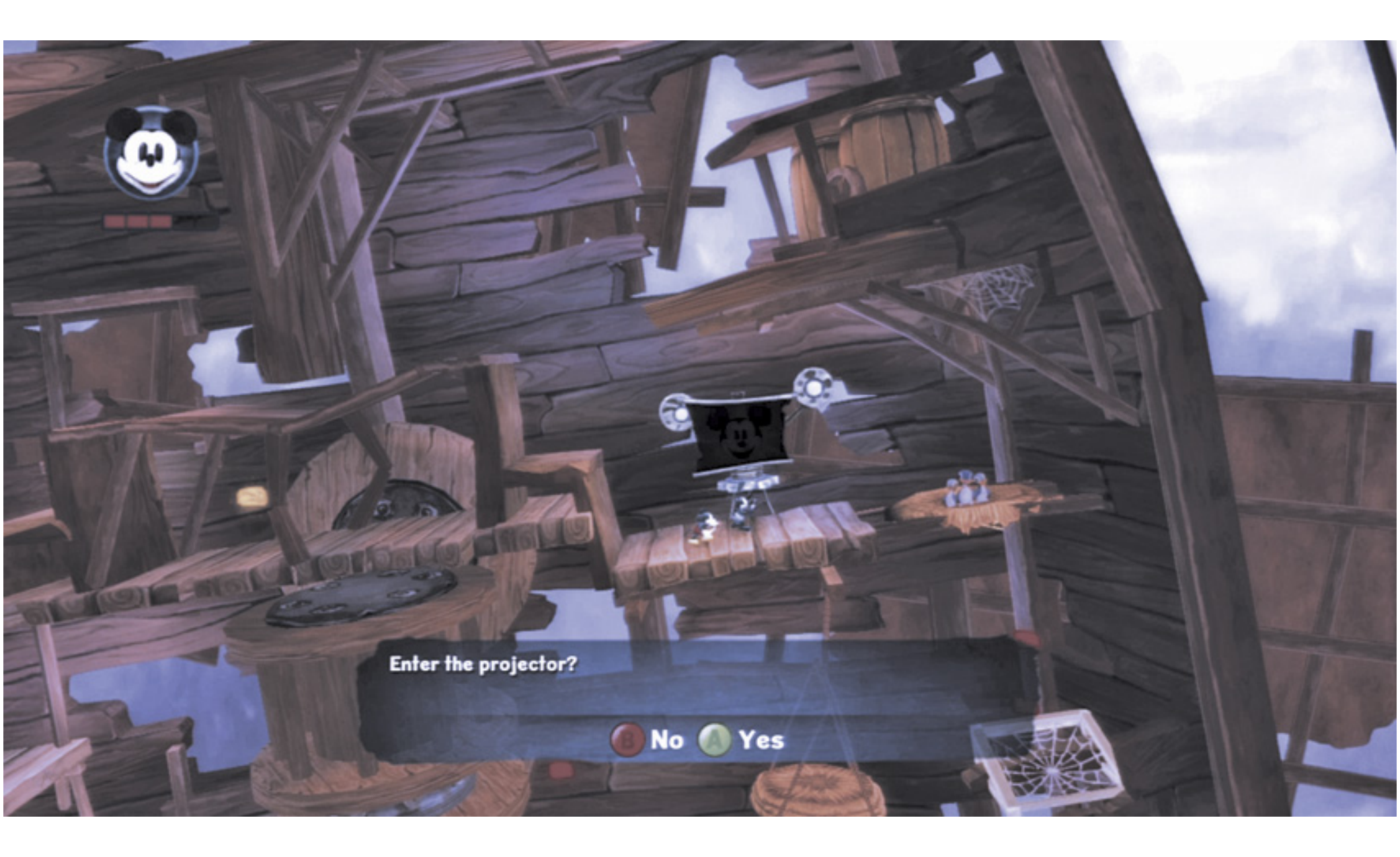
Continue the climb up basic platforms until you reach the center platform. If you still need it and Oswald is on the right path, you can both jump on the floor to get the golden E-ticket.



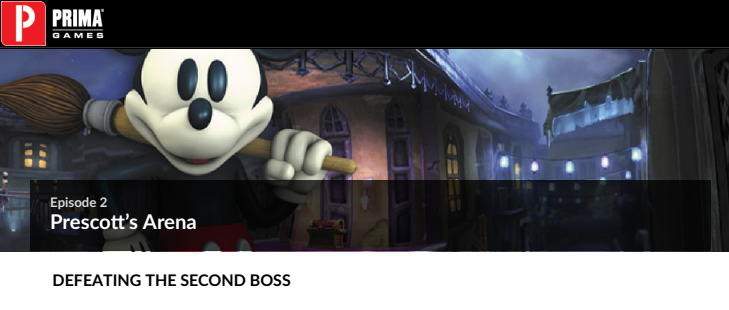
Jump to the above platform and you have a couple of choices. If you didn't get the Film Reel yet, you can go left. You can drop to the right if you already have it.



If you need the reel, jump to the left hay stack and use it to get to the spider web in the middle. Bounce off the spider web to yet another swinging hay stack and then finally go over to get the Film Reel.



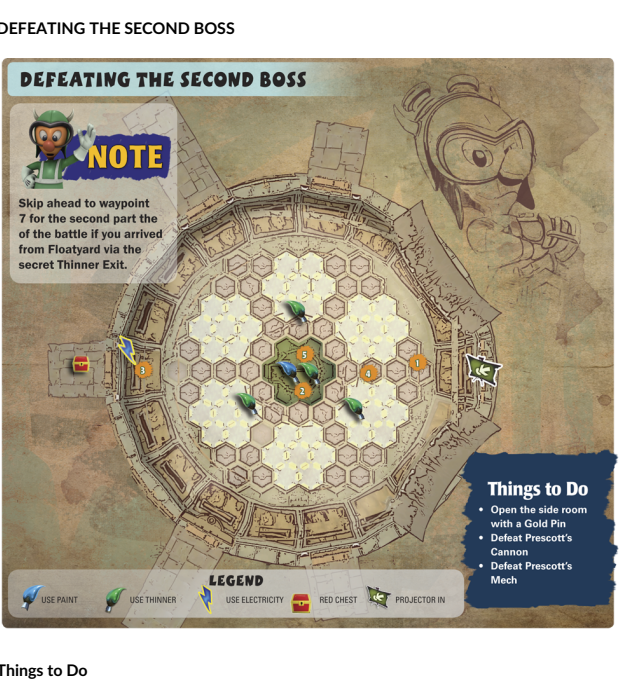
Once you are finished with all your tasks, drop to the projector from above and exit.



Episode 2

Prescott's Arena

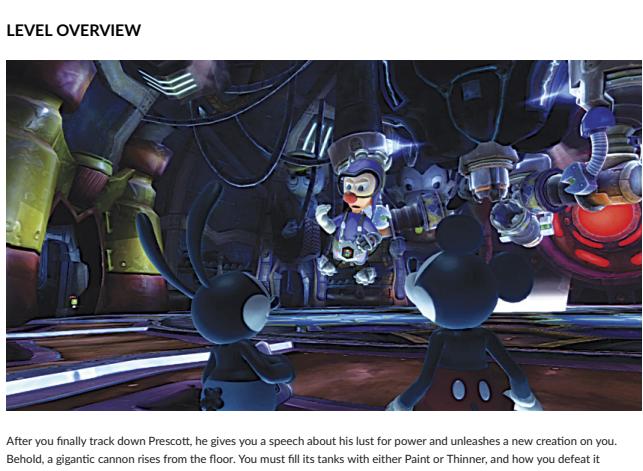
DEFEATING THE SECOND BOSS


DEFEATING THE SECOND BOSS
NOTE
Skip ahead to waypoint 7 for the second part of the battle if you arrived from Floatyard via the secret Thinner Exit.
Things to Do
Open the side room with a Gold Pin
Defeat Prescott's Cannon
Defeat Prescott's Mech
LEGEND
USE PAINT
USE THINNER
USE ELECTRICITY
RED CHEST
PROJECTOR IN

Things to Do

- Open the side room with a Gold Pin
- Defeat Prescott's Cannon
- Defeat Prescott's Mech

LEVEL OVERVIEW



After you finally track down Prescott, he gives you a speech about his lust for power and unleashes a new creation on you. Behold, a gigantic cannon rises from the floor. You must fill its tanks with either Paint or Thinner, and how you defeat it determines how Prescott's final surprise plays out.

LEVEL BREAKDOWN

Challenges

- The Bigger They Are...

Collectibles

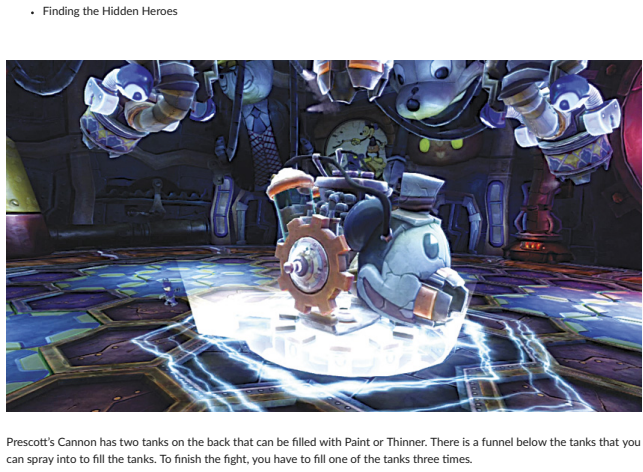
- Gold Pin
- Gold Pin (visit 2)
- Napoleon Complex Pin
- Second Chance Pin

Enemies

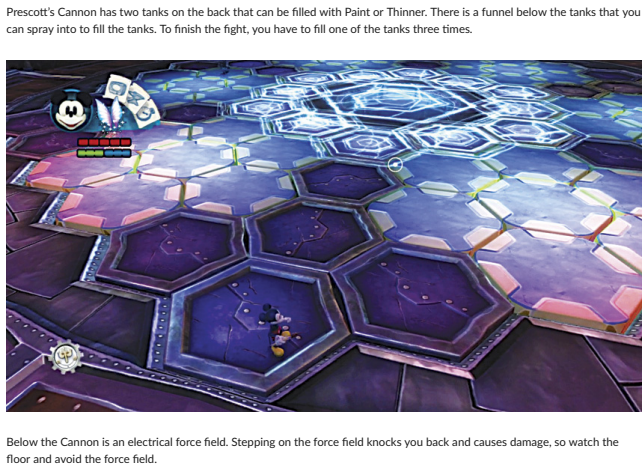
- Prescott's Cannon
- Prescott's Mech

Quests

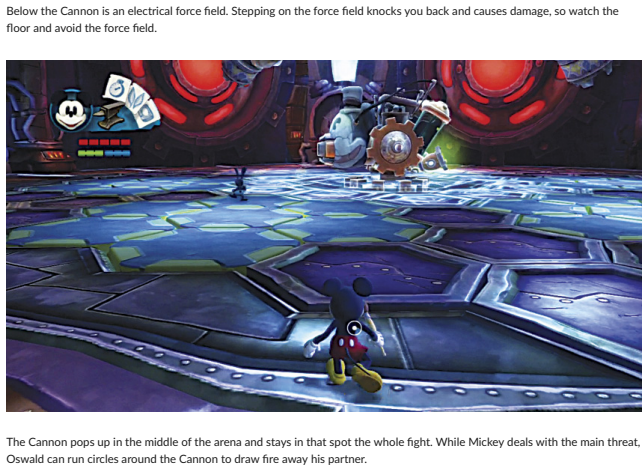
- A Friend in Deed
- Finding the Hidden Heroes



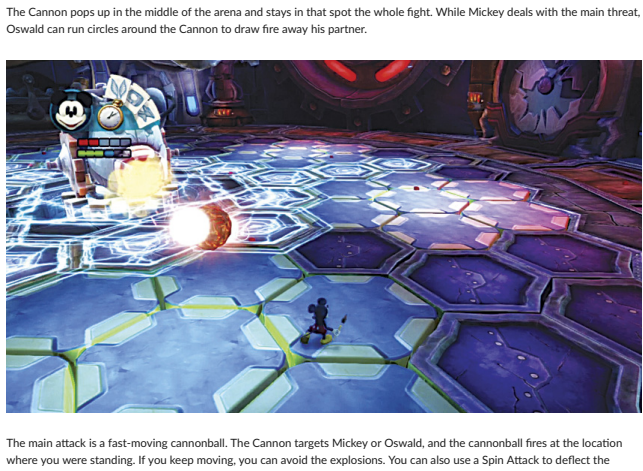
Prescott's Cannon has two tanks on the back that can be filled with Paint or Thinner. There is a funnel below the tanks that you can spray into to fill the tanks. To finish the fight, you have to fill one of the tanks three times.



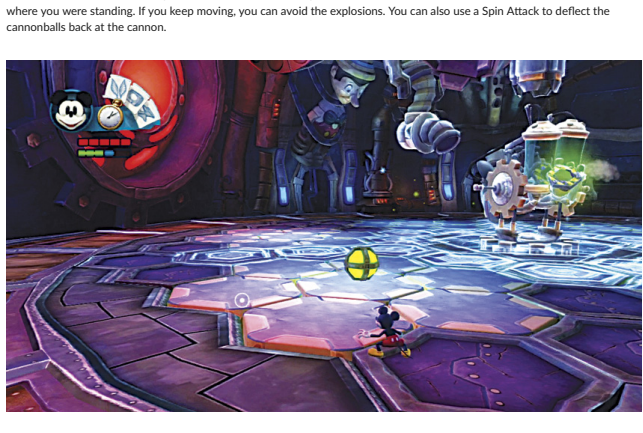
Below the Cannon is an electrical force field. Stepping on the force field knocks you back and causes damage, so watch the floor and avoid the force field.

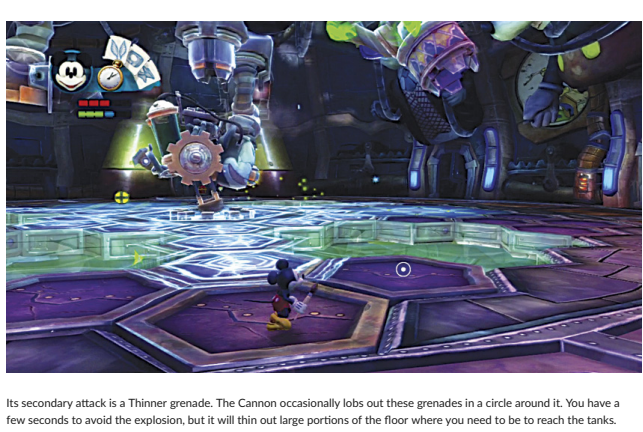


The Cannon pops up in the middle of the arena and stays in that spot the whole fight. While Mickey deals with the main threat, Oswald can run circles around the Cannon to draw fire away his partner.

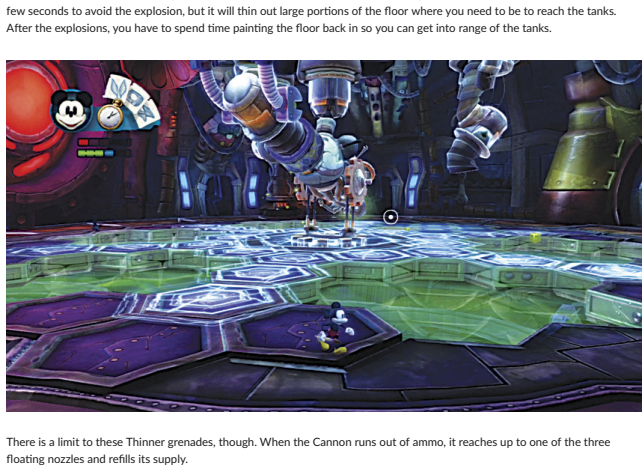


The main attack is a fast-moving cannonball. The Cannon targets Mickey or Oswald, and the cannonball fires at the location where you were standing. If you keep moving, you can avoid the explosions. You can also use a Spin Attack to deflect the cannonballs back at the cannon.

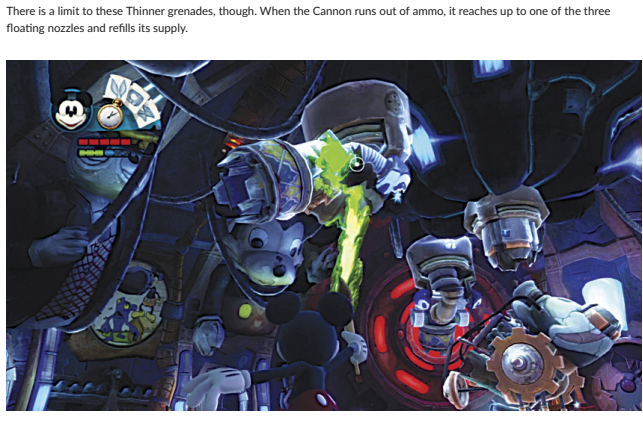


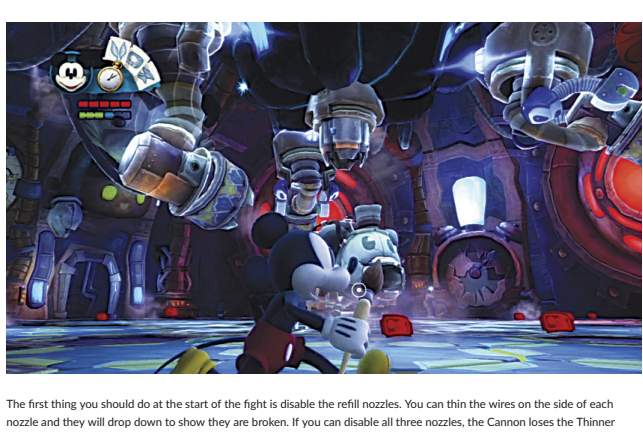


Its secondary attack is a Thinner grenade. The Cannon occasionally lobs out these grenades in a circle around it. You have a few seconds to avoid the explosion, but it will thin out large portions of the floor where you need to be to reach the tanks. After the explosions, you have to spend time painting the floor back in so you can get into range of the tanks.

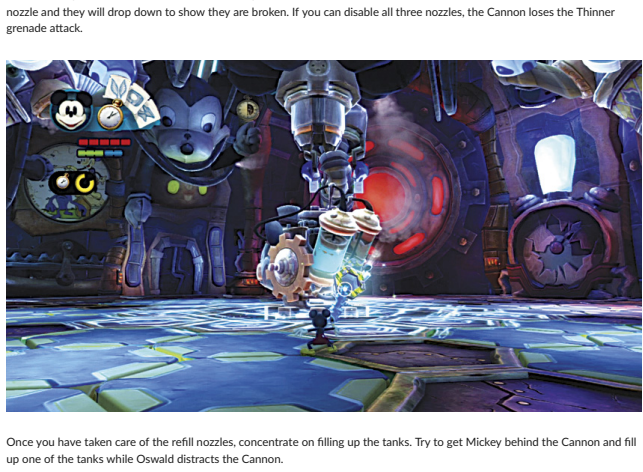


There is a limit to these Thinner grenades, though. When the Cannon runs out of ammo, it reaches up to one of the three floating nozzles and refills its supply.

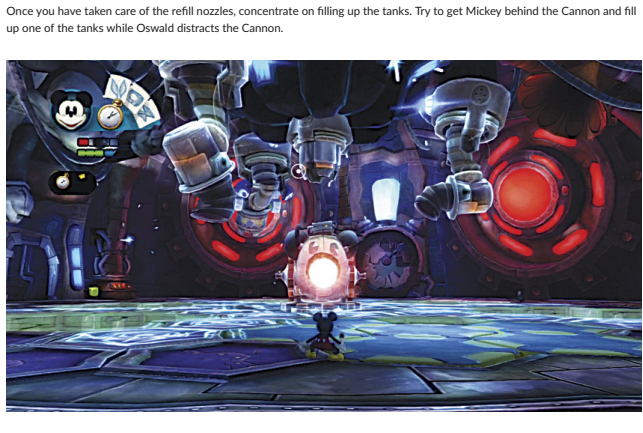


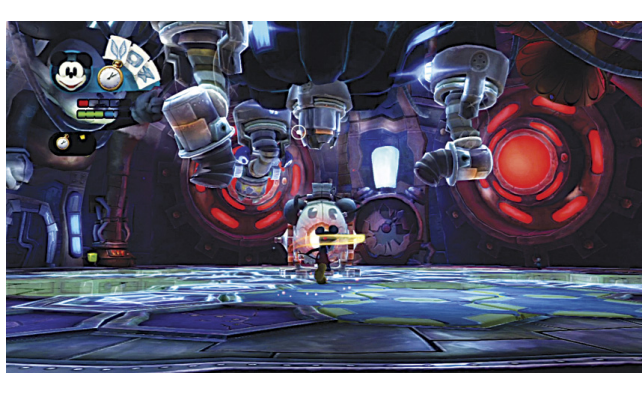


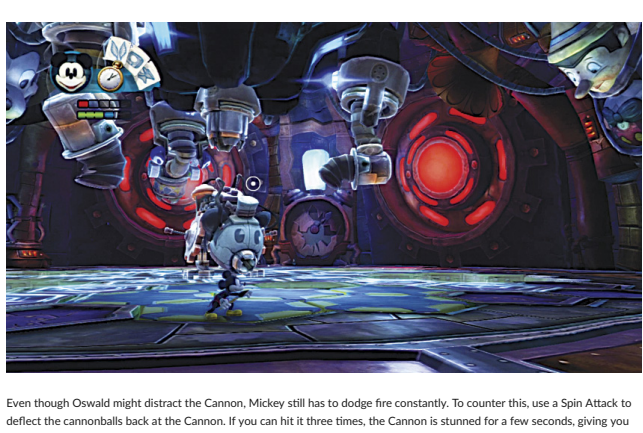
The first thing you should do at the start of the fight is disable the refill nozzles. You can thin the wires on the side of each nozzle and they will drop down to show they are broken. If you can disable all three nozzles, the Cannon loses the Thinner grenade attack.



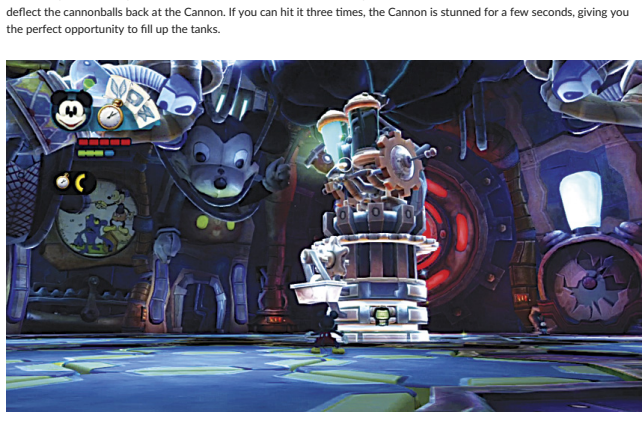
Once you have taken care of the refill nozzles, concentrate on filling up the tanks. Try to get Mickey behind the Cannon and fill up one of the tanks while Oswald distracts the Cannon.

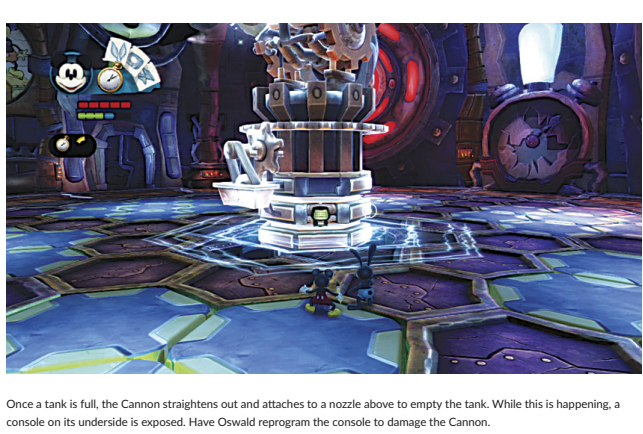




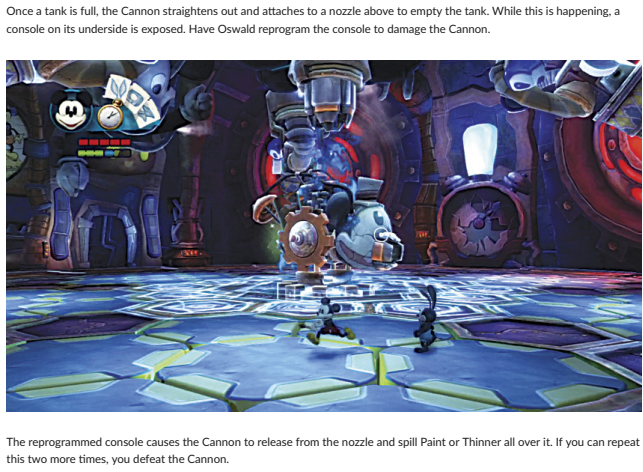


Even though Oswald might distract the Cannon, Mickey still has to dodge fire constantly. To counter this, use a Spin Attack to deflect the cannonballs back at the Cannon. If you can hit it three times, the Cannon is stunned for a few seconds, giving you the perfect opportunity to fill up the tanks.

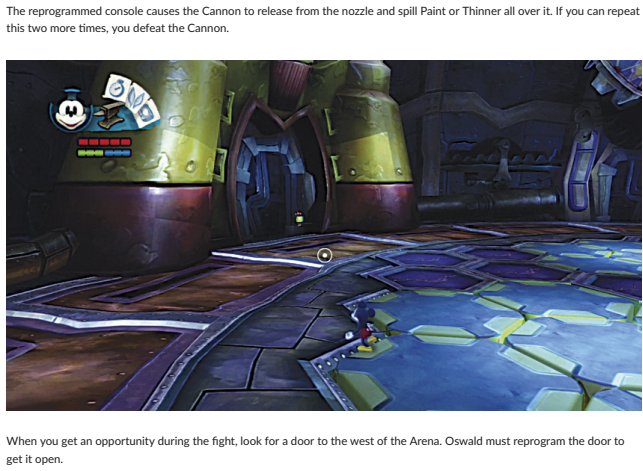




Once a tank is full, the Cannon straightens out and attaches to a nozzle above to empty the tank. While this is happening, a console on its underside is exposed. Have Oswald reprogram the console to damage the Cannon.

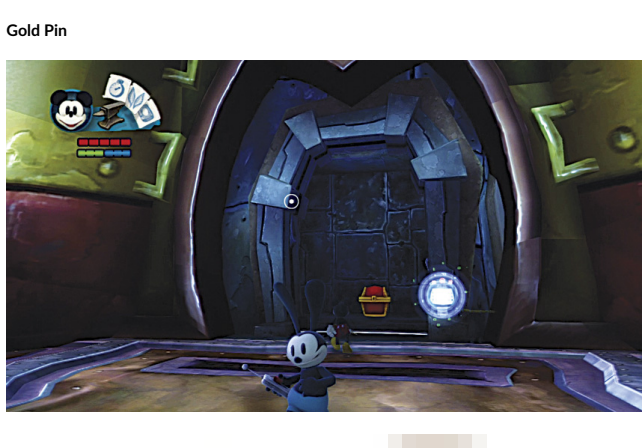


The reprogrammed console causes the Cannon to release from the nozzle and spill Paint or Thinner all over it. If you can repeat this two more times, you defeat the Cannon.



When you get an opportunity during the fight, look for a door to the west of the Arena. Oswald must reprogram the door to get it open.

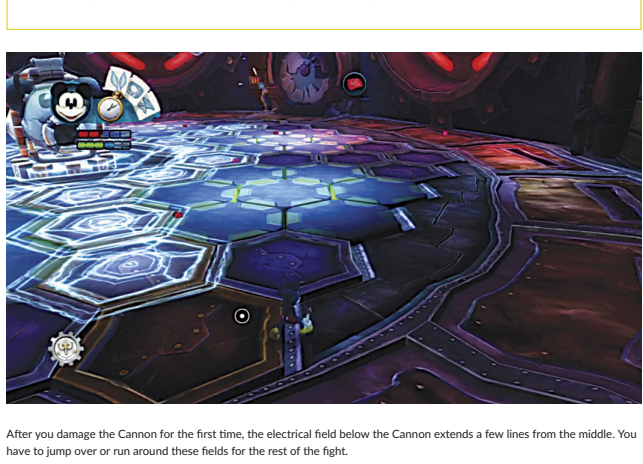
Gold Pin



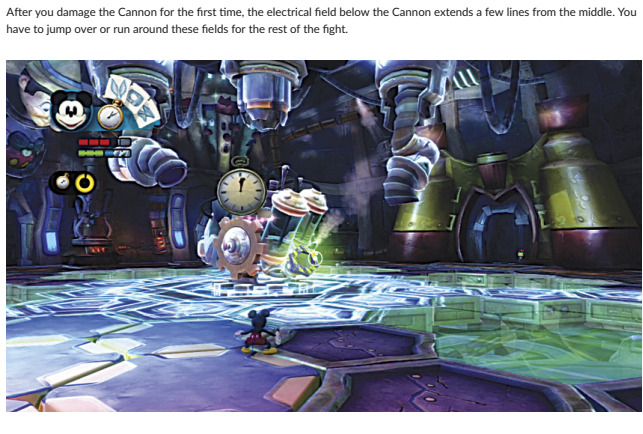
Inside the locked room on the west side of the arena you will find a red chest with a Gold Pin.

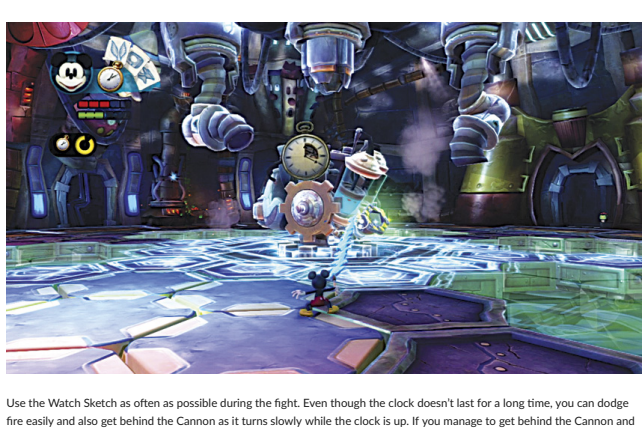
Note

You can only get the red chest with the Gold Pin during the Cannon fight; you cannot come back here later.

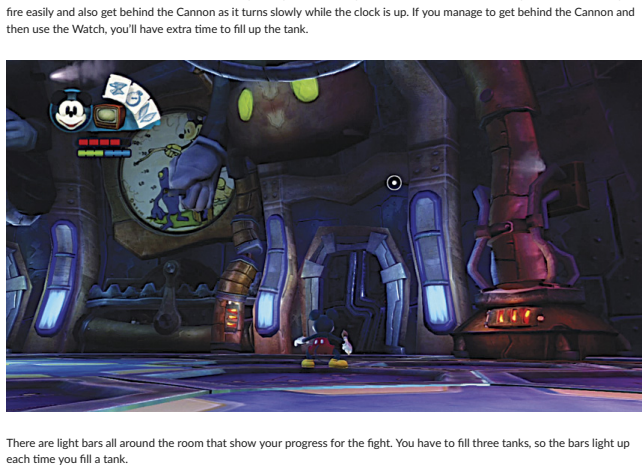


After you damage the Cannon for the first time, the electrical field below the Cannon extends a few lines from the middle. You have to jump over or run around these fields for the rest of the fight.

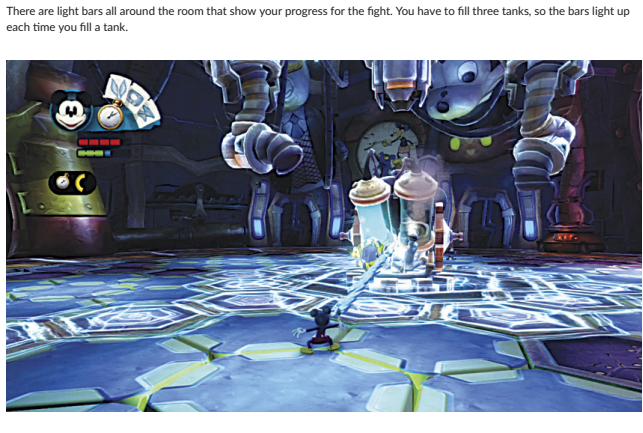


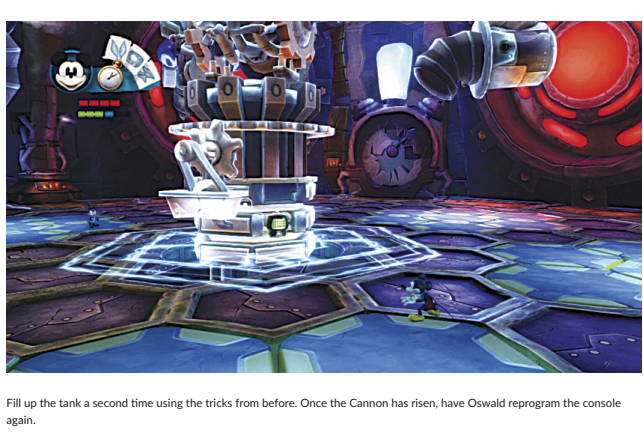


Use the Watch Sketch as often as possible during the fight. Even though the clock doesn't last for a long time, you can dodge fire easily and also get behind the Cannon as it turns slowly while the clock is up. If you manage to get behind the Cannon and then use the Watch, you'll have extra time to fill up the tank.

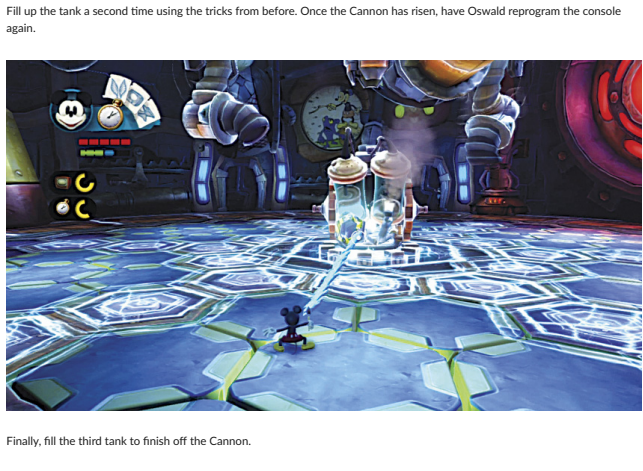


There are light bars all around the room that show your progress for the fight. You have to fill three tanks, so the bars light up each time you fill a tank.

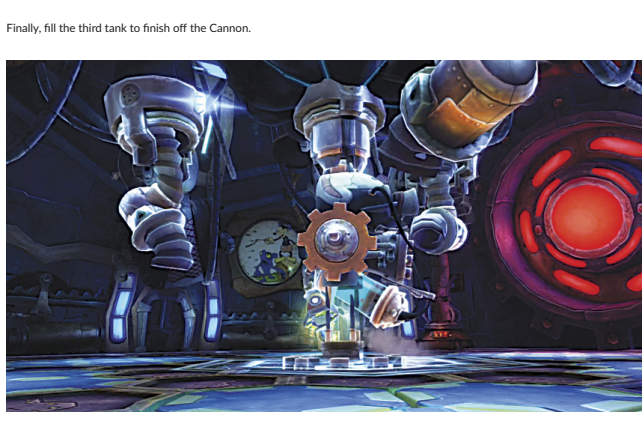


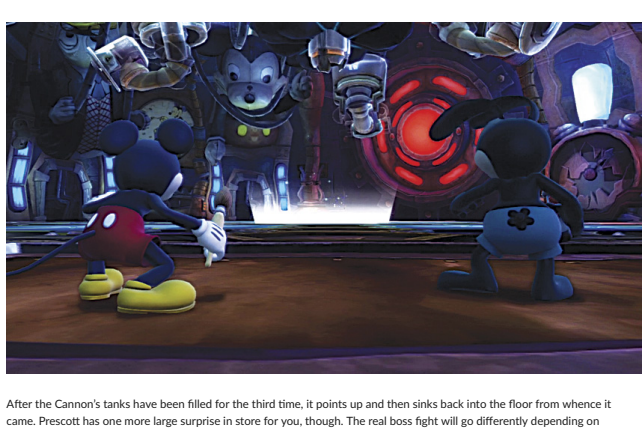


Fill up the tank a second time using the tricks from before. Once the Cannon has risen, have Oswald reprogram the console again.

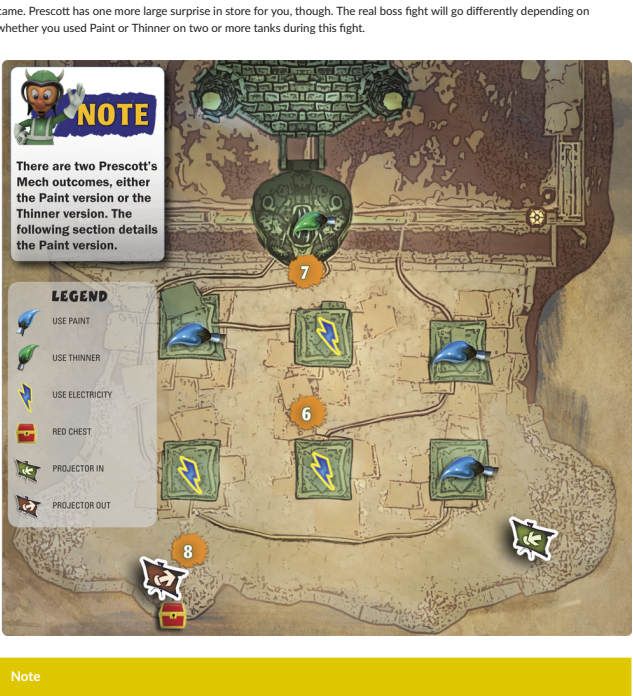


Finally, fill the third tank to finish off the Cannon.



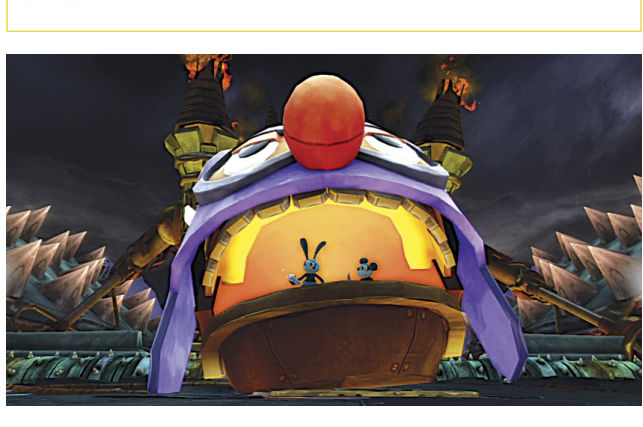


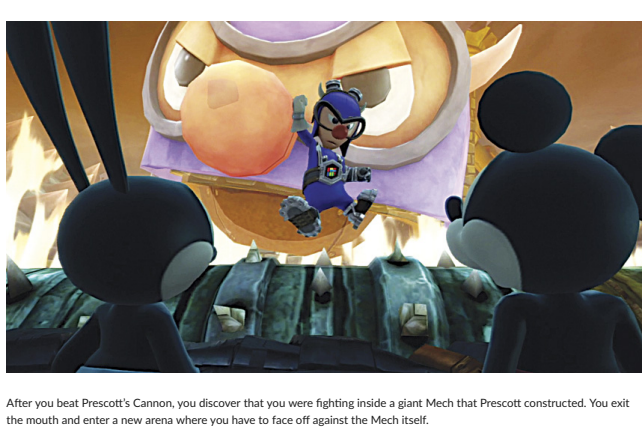
After the Cannon's tanks have been filled for the third time, it points up and then sinks back into the floor from whence it came. Prescott has one more large surprise in store for you, though. The real boss fight will go differently depending on whether you used Paint or Thinner on two or more tanks during this fight.


NOTE
There are two Prescott's Mech outcomes, either the Paint version or the Thinner version. The following section details the Paint version.
LEGEND
USE PAINT
USE THINNER
USE ELECTRICITY
RED CHEST
PROJECTOR IN
PROJECTOR OUT
7
6
8

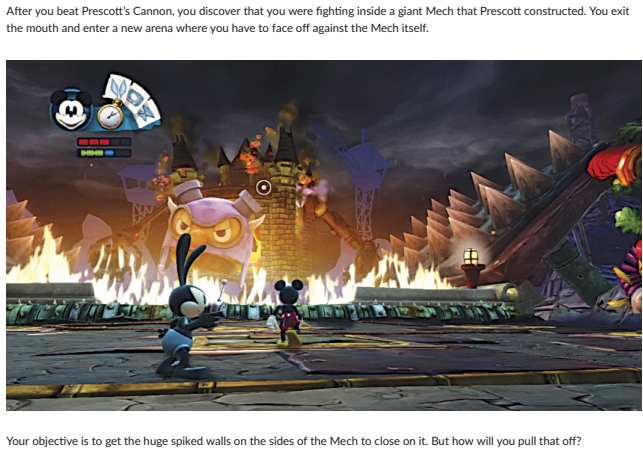
Note

There are two Prescott's Mech outcomes, either the Paint version or the Thinner version. The following section details the Paint version.

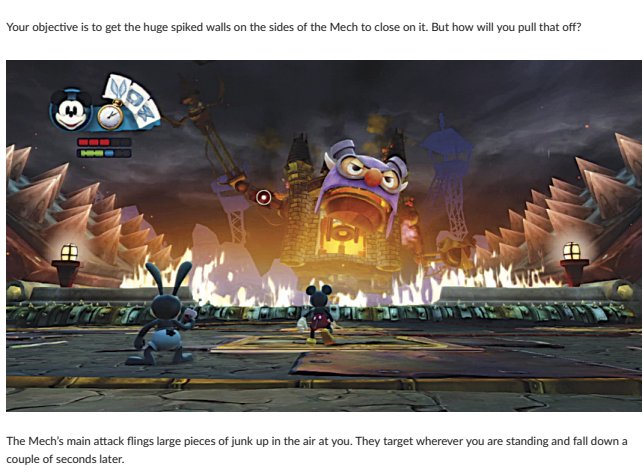




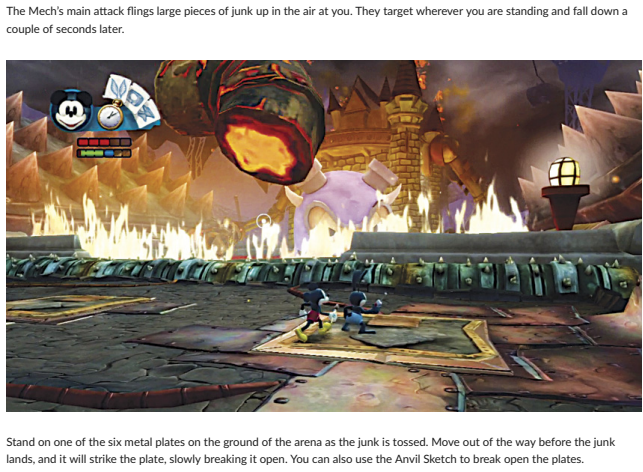
After you beat Prescott's Cannon, you discover that you were fighting inside a giant Mech that Prescott constructed. You exit the mouth and enter a new arena where you have to face off against the Mech itself.



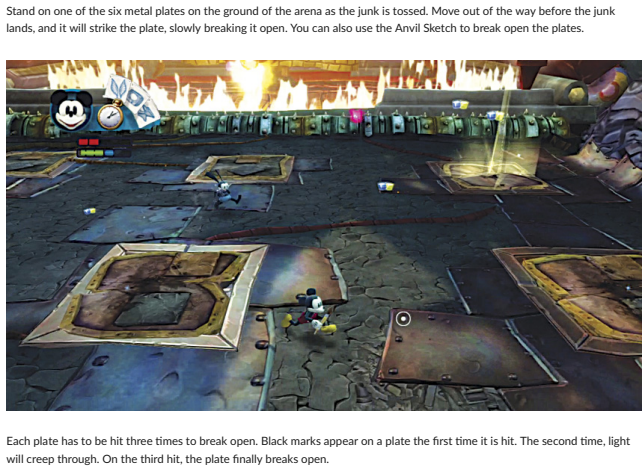
Your objective is to get the huge spiked walls on the sides of the Mech to close on it. But how will you pull that off?



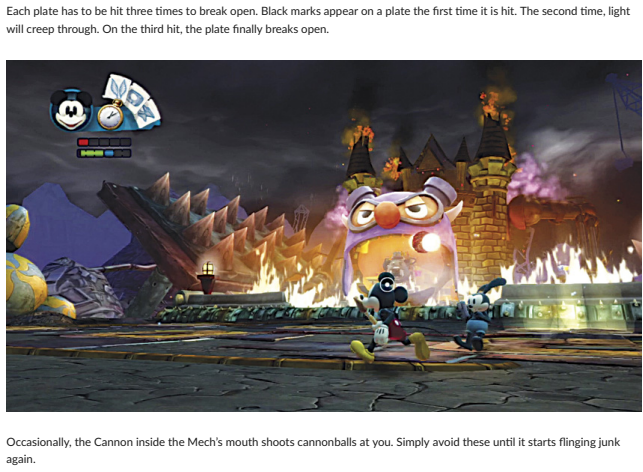
The Mech's main attack flings large pieces of junk up in the air at you. They target wherever you are standing and fall down a couple of seconds later.



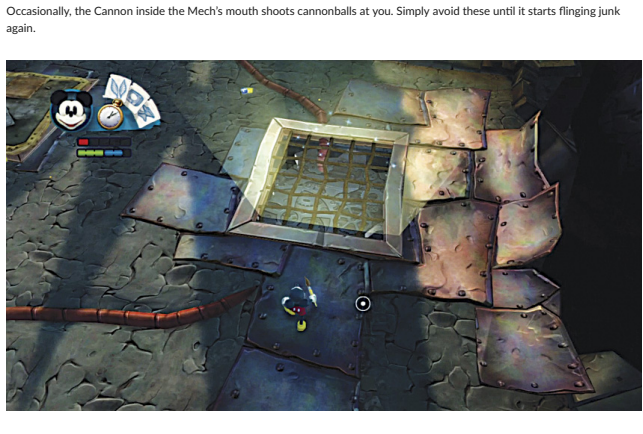
Stand on one of the six metal plates on the ground of the arena as the junk is tossed. Move out of the way before the junk lands, and it will strike the plate, slowly breaking it open. You can also use the Anvil Sketch to break open the plates.

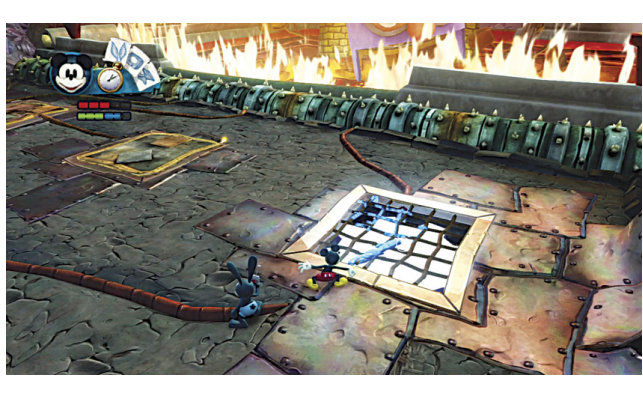


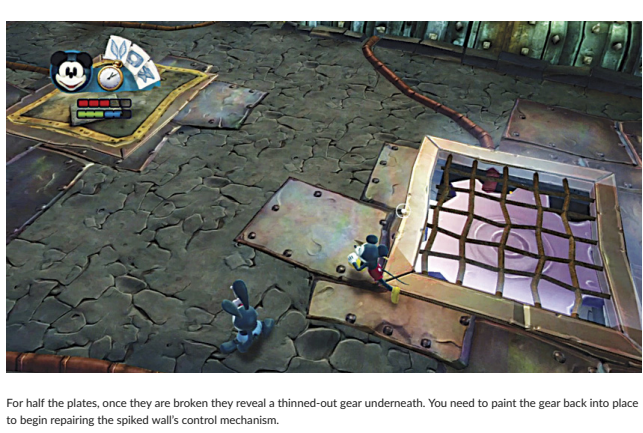
Each plate has to be hit three times to break open. Black marks appear on a plate the first time it is hit. The second time, light will creep through. On the third hit, the plate finally breaks open.



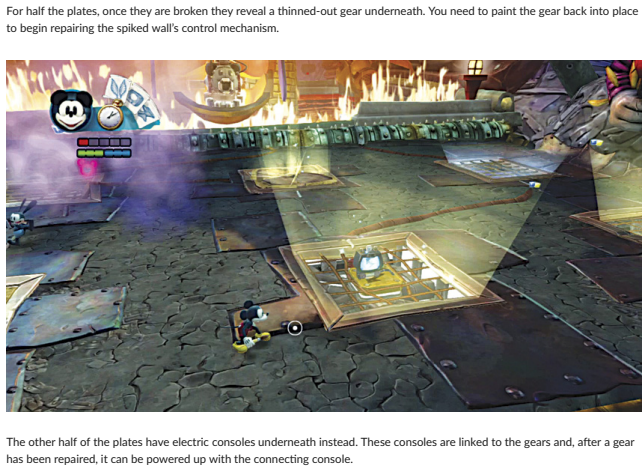
Occasionally, the Cannon inside the Mech's mouth shoots cannonballs at you. Simply avoid these until it starts flinging junk again.



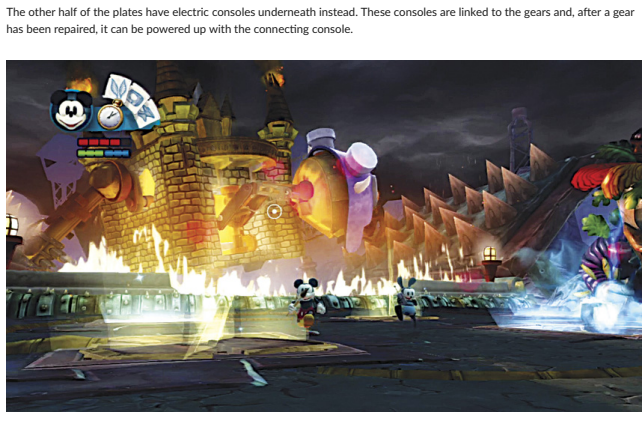


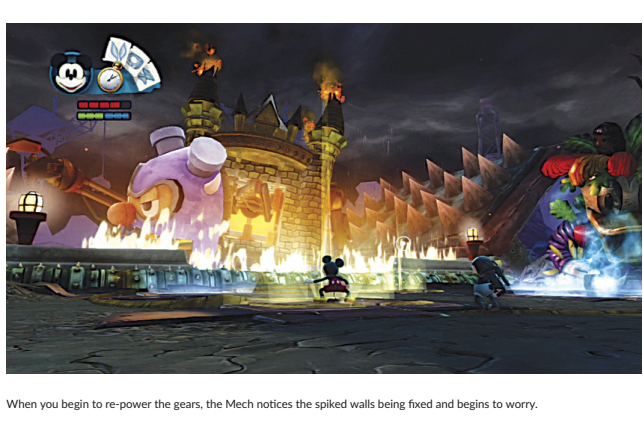


For half the plates, once they are broken they reveal a thinned-out gear underneath. You need to paint the gear back into place to begin repairing the spiked wall's control mechanism.

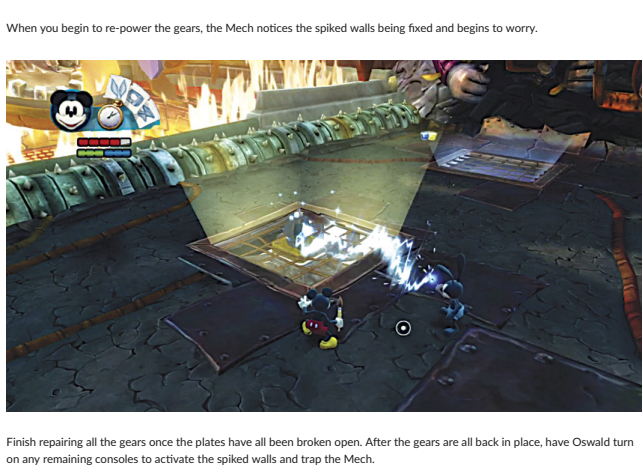


The other half of the plates have electric consoles underneath instead. These consoles are linked to the gears and, after a gear has been repaired, it can be powered up with the connecting console.



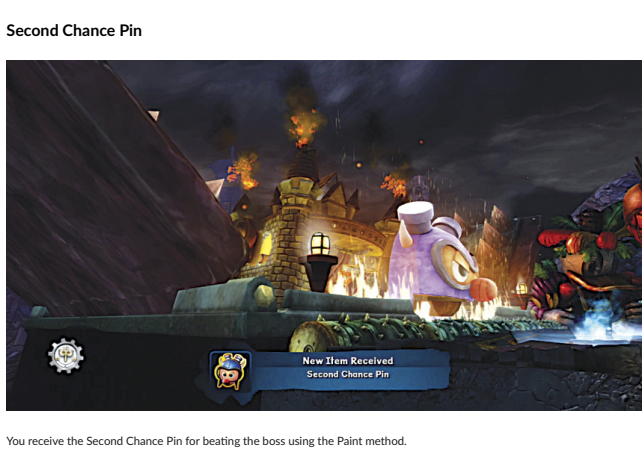


When you begin to re-power the gears, the Mech notices the spiked walls being fixed and begins to worry.

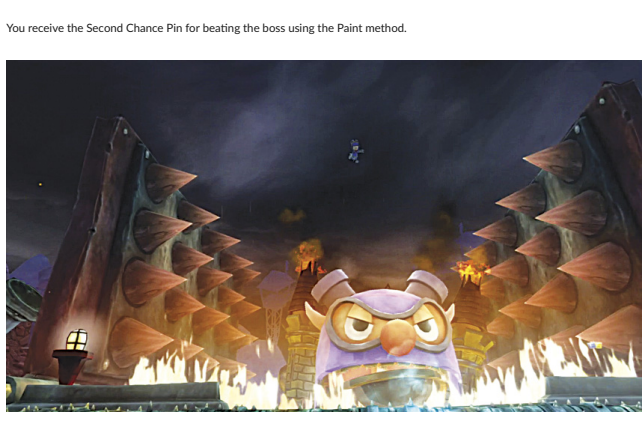


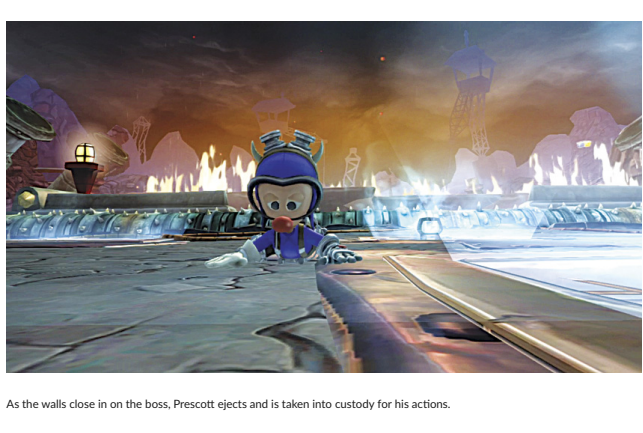
Finish repairing all the gears once the plates have all been broken open. After the gears are all back in place, have Oswald turn on any remaining consoles to activate the spiked walls and trap the Mech.

Second Chance Pin



You receive the Second Chance Pin for beating the boss using the Paint method.

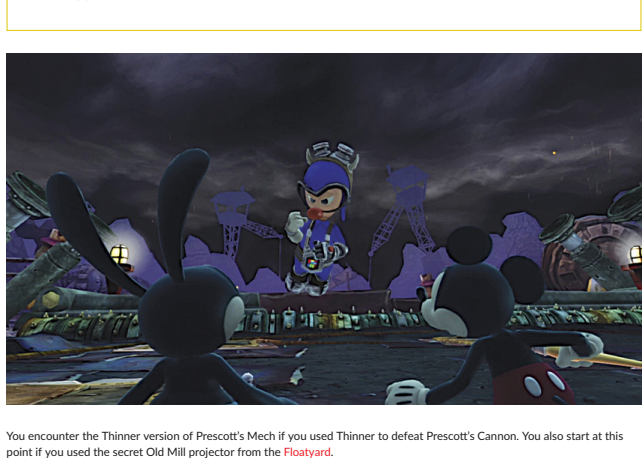




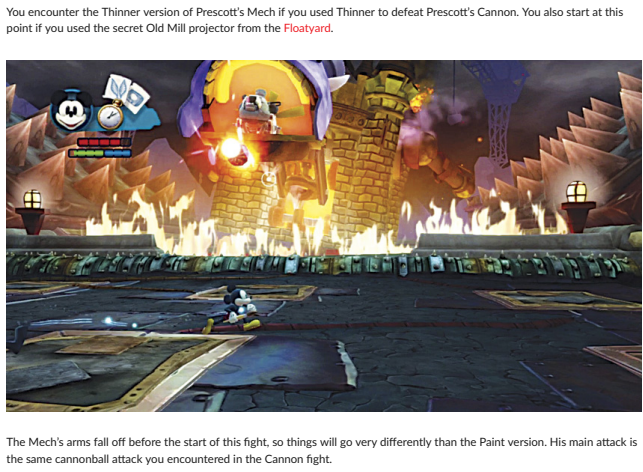
As the walls close in on the boss, Prescott ejects and is taken into custody for his actions.

Note

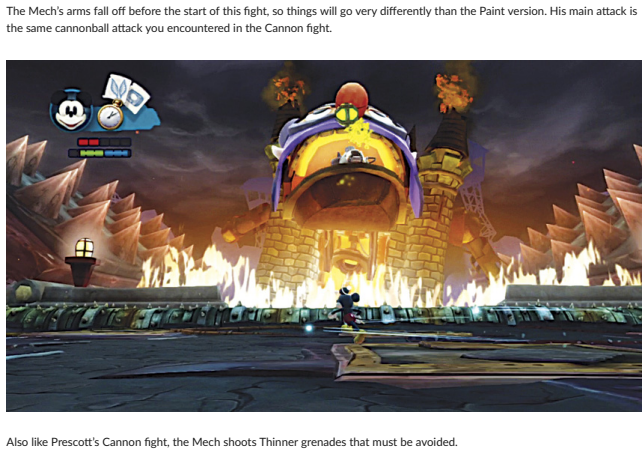
There are two Prescott's Mech outcomes, either the Paint version or the Thinner version. The following section details the Thinner version.



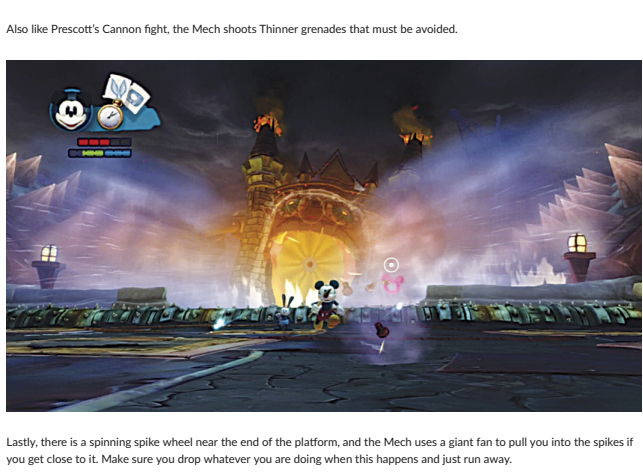
You encounter the Thinner version of Prescott's Mech if you used Thinner to defeat Prescott's Cannon. You also start at this point if you used the secret Old Mill projector from the Floatyard.



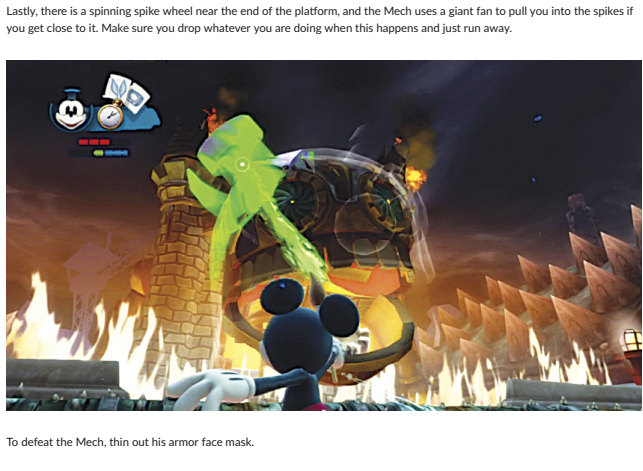
The Mech's arms fall off before the start of this fight, so things will go very differently than the Paint version. His main attack is the same cannonball attack you encountered in the Cannon fight.



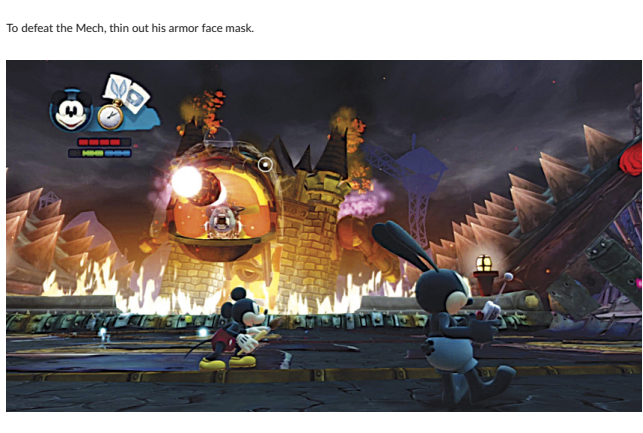
Also like Prescott's Cannon fight, the Mech shoots Thinner grenades that must be avoided.

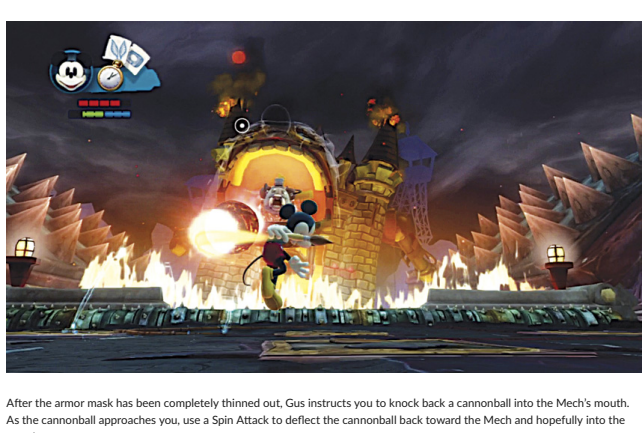


Lastly, there is a spinning spike wheel near the end of the platform, and the Mech uses a giant fan to pull you into the spikes if you get close to it. Make sure you drop whatever you are doing when this happens and just run away.

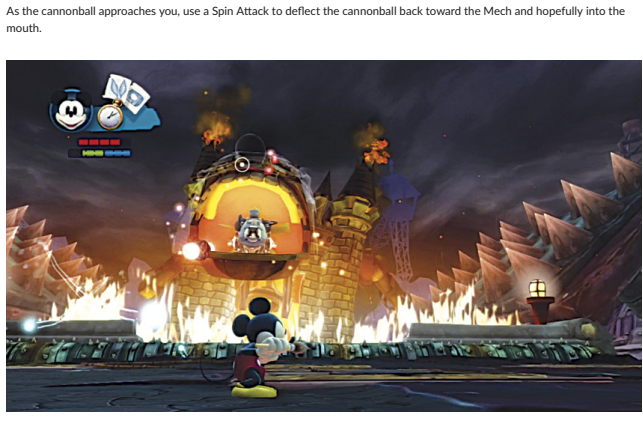


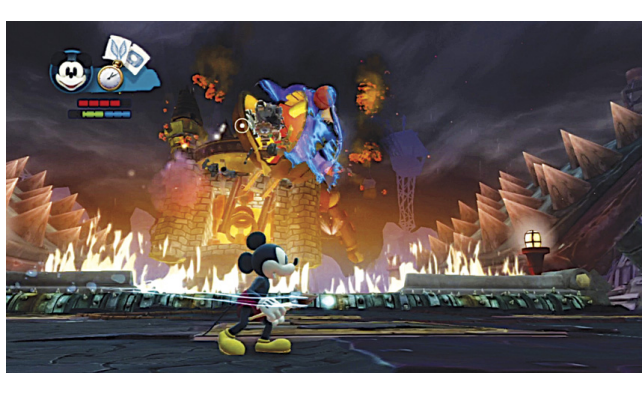
To defeat the Mech, thin out his armor face mask.

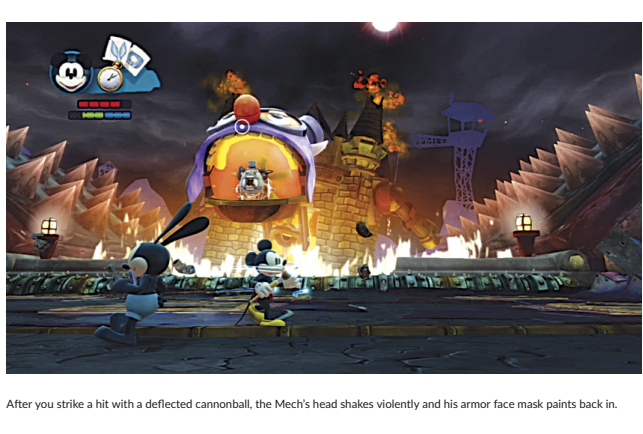




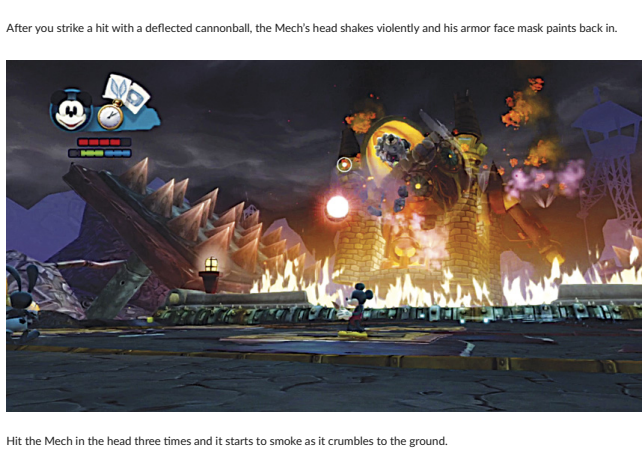
After the armor mask has been completely thinned out, Gus instructs you to knock back a cannonball into the Mech's mouth. As the cannonball approaches you, use a Spin Attack to deflect the cannonball back toward the Mech and hopefully into the mouth.





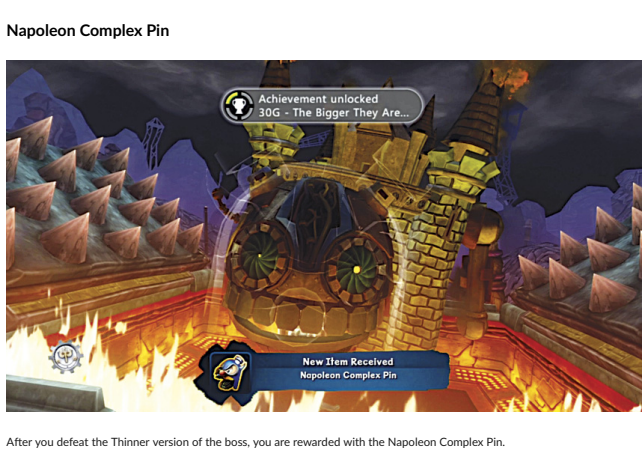


After you strike a hit with a deflected cannonball, the Mech's head shakes violently and his armor face mask paints back in.

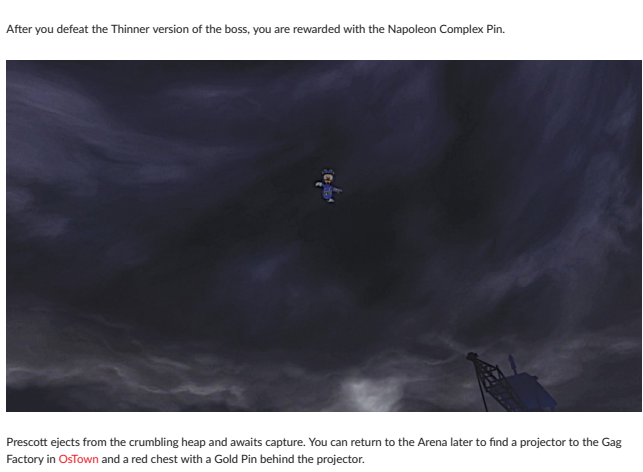


Hit the Mech in the head three times and it starts to smoke as it crumbles to the ground.

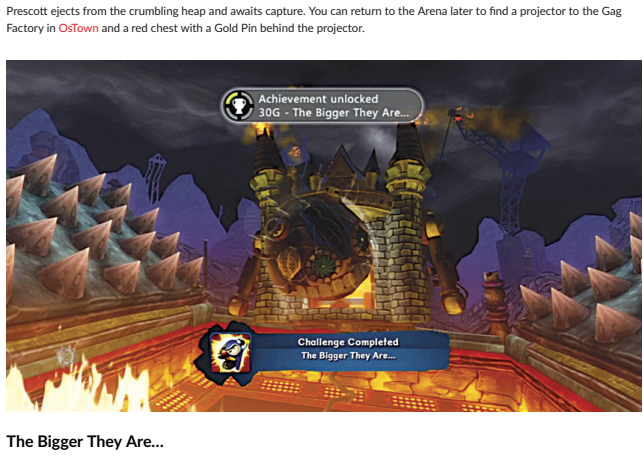
Napoleon Complex Pin



After you defeat the Thinner version of the boss, you are rewarded with the Napoleon Complex Pin.



Prescott ejects from the crumbling heap and awaits capture. You can return to the Arena later to find a projector to the Gag Factory in OsTown and a red chest with a Gold Pin behind the projector.



The Bigger They Are...

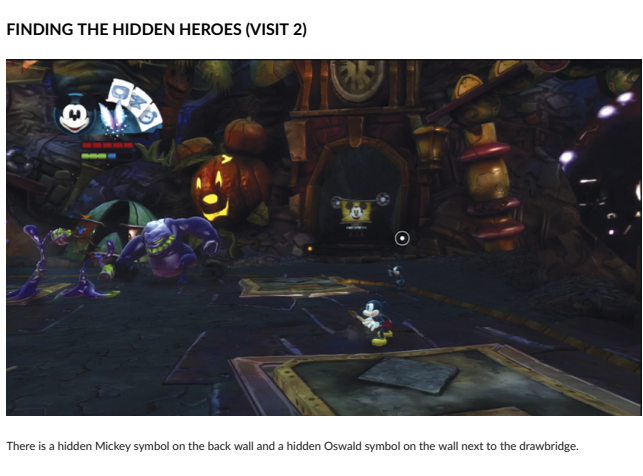
Playstation 3 Trophy: Silver

Xbox 360 Gamer Points: 30

Defeating the boss unlocks this challenge.

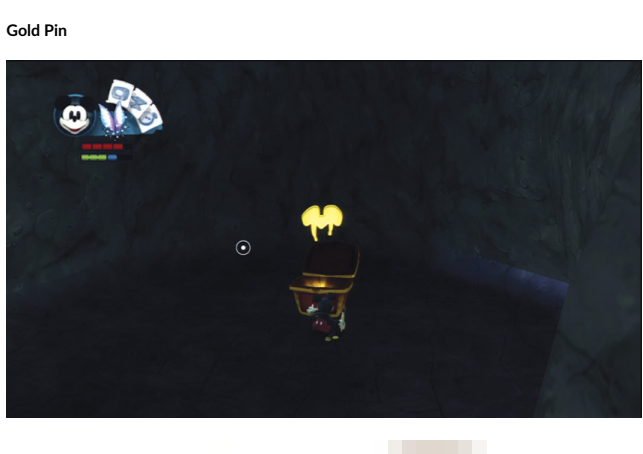
OPTIONAL QUEST

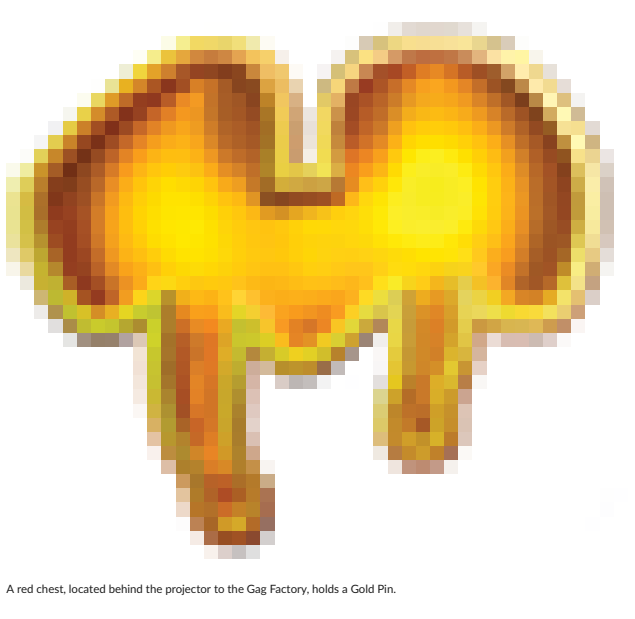
FINDING THE HIDDEN HEROES (VISIT 2)



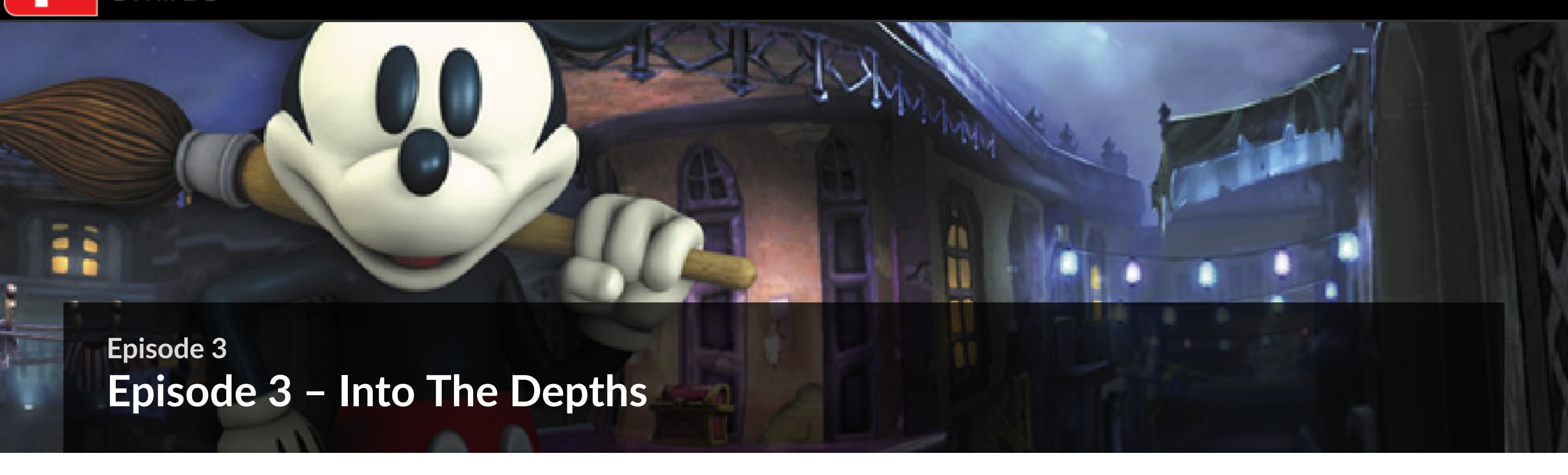
There is a hidden Mickey symbol on the back wall and a hidden Oswald symbol on the wall next to the drawbridge.

Gold Pin





A red chest, located behind the projector to the Gag Factory, holds a Gold Pin.



Episode 3

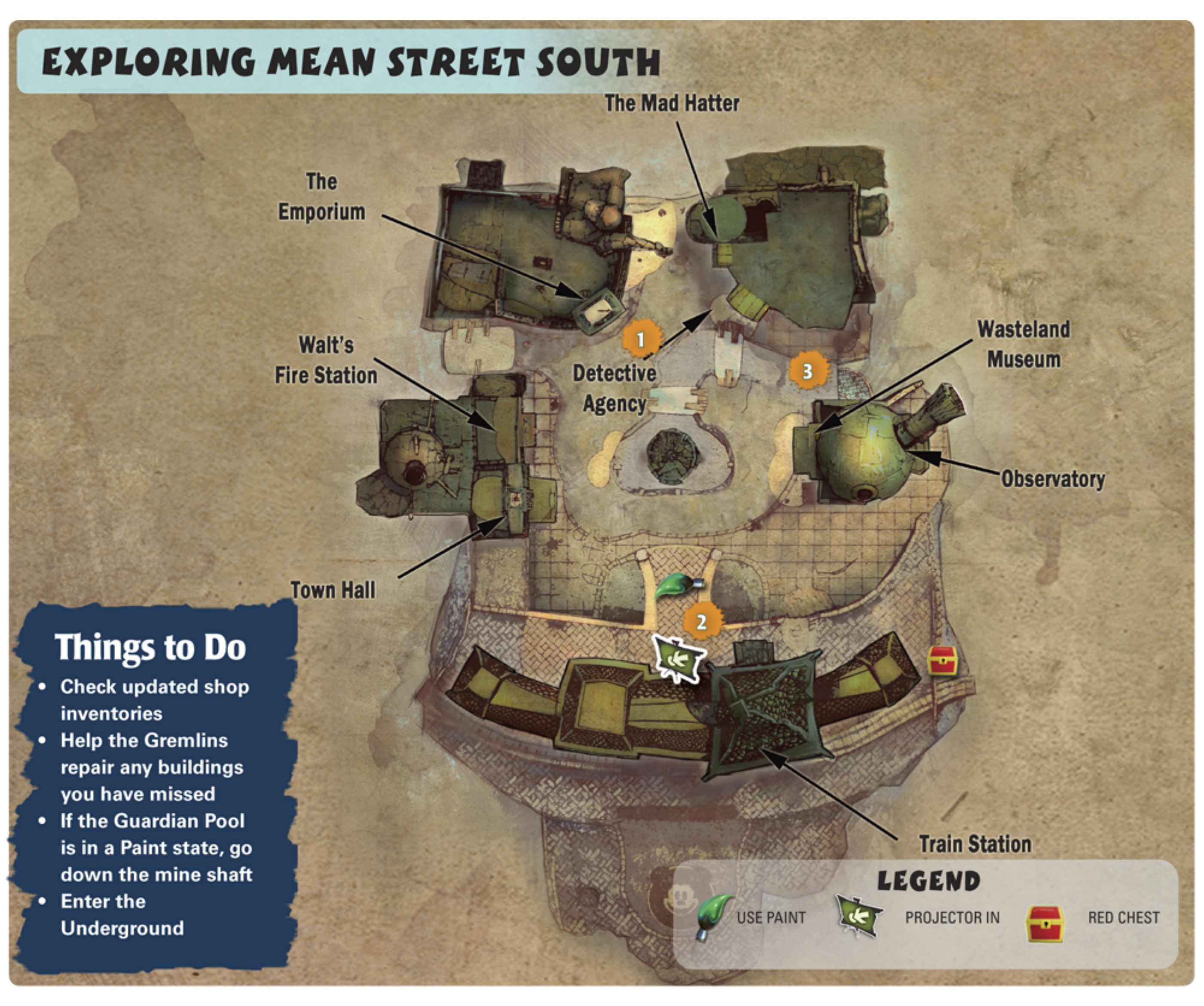
Episode 3 – Into The Depths

"The big challenge for the QA department was just testing all the possible ways to play through the game. There are few limitations on where the player can venture after a certain point in the game. So, testing all the variations we could was a very difficult challenge. We ended up doing hundreds and hundreds of playthroughs of the game in as many different ways that we could. We got every ending variation in the game, which added up to the 120 range, I think."

– Chris B.

Mean Street South (Visit 3)

EXPLORING MEAN STREET SOUTH


EXPLORING MEAN STREET SOUTH
The Mad Hatter
The Emporium
Walt's Fire Station
Detective Agency
Wasteland Museum
Observatory
Town Hall
Train Station
1
2
3
Things to Do
Check updated shop inventories
Help the Gremlins repair any buildings you have missed
If the Guardian Pool is in a Paint state, go down the mine shaft
Enter the Underground
LEGEND
USE PAINT
PROJECTOR IN
RED CHEST

Things to Do

- Check updated shop inventories
- Help the Gremlins repair any buildings you have missed
- If the Guardian Pool is in a Paint state, go down the mine shaft
- Enter the Underground

LEVEL OVERVIEW

After defeating Prescott's Mech, you take the Gremlin into custody for questioning about his misdeeds. Before Prescott can give any clues about his plans, he becomes mysteriously hypnotized and his answers are clearly being manipulated by someone else. Gus finds the plans to a secret project that Prescott was working on near Ventureland. It seems the only way to find out more about this evil plot is to travel to Mean Street North and take the projector to Ventureland.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

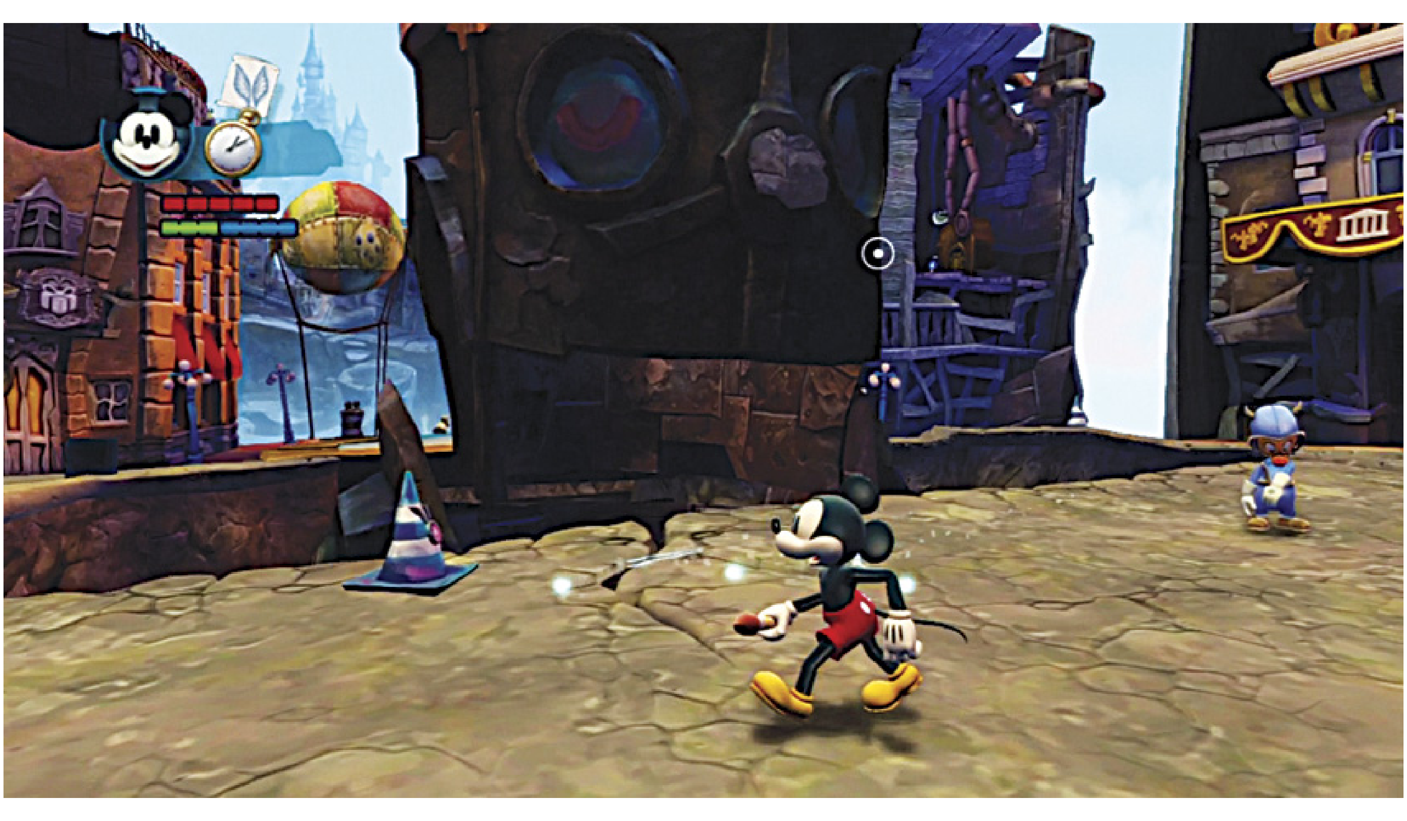
- Student of Gremlin Architecture Pin

Enemies

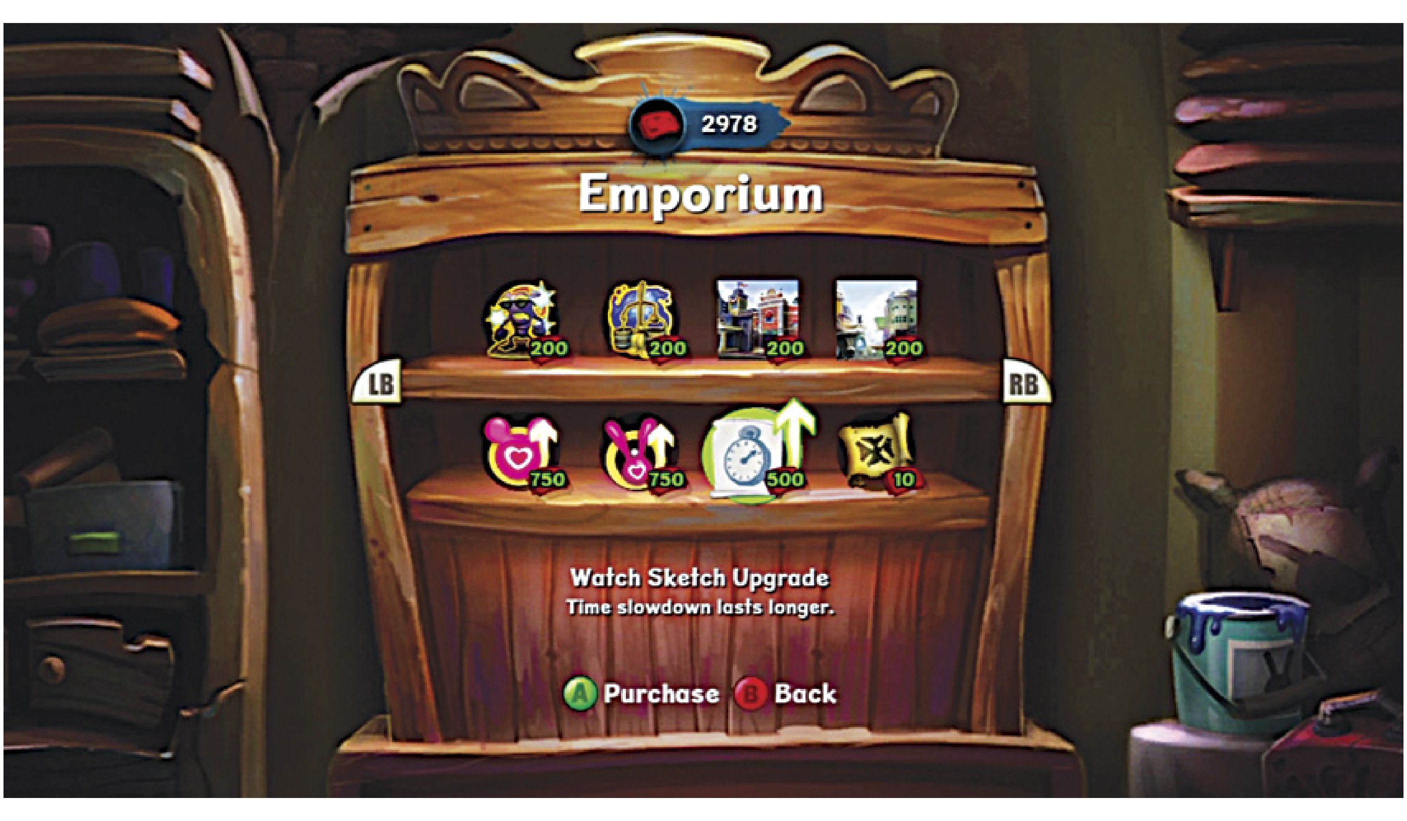
- None

Quests

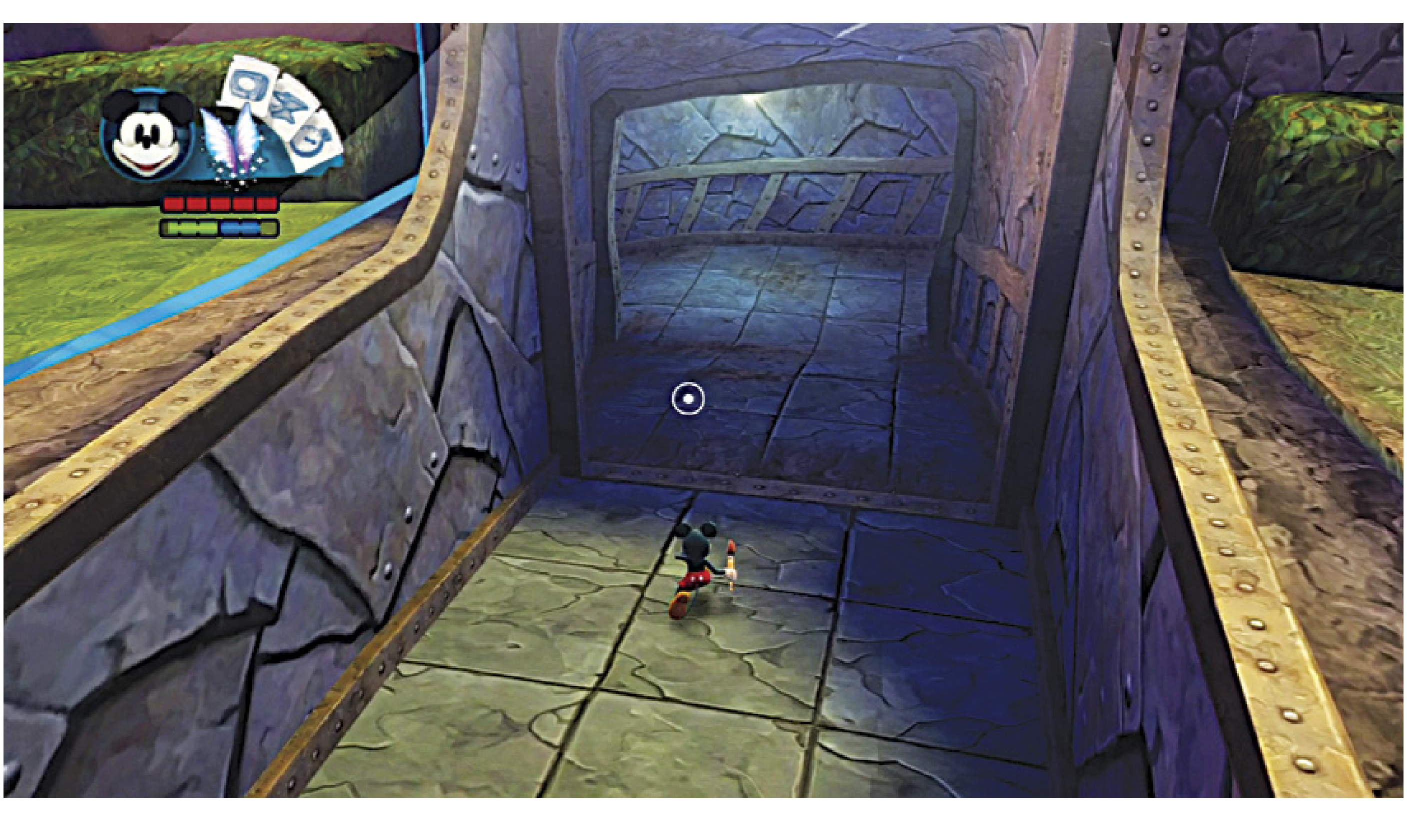
- Watch the Skies



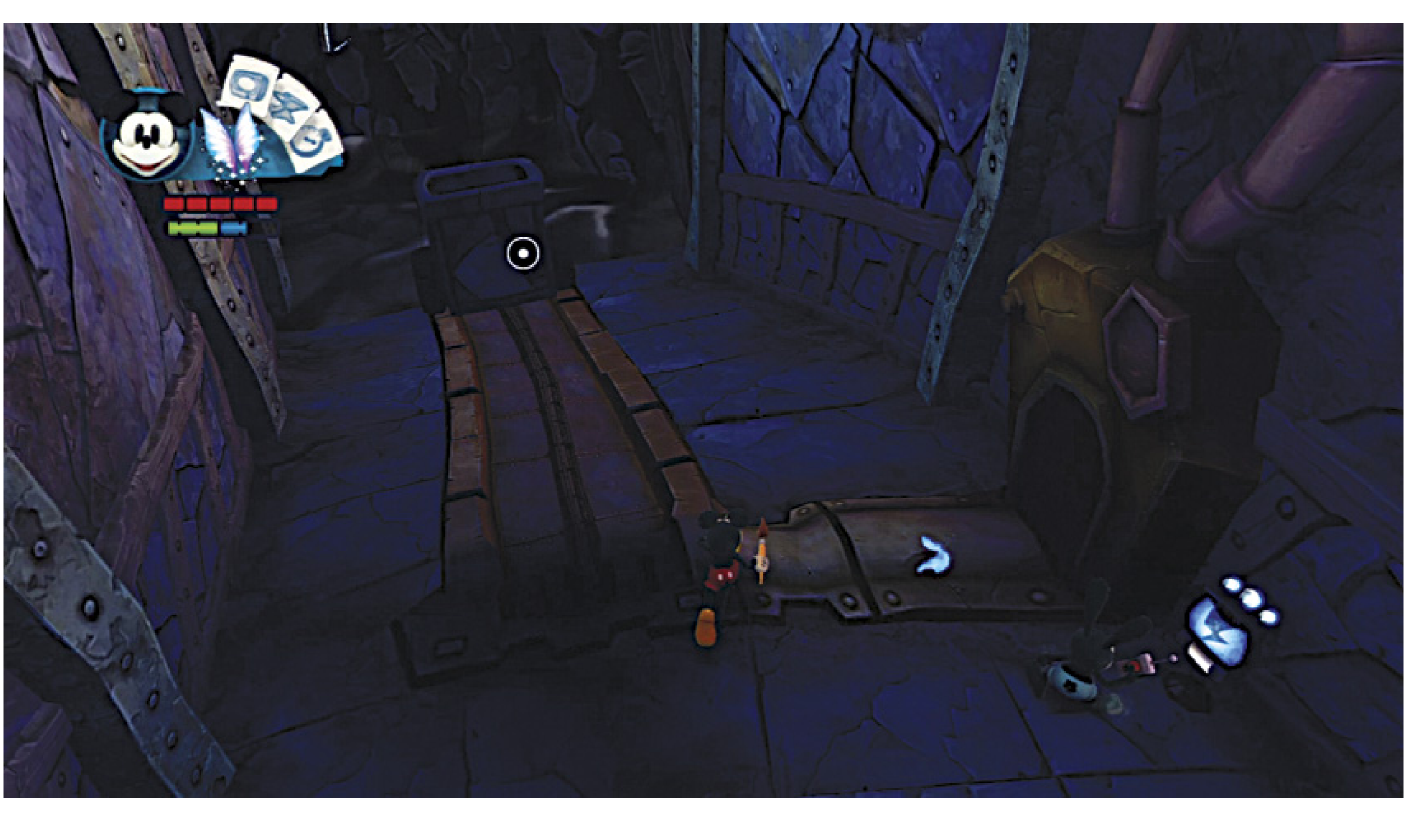
Not much has changed since your last visit to Mean Street South. Your main task will be to travel to Mean Street North and take the projector to Ventureland. Turn in any quest items you have acquired since the last visit, such as the items for the Watch the Skies quest.


2978
Emporium
200
200
200
200
LB
RB
750
750
500
10
Watch Sketch Upgrade
Time slowdown lasts longer.
A Purchase
B Back

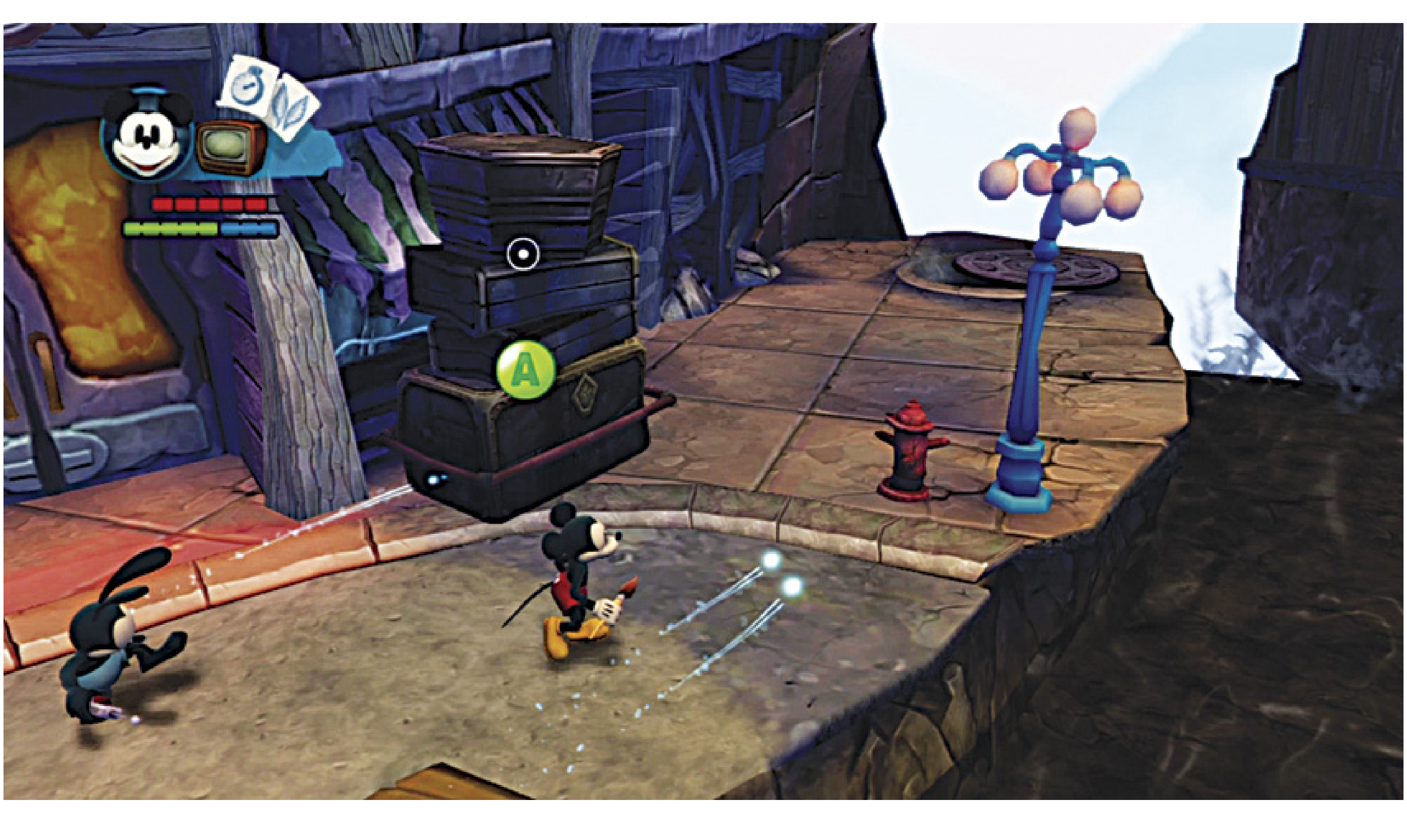
Check the stores for new stock. The Emporium has new health upgrades, pins, and an upgrade for the Watch sketch.



If you have been completing tasks using the "restoration" method, the Guardian Pool may have turned into Paint by now. Every task that is done using restoration, such as fixing the broken buildings, increases the Paint state of the Guardian Pool. So repair any building you may not have fixed before, such as the trash compactor. If the Guardian Pool has converted to Paint, head down to the hidden tunnel under the train station stairway.

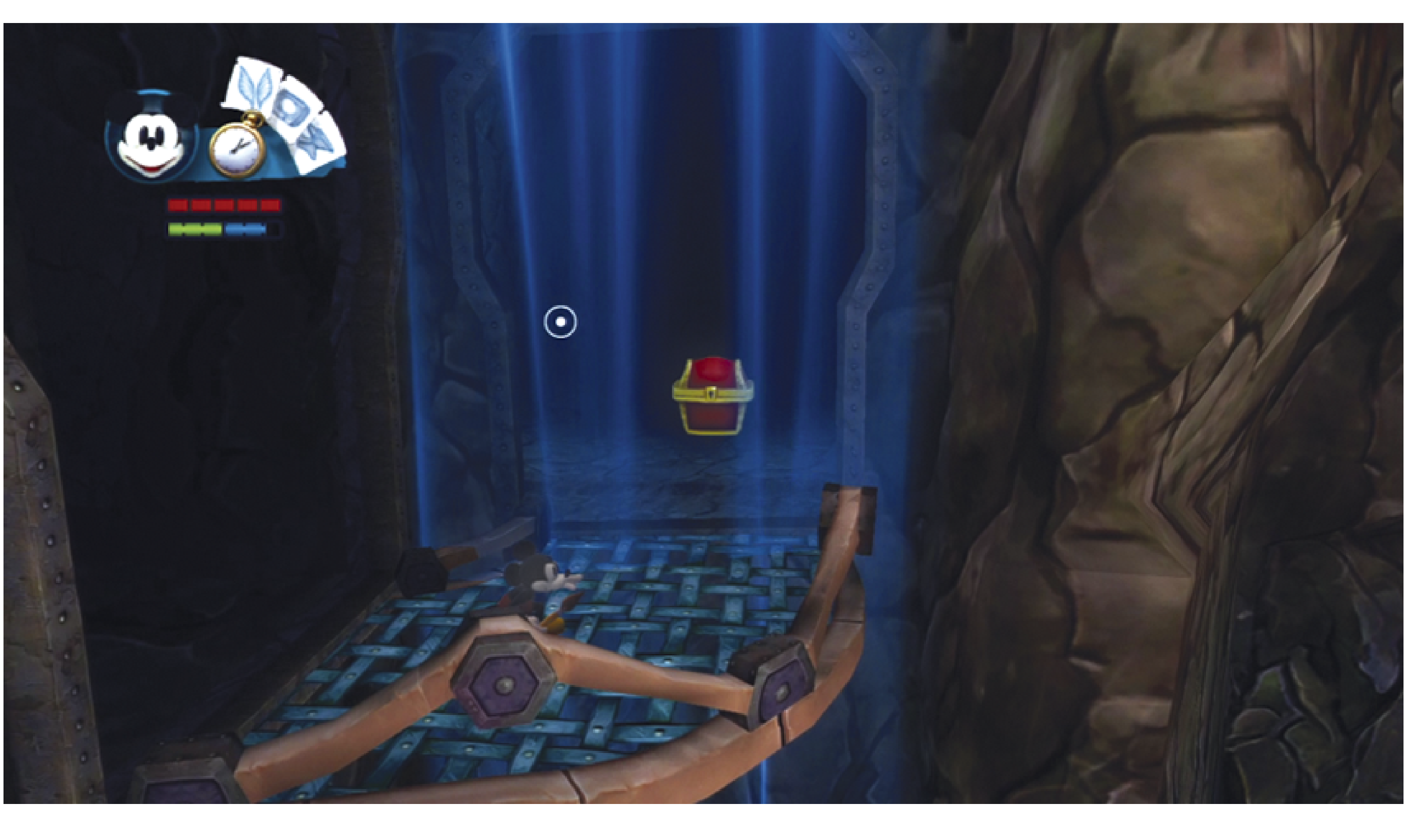


Take the left side of the tunnel. You'll find the mine cart that you discovered back in Episode 1. Paint in the mine cart if you haven't already done so. If the Guardian Pool in town is in a Paint state, you can have Oswald shock the console to send the cart crashing through the rock wall.

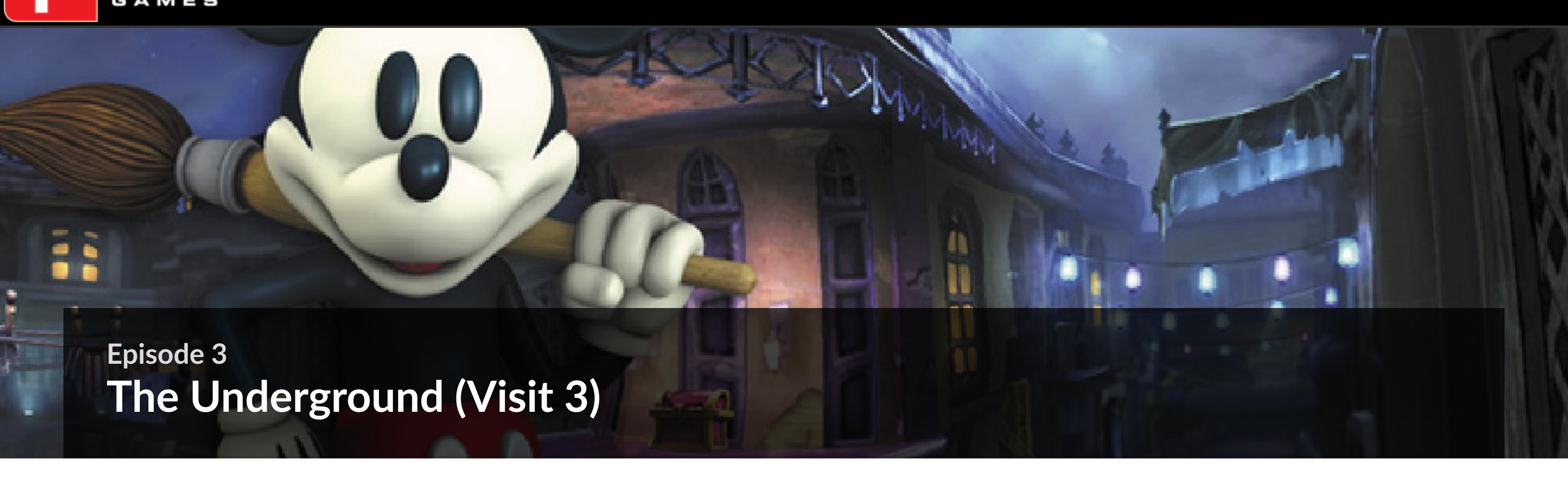


Return to the surface and take the sewer entrance into the Underground.

Student of Gremlin Architecture Pin



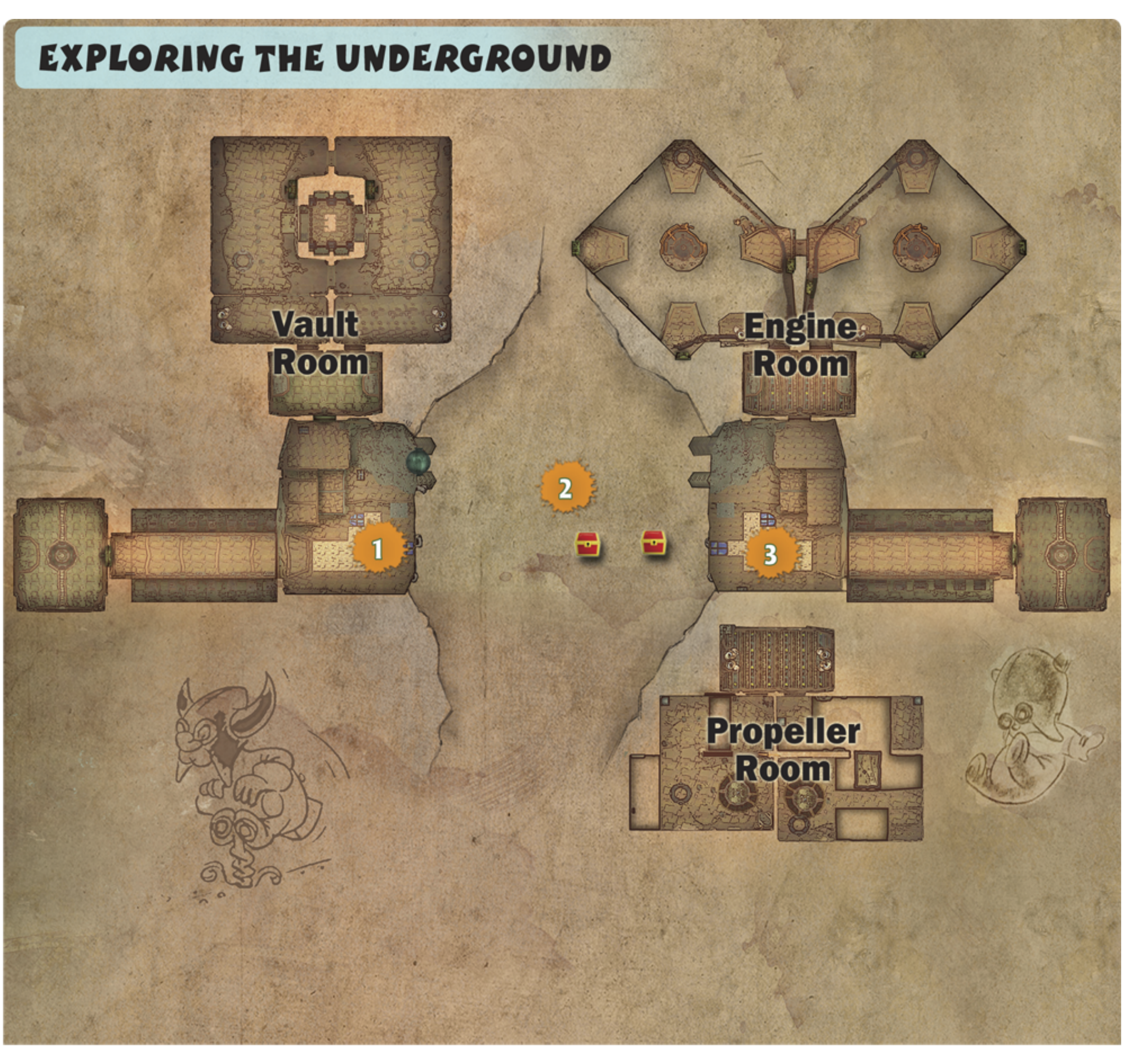
Activating the mine cart with the Guardian Pool in a Paint state opens the way to a red chest with the Student of Gremlin Architecture Pin.



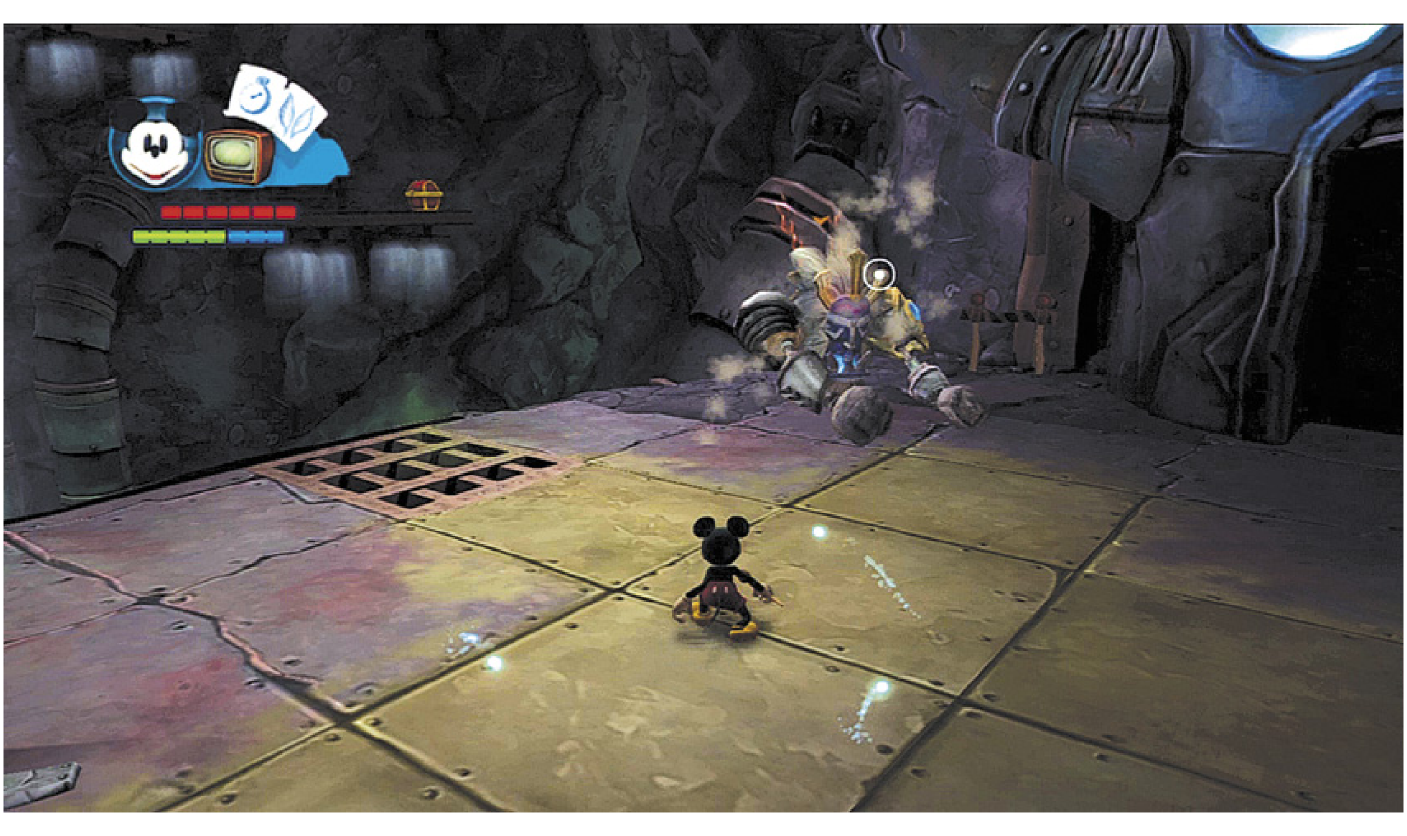
Episode 3

The Underground (Visit 3)

EXPLORING THE UNDERGROUND



LEVEL OVERVIEW



Take one last trip through the Underground on your way to Mean Street North. Harder enemies await you this time, but there are some sweeter rewards, too. Blotworx Shockers patrol both sides of the Thinner chasm for this trip, so you'll have your hands full.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- Gold Pin (x2)

Enemies

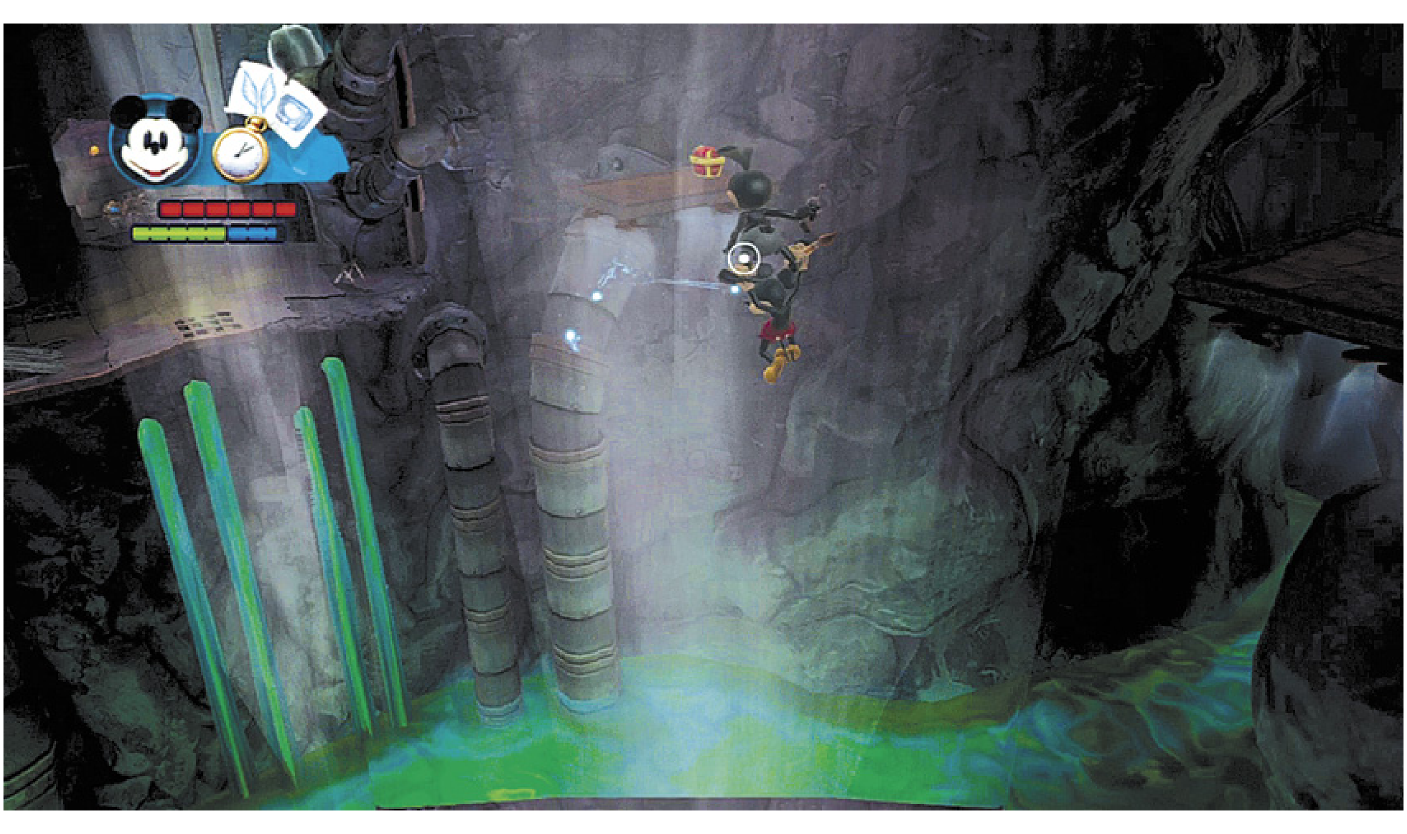
- Blotworx Shockers

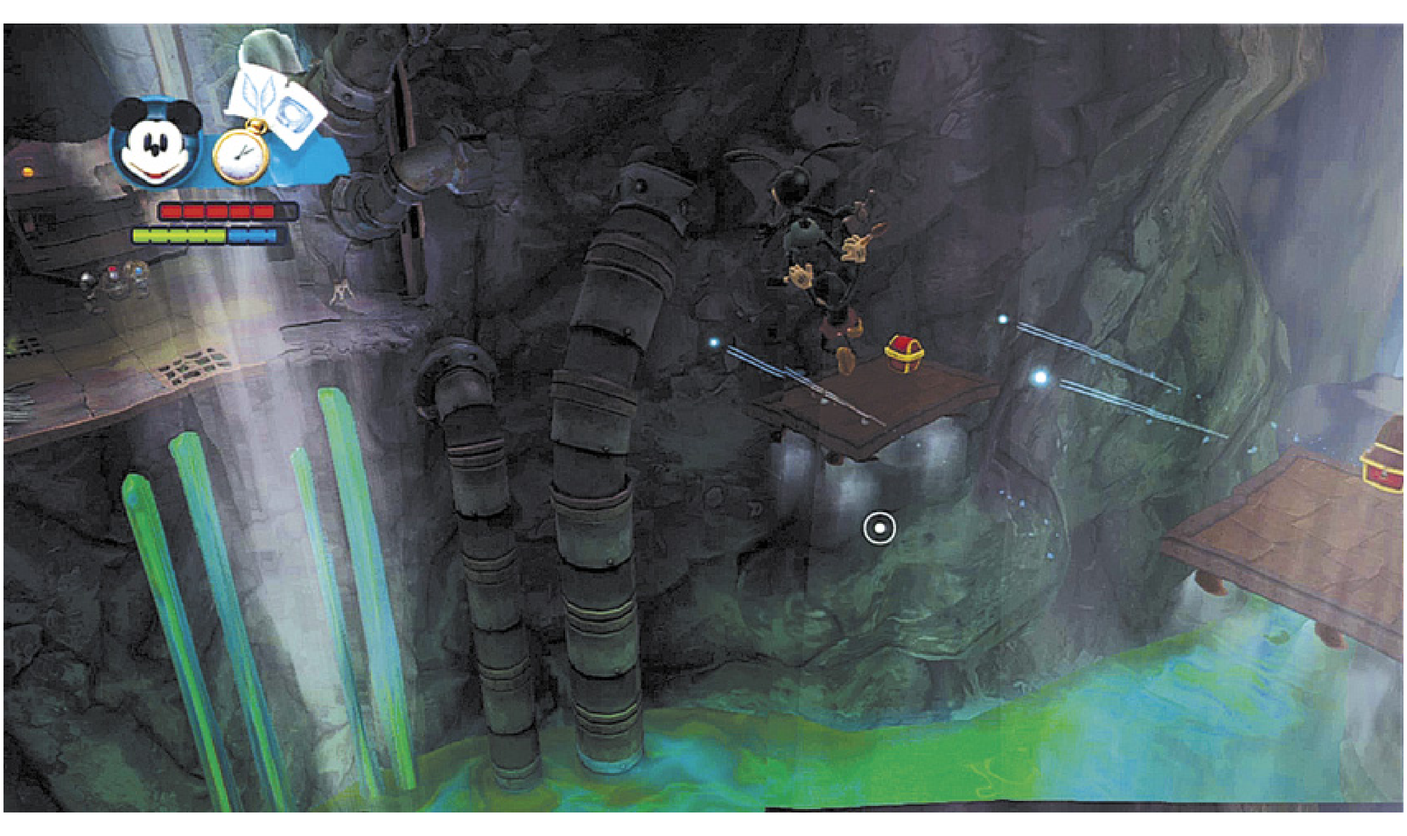
Quests

- None

Things to Do

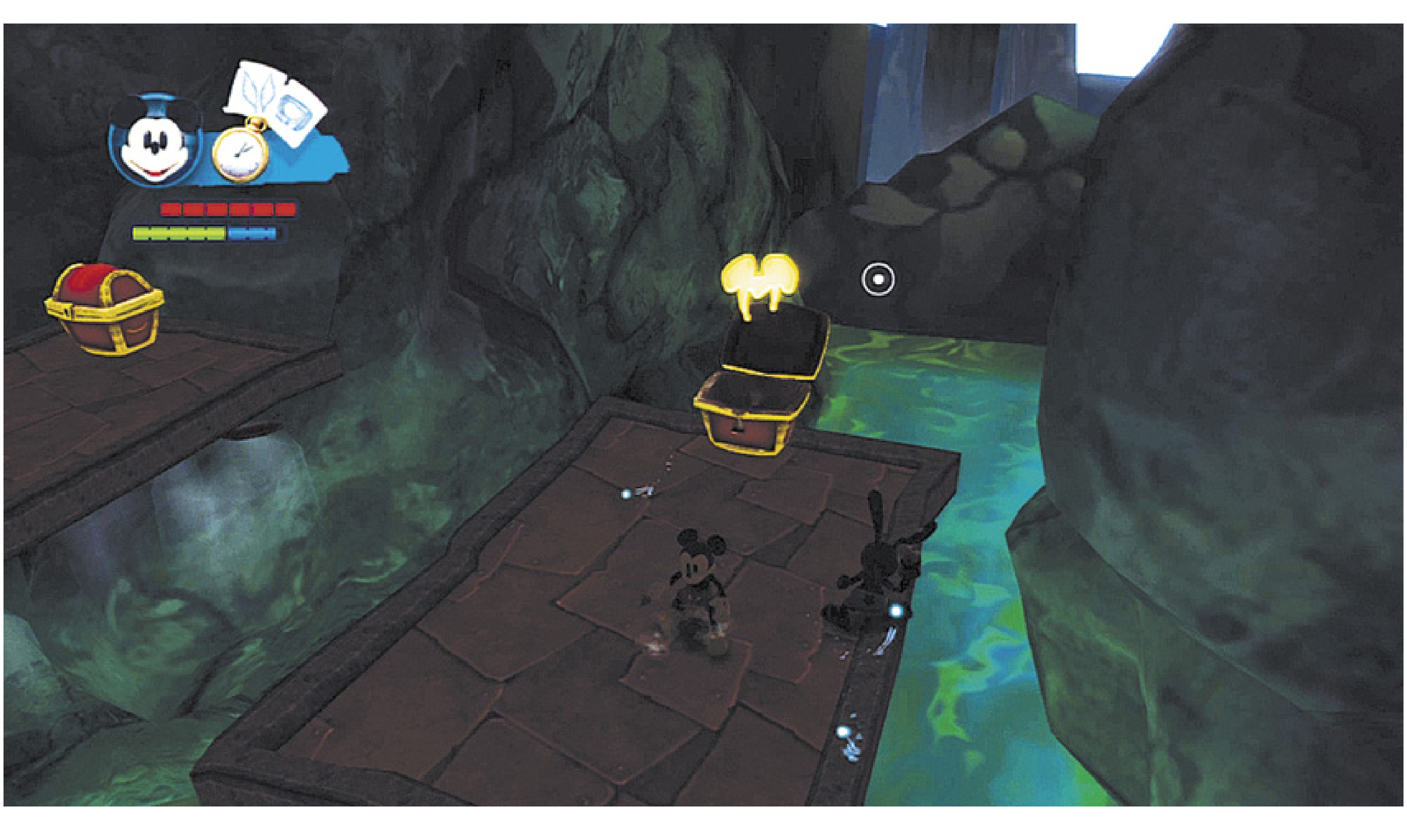
- Defeat the Blotworx Shockers
- Cross the Thinner chasm in the Underground
- Stop on the floating platforms to open the red chests
- Exit the Underground to Mean Street North



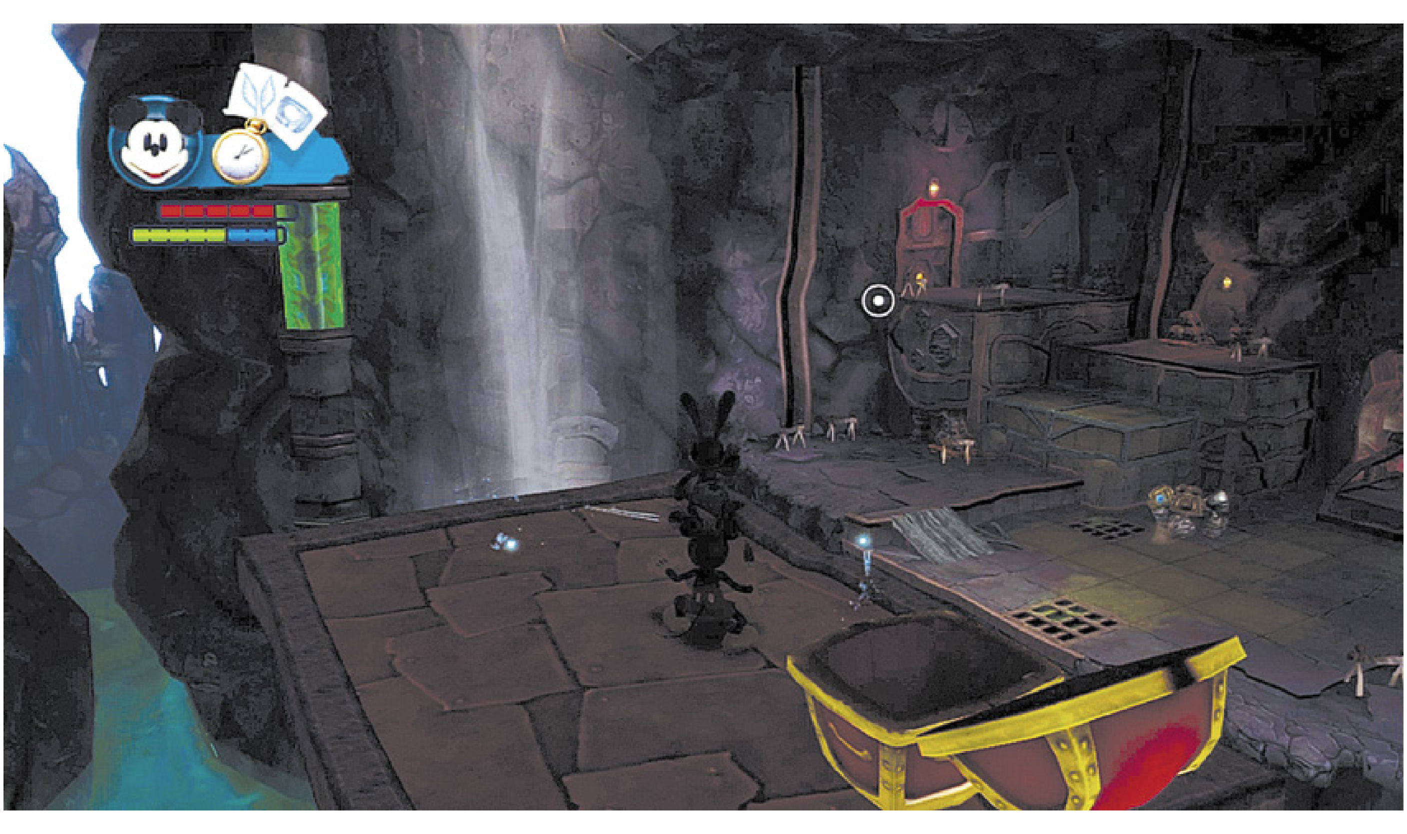


A second platform with a chest floats around nearby. The safest way to get there is to glide with Oswald into one of the air currents so you can get higher up and then make your landing for the next chest.

Gold Pin

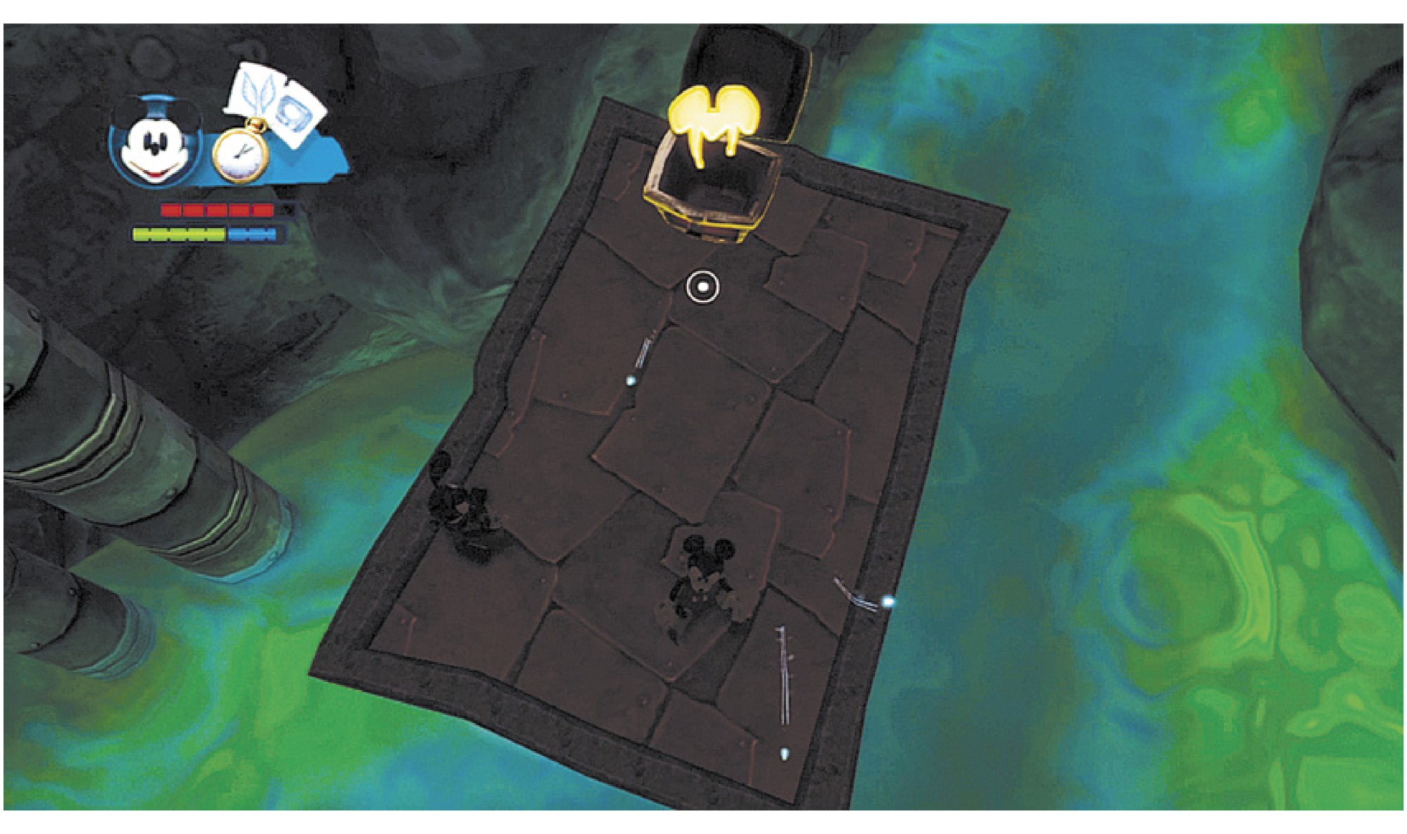


Gain some altitude while gliding with Oswald so that you can land on the first floating platform for a red chest with a Gold Pin inside.

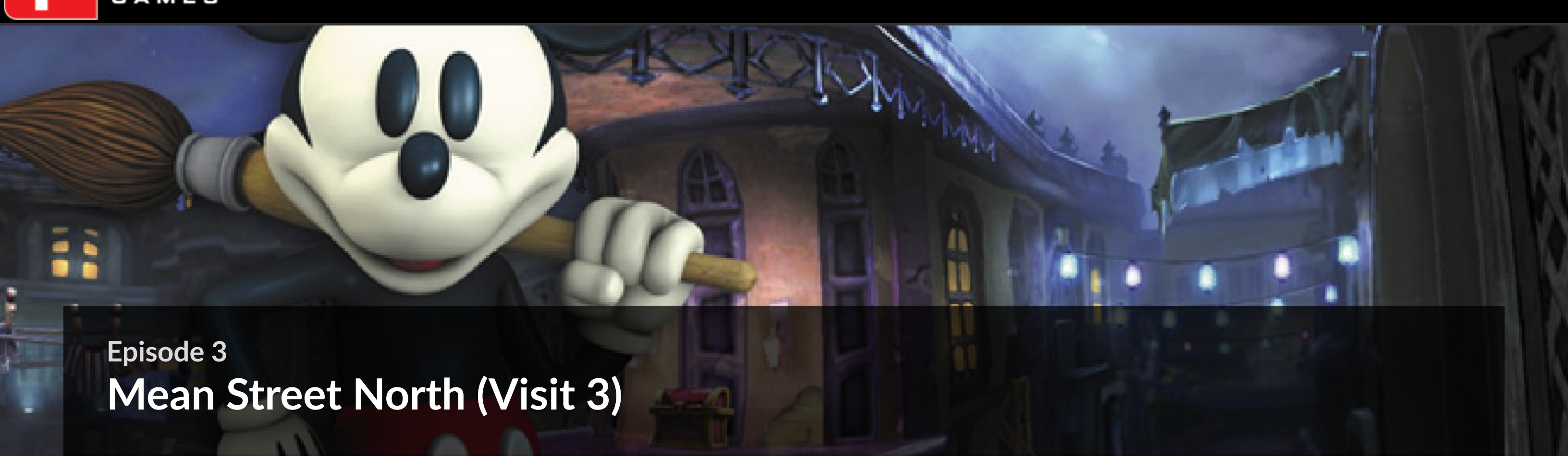


At this point, you only need to land on the north side of the Underground and pass the Shocker to escape. The side rooms here haven't changed from the second visit, so if you already cleared them you can move on. If you missed anything in the side rooms from before, refer to the second visit to the Underground.

Gold Pin



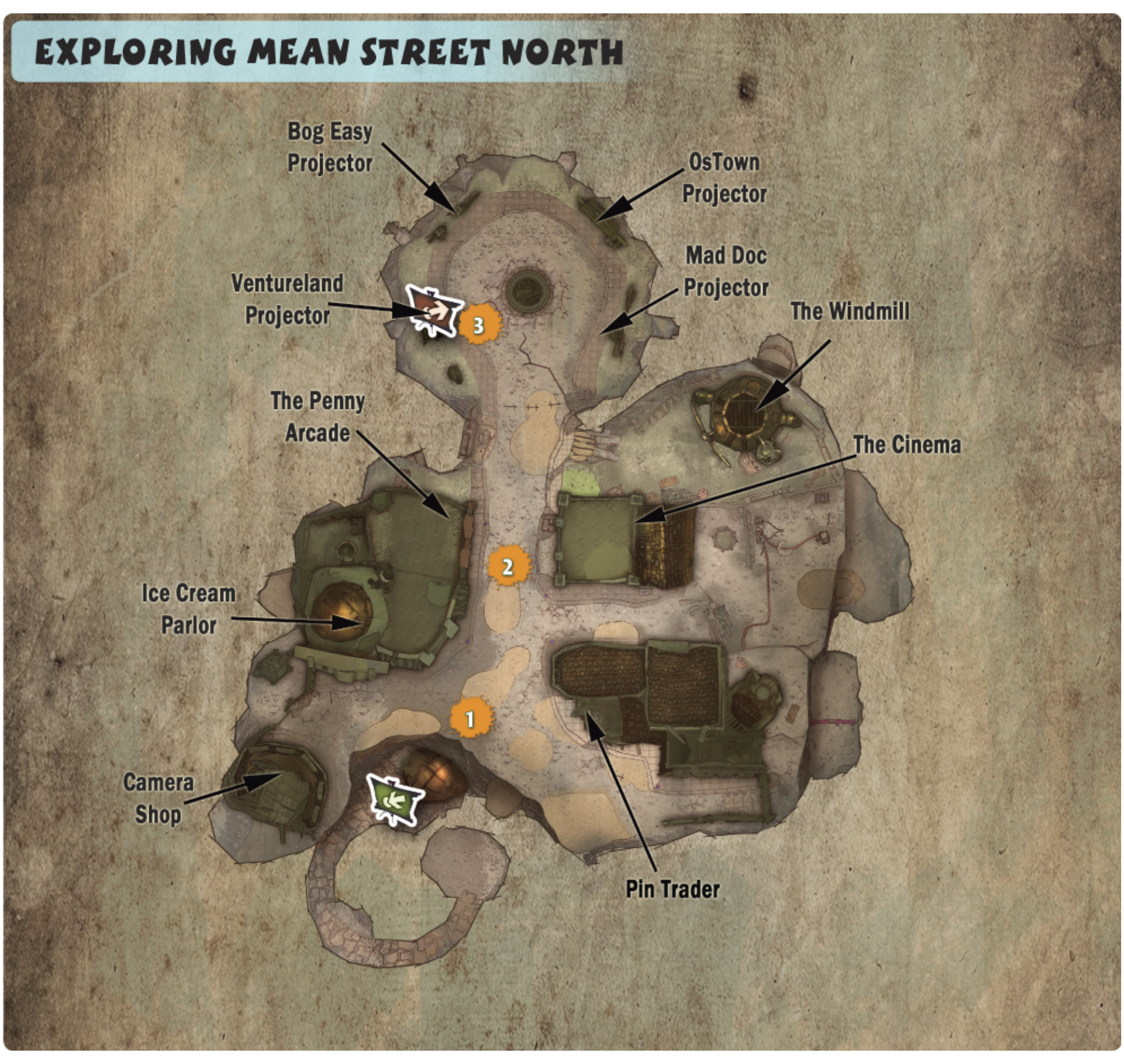
Float down to the second moving platform to reach another red chest with a Gold Pin.



Episode 3

Mean Street North (Visit 3)

EXPLORING MEAN STREET NORTH


EXPLORING MEAN STREET NORTH
Bog Easy Projector
OsTown Projector
Mad Doc Projector
Ventureland Projector
The Windmill
The Penny Arcade
The Cinema
Ice Cream Parlor
Camera Shop
Pin Trader
1
2
3

LEVEL OVERVIEW

The third visit to Mean Street North will be a brief one. On your way to the Ventureland projector, you can catch up on some optional quests and do some shopping. When your affairs are in order, continue your search for clues in Ventureland.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- None

Enemies

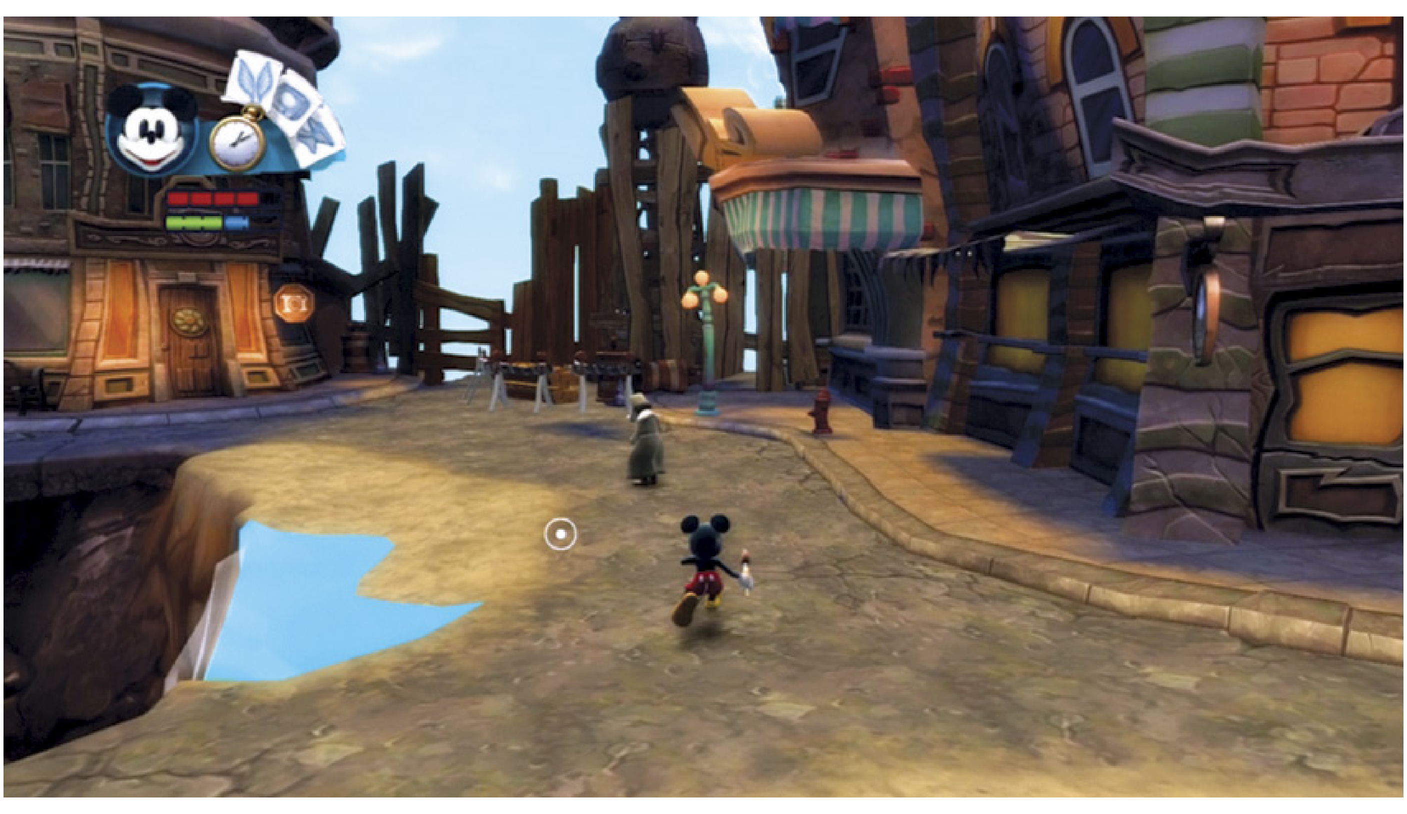
- None

Quests

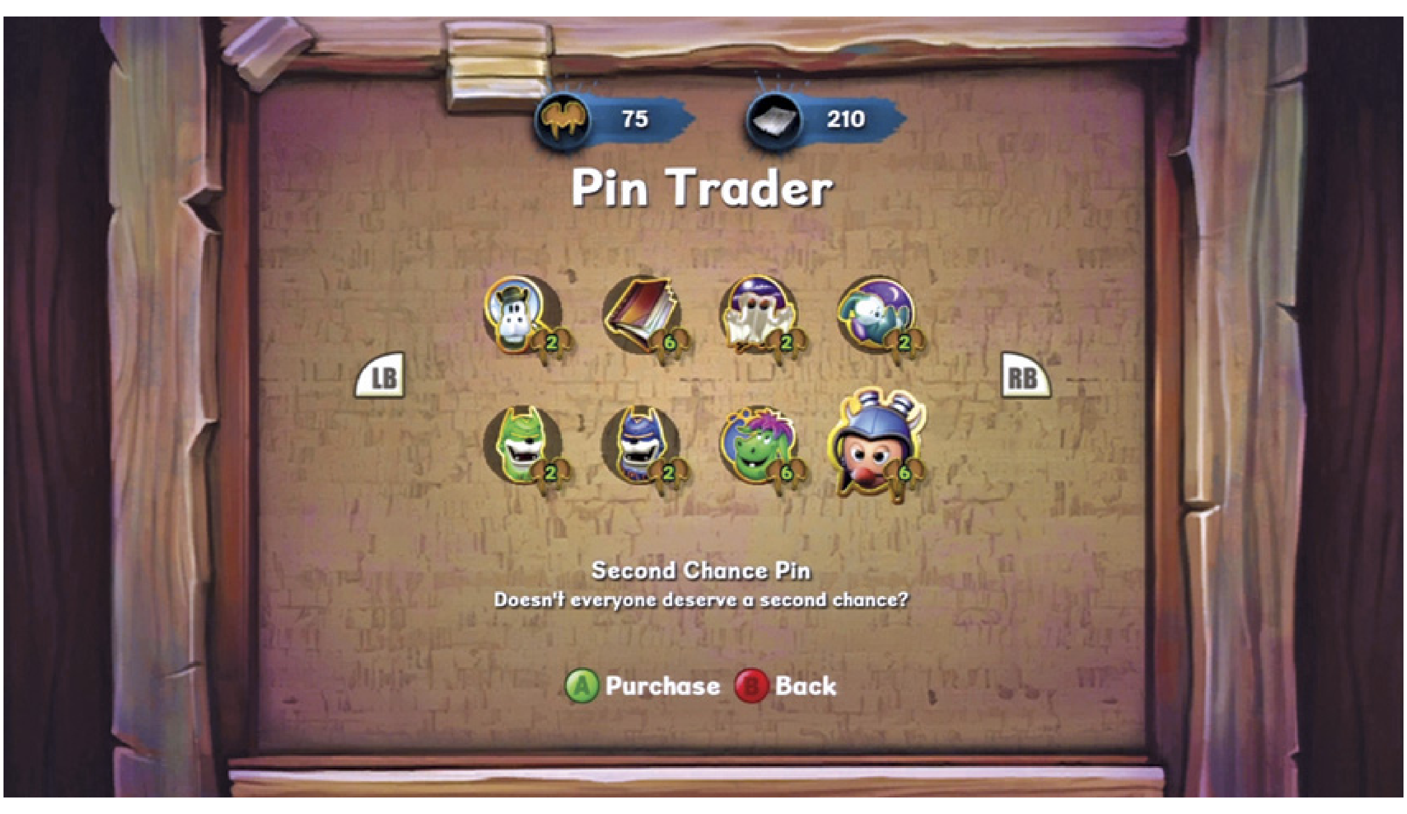
- The Encyclopaedia Wastelandica

Things to Do

- Check updated shop inventories
- Fix an arcade machine
- Help the Gremlins repair the buildings if you haven't already
- Take the Mickey's Service Station projector to Ventureland



While in town, you can collect some rewards if you've been keeping up on the optional quests. For example, you can stop by the Camera Shop and drop off some photos for the Encyclopaedia Wastelandica quest.

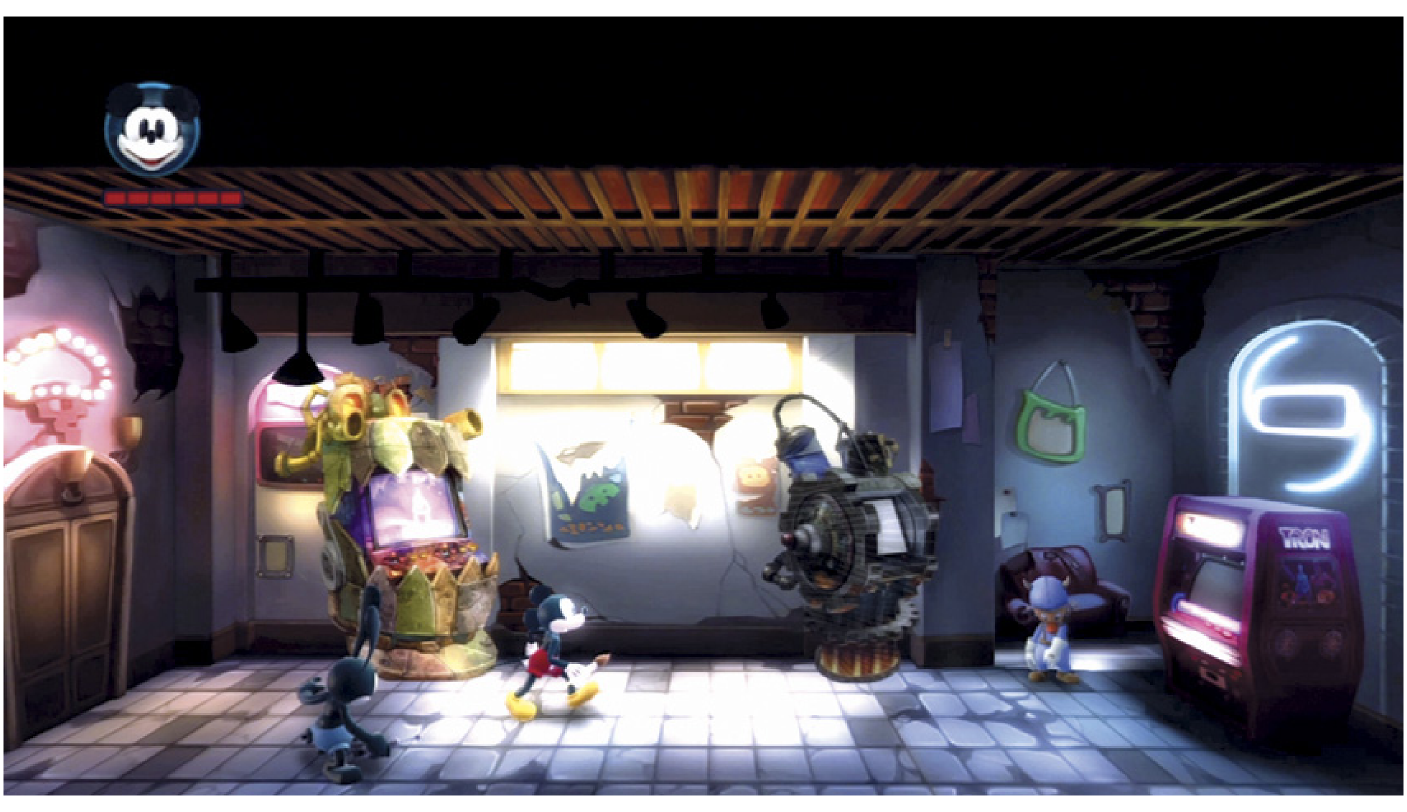


Pin Trader

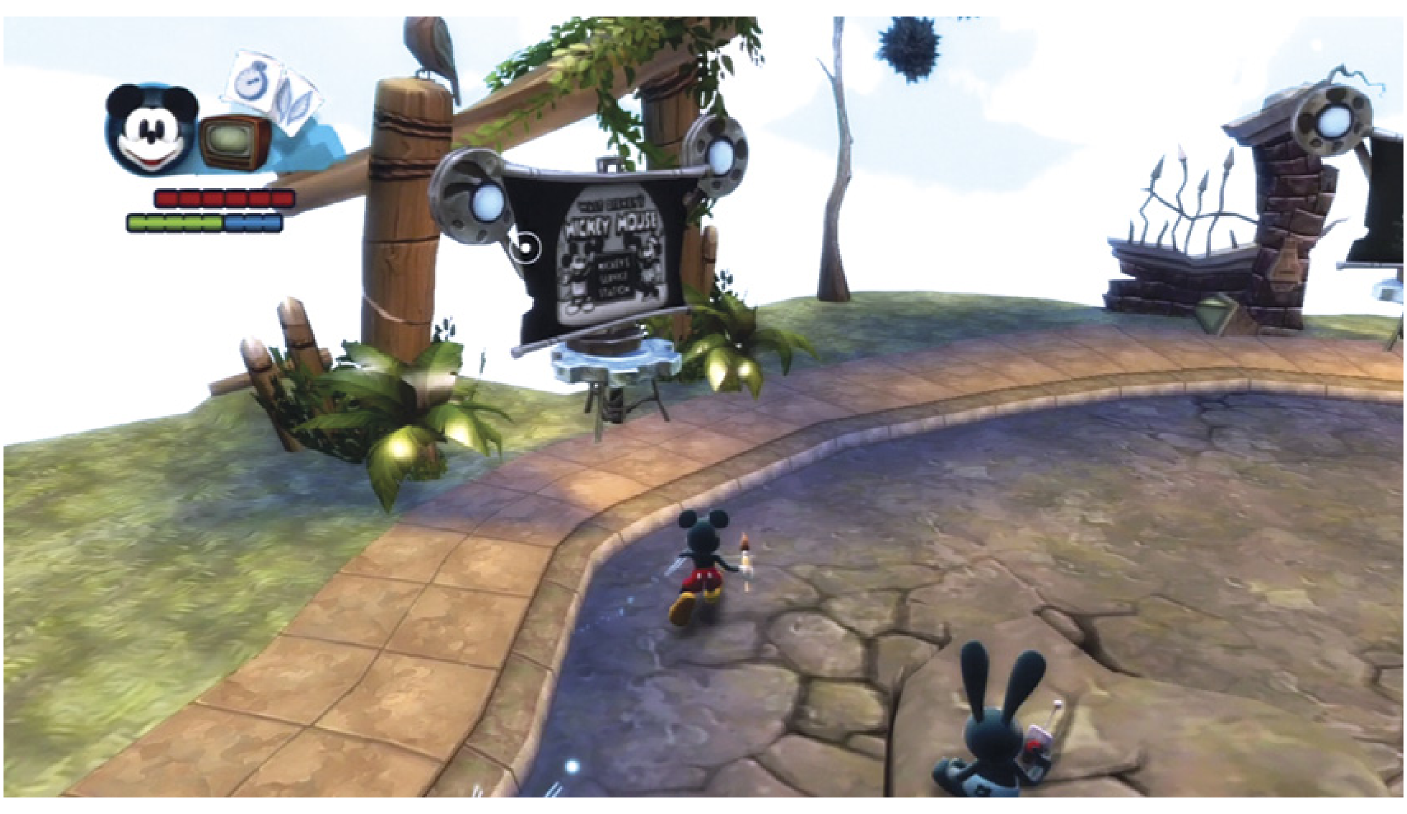
Second Chance Pin
Doesn't everyone deserve a second chance?

75
210
LB
RB
2
6
2
2
2
2
6
6
A Purchase
B Back

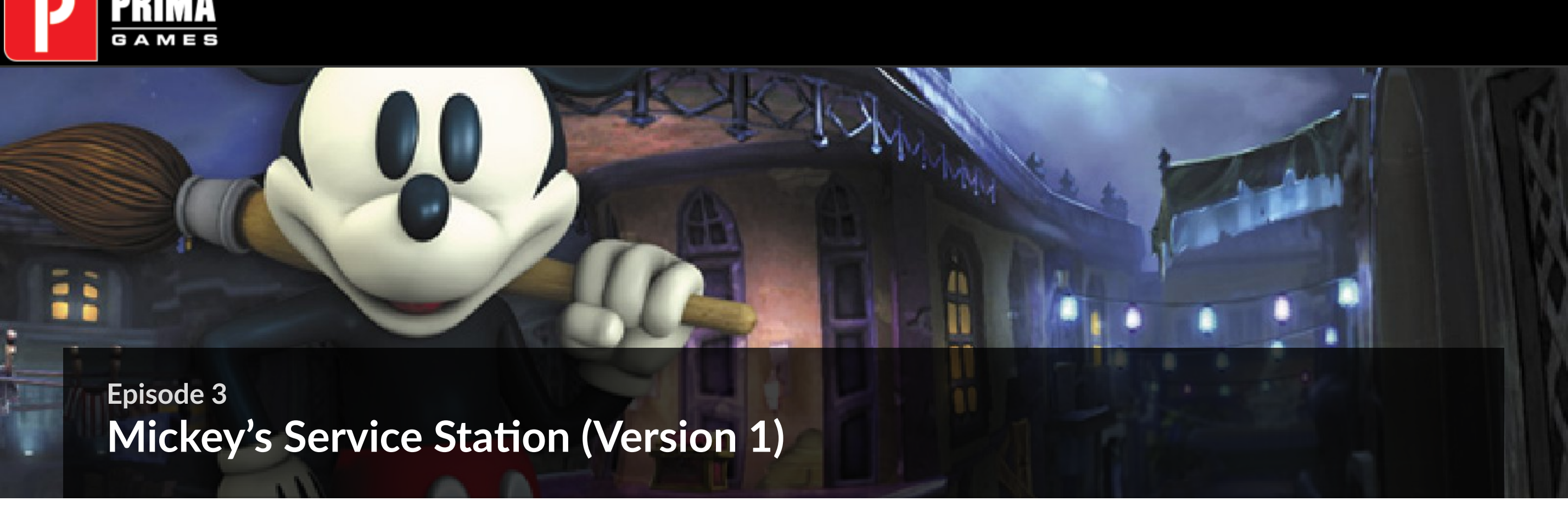
You'll also want to check the shops, as the inventories have received some new items. The Pin Trader has new goodies for you. Be sure to pick up the second pin for the Prescott boss fight, which will differ depending on how you beat the boss.



If you have both of the Prescott boss pins, head over to the arcade and talk to Gremlin Flynn. He can repair another arcade game if you have the second pair of boss pins.



After your shopping spree has concluded, finish your stay in Mean Street North by heading over to the projector area. The first projector on the left is for Mickey's Service Station, and it will lead you to Ventureland.



Episode 3

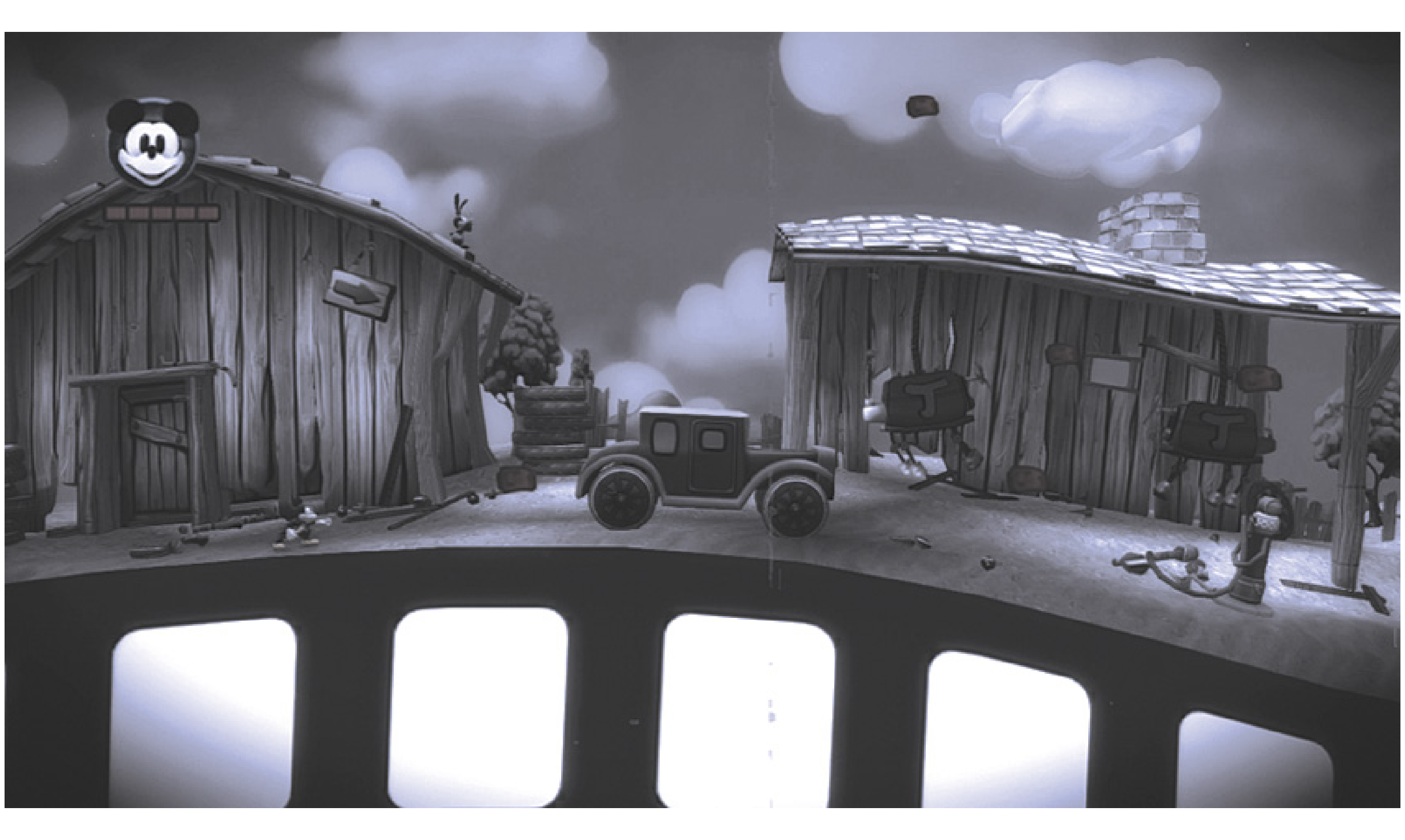
Mickey’s Service Station (Version 1)

LEVEL BREAKDOWN

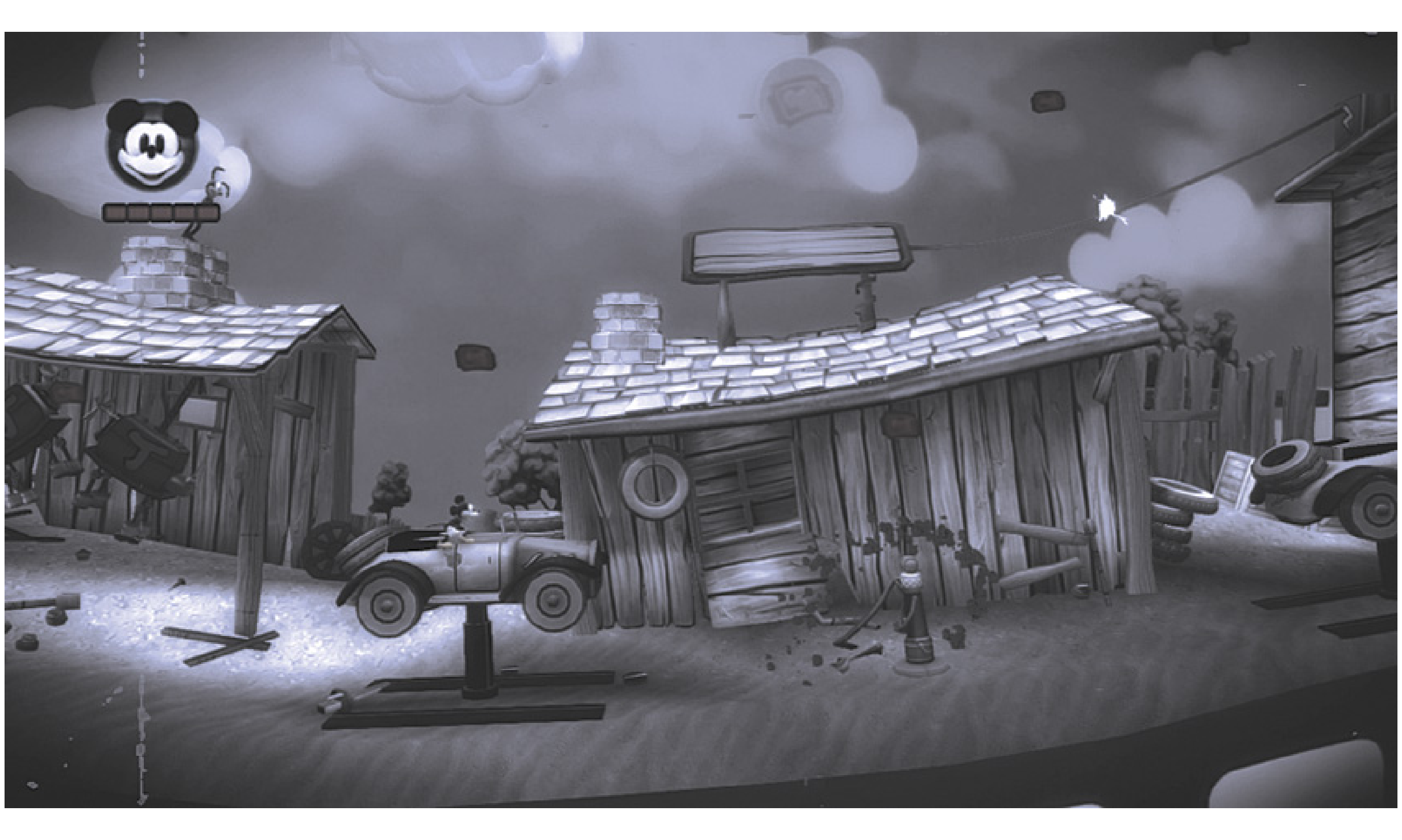
Collectibles

- Film Reel
- Golden E-ticket (x3)
- Gold Pin

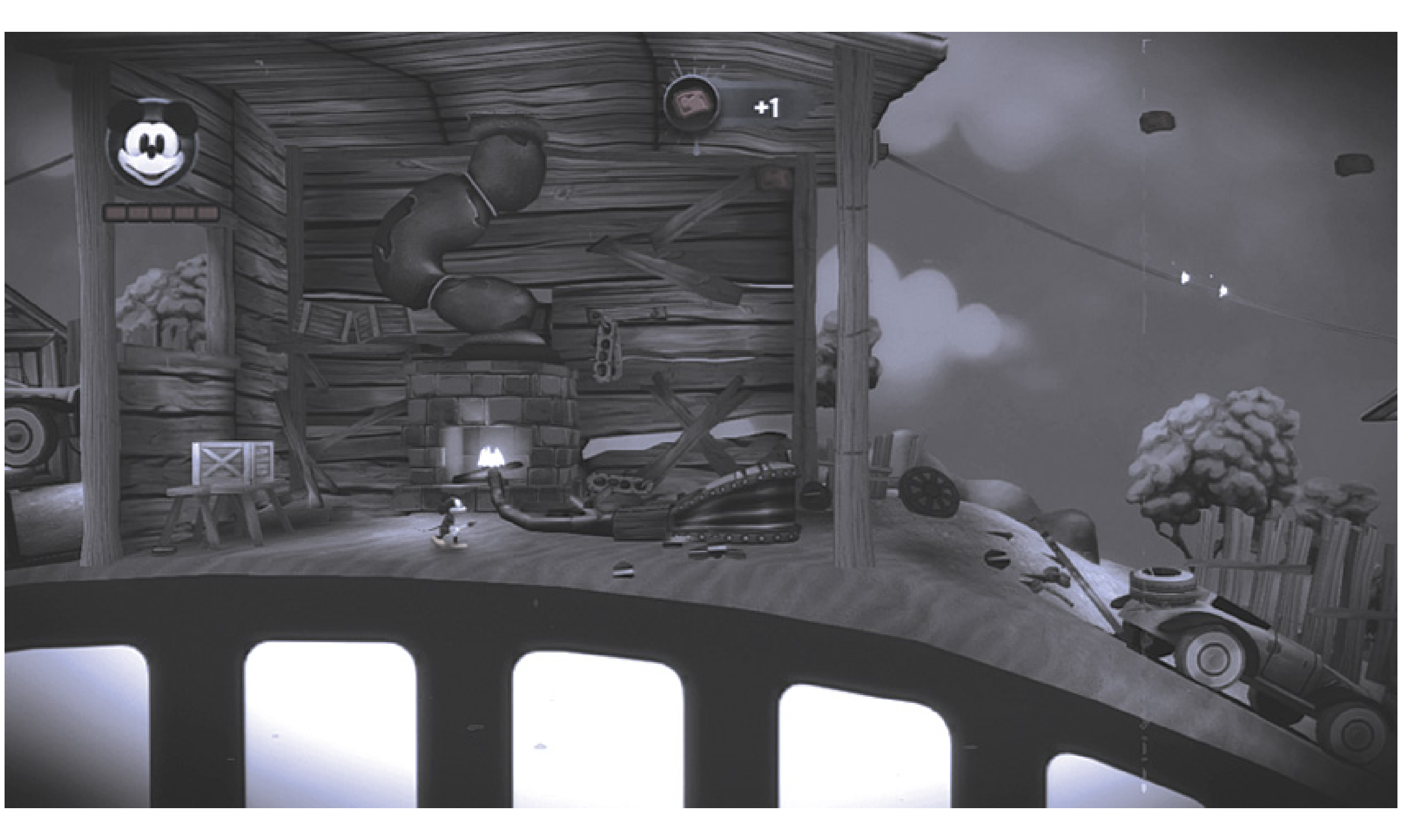
Note: Mickey’s Service Station (version 1) leads you to Ventureland from Mean Street North.



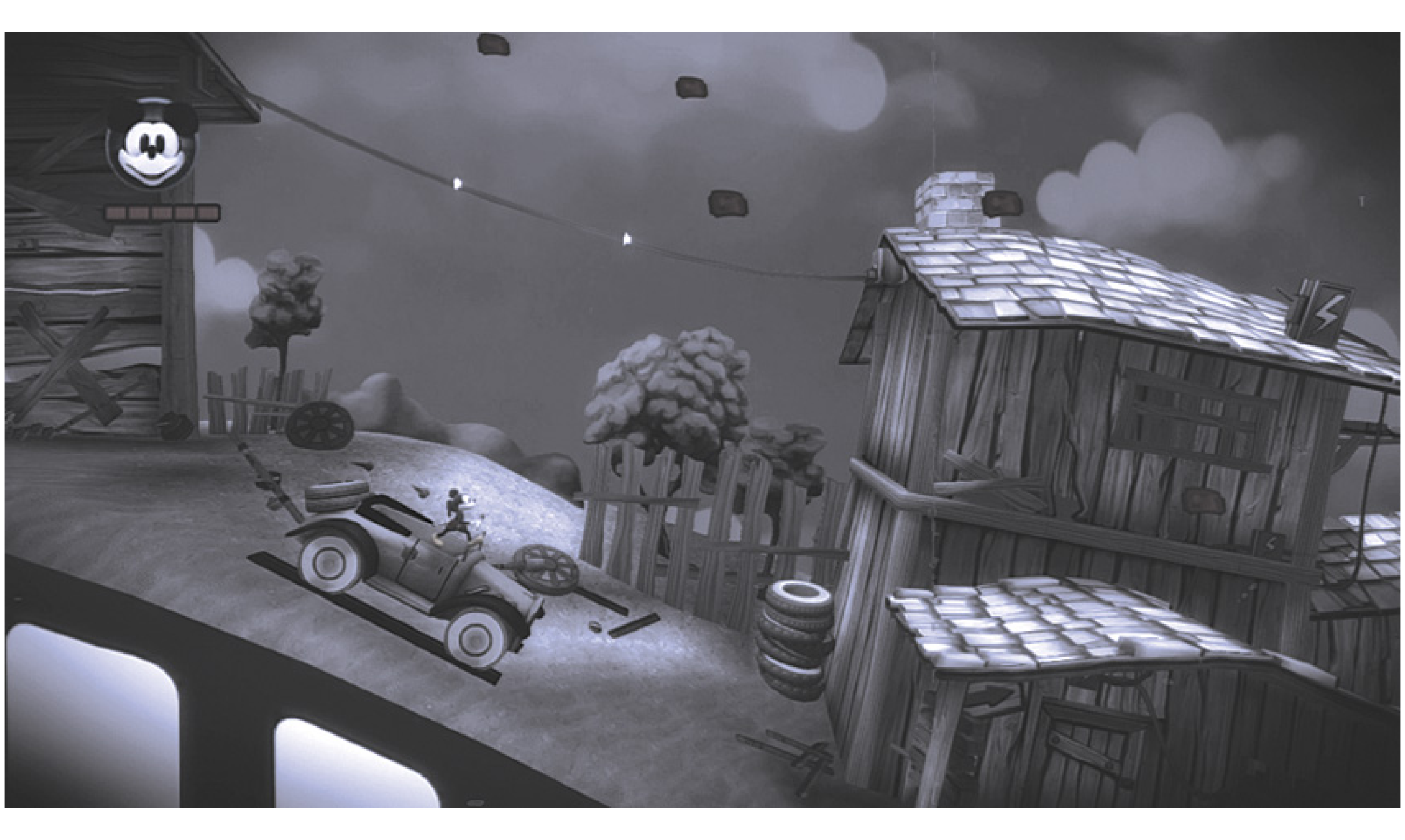
The Service Station levels are full of electrical wires, broken down cars, and malfunctioning auto equipment. To begin the lower path, hop over some old cars and broken gas pumps.

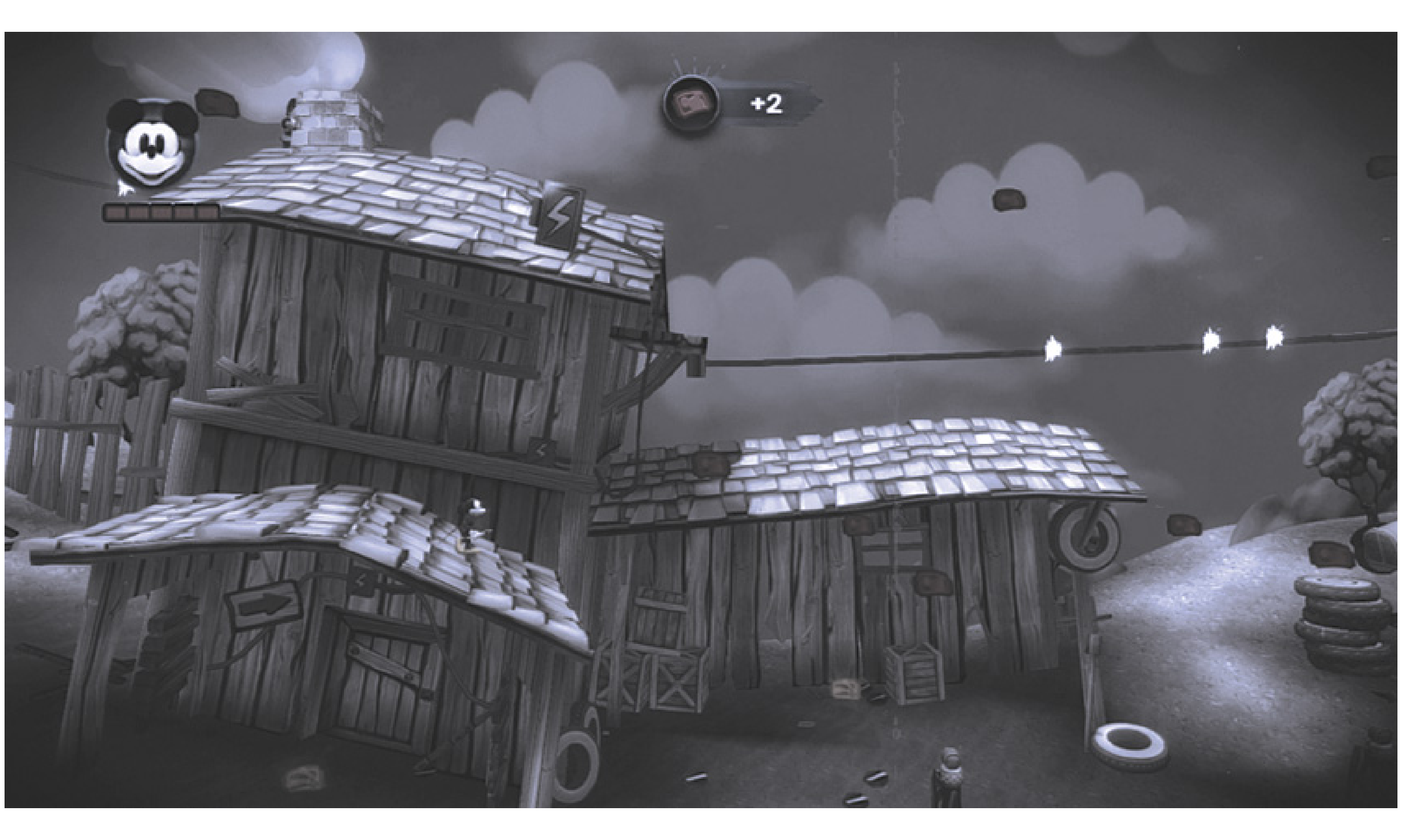


Some cars are on hydraulic lifts that raise the cars and let you reach extra E-tickets.

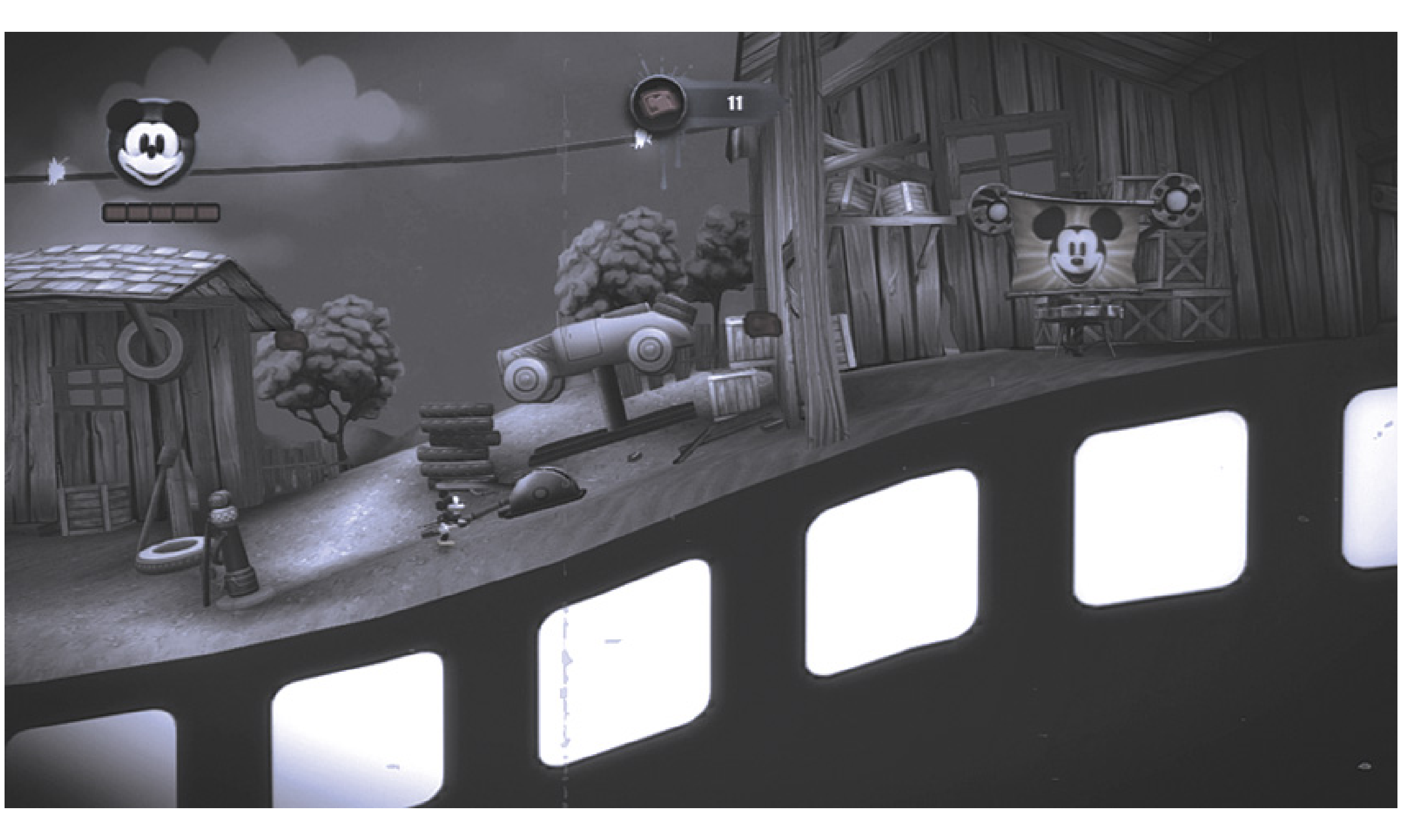


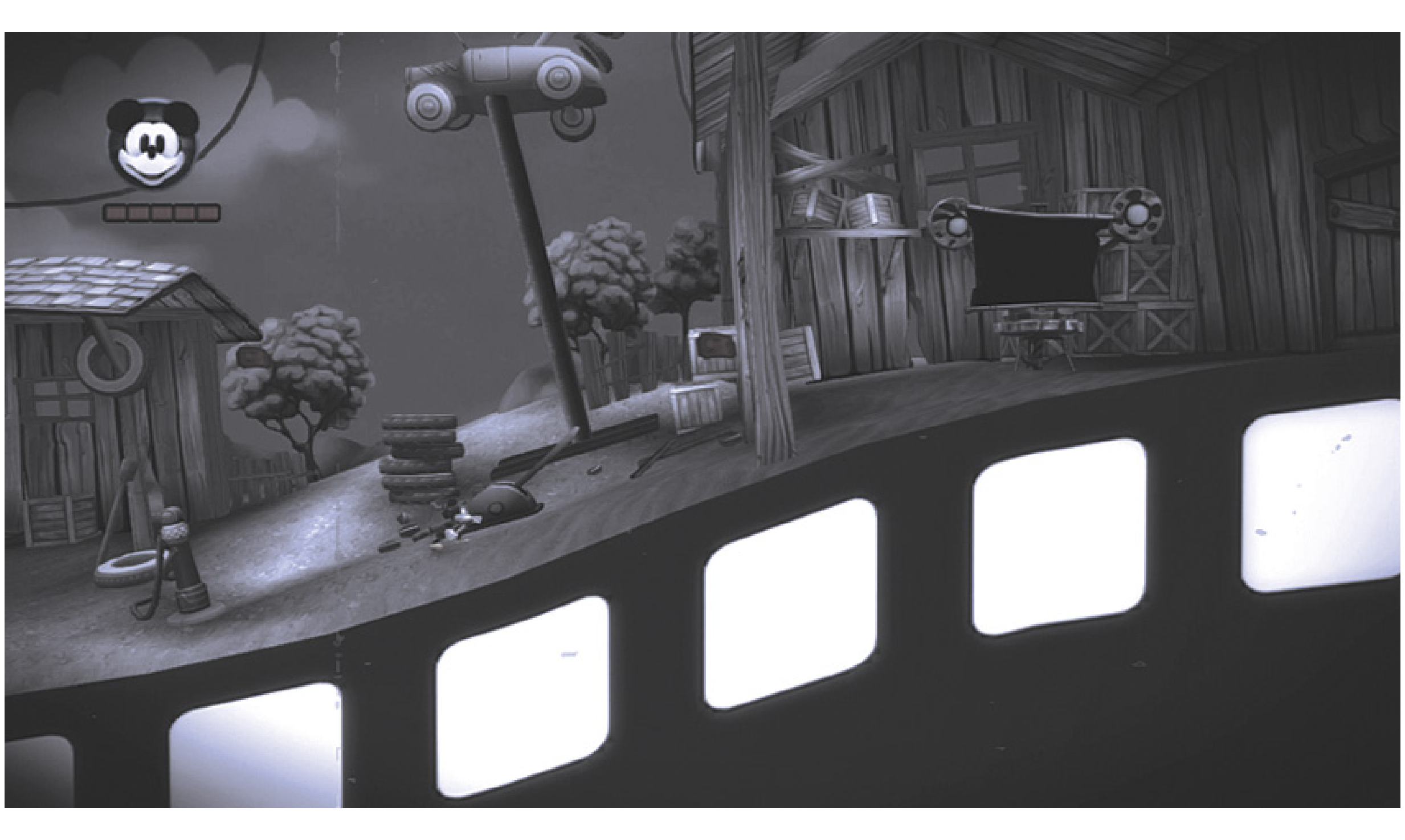
The large house has a fireplace attached to a large bellows. You can jump on the bellows to stoke the fire and cause smoke clouds to come out of the chimney.



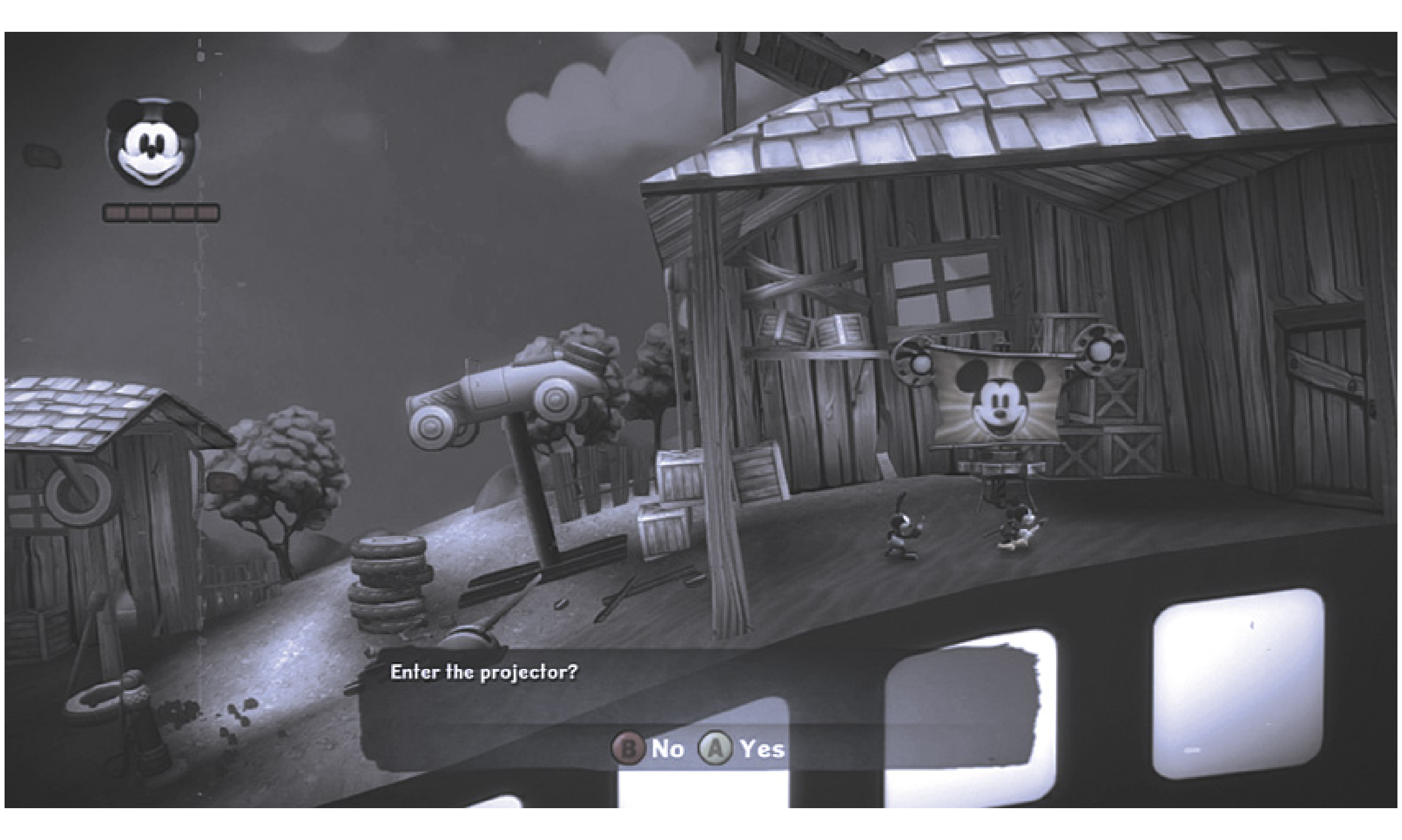


Past the house is a car with a jack under it. If Oswald is on the same path, he can flip the switch and the car can launch Mickey onto the roof where a switch waits. Flipping the switch on the roof detonates the house and allows you to collect the two golden E-tickets.

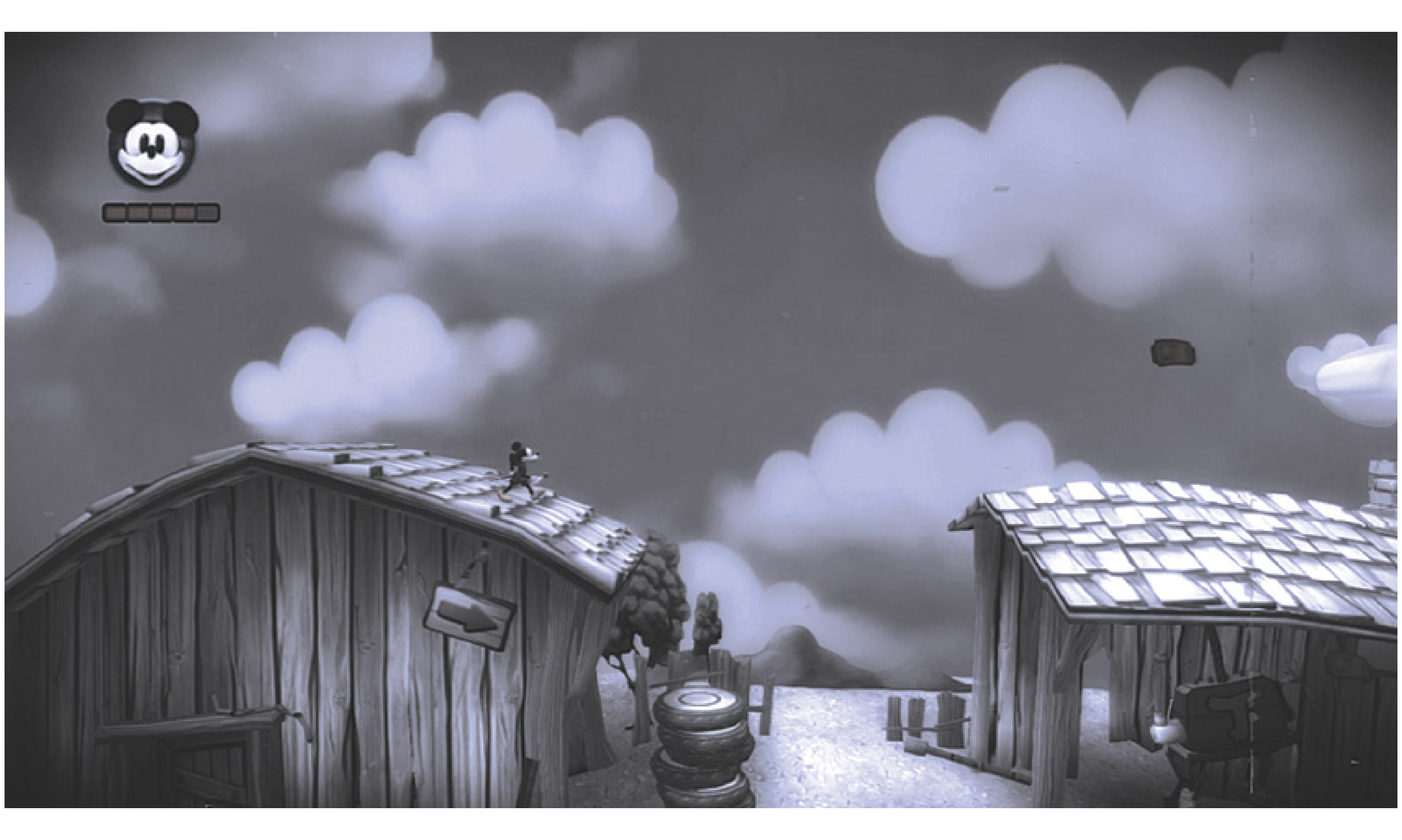




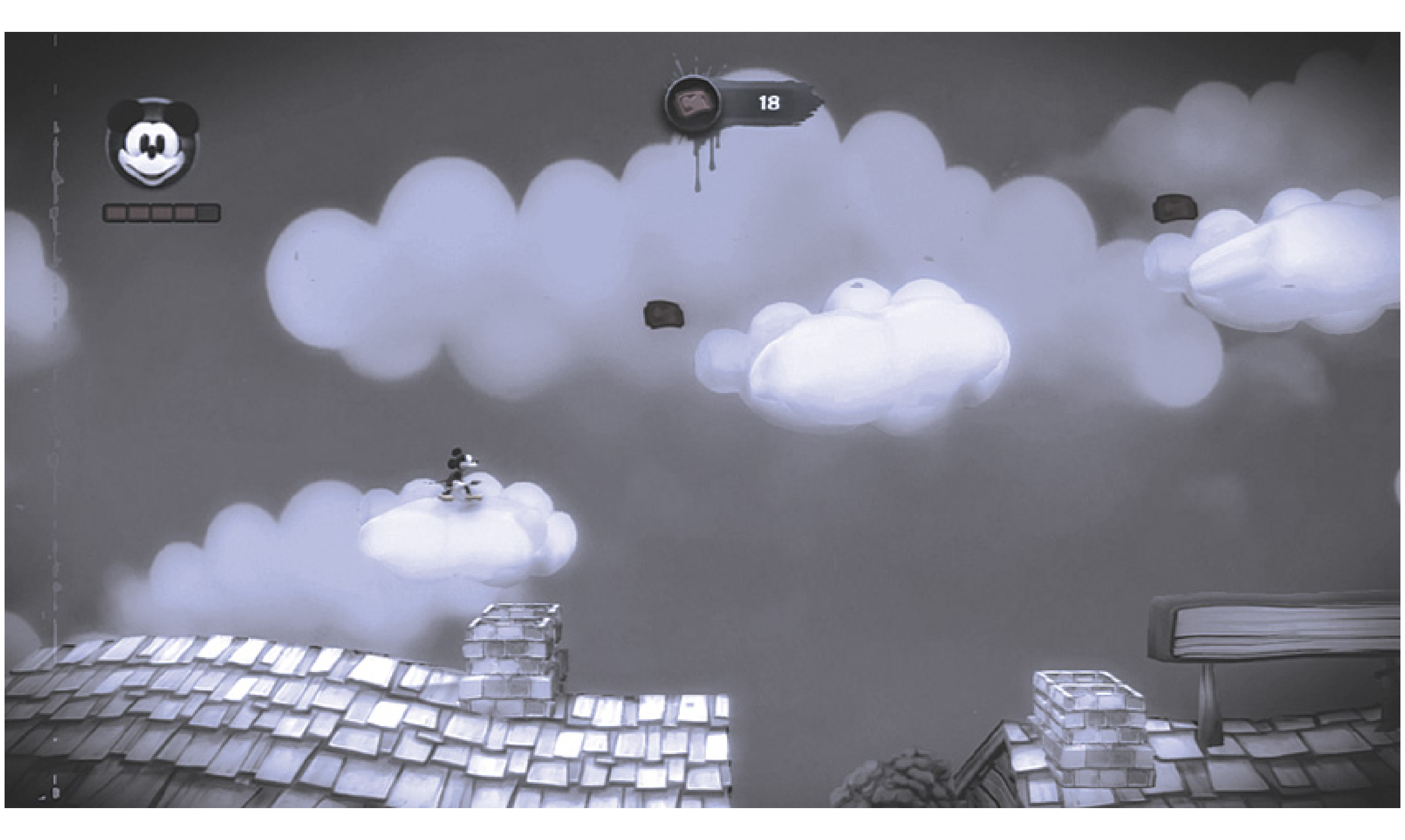
Before the exit is a large lever. Hitting the lever raises the nearby car and causes it to break the power line on the upper path.

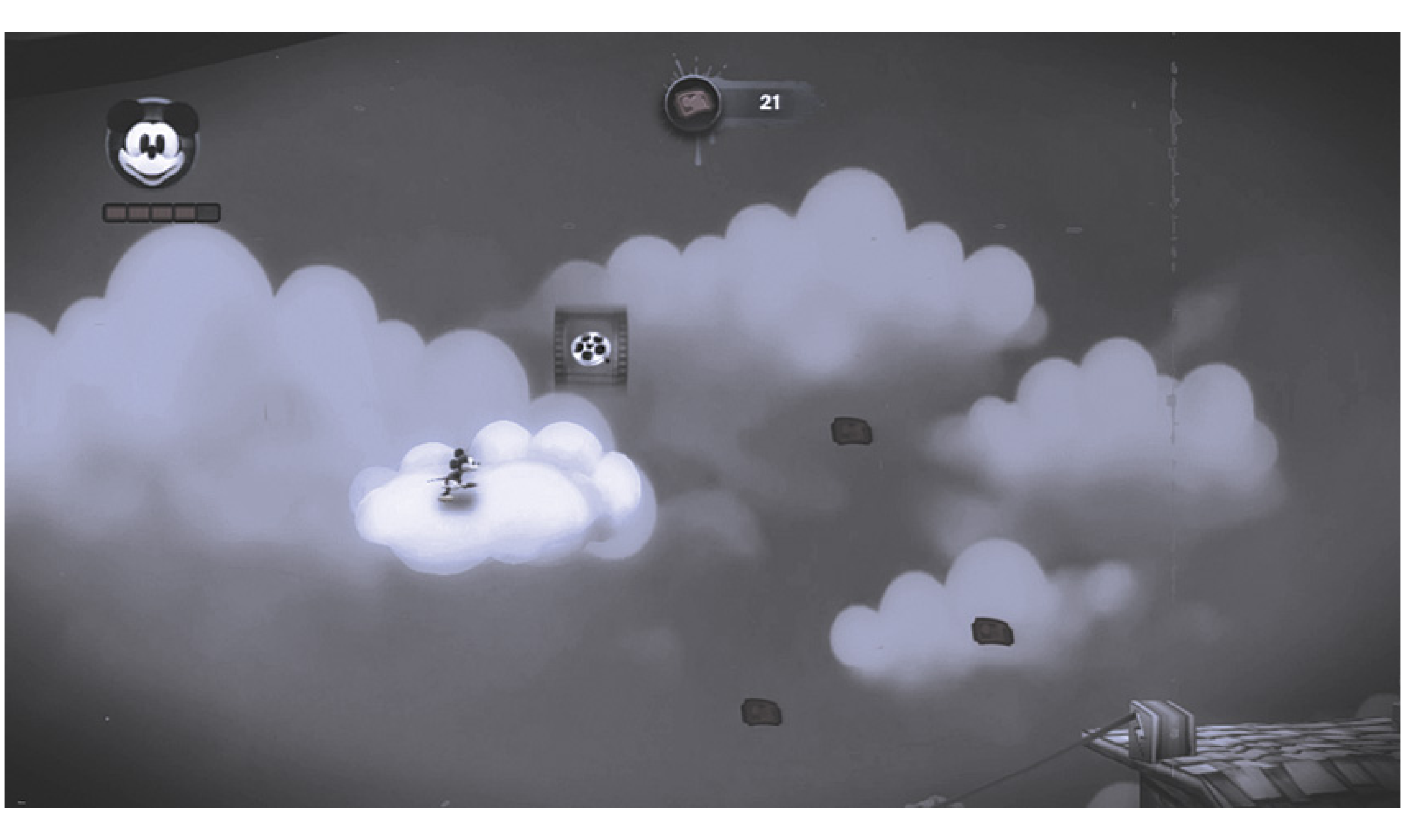


Use the projector in the last shack to exit the level.

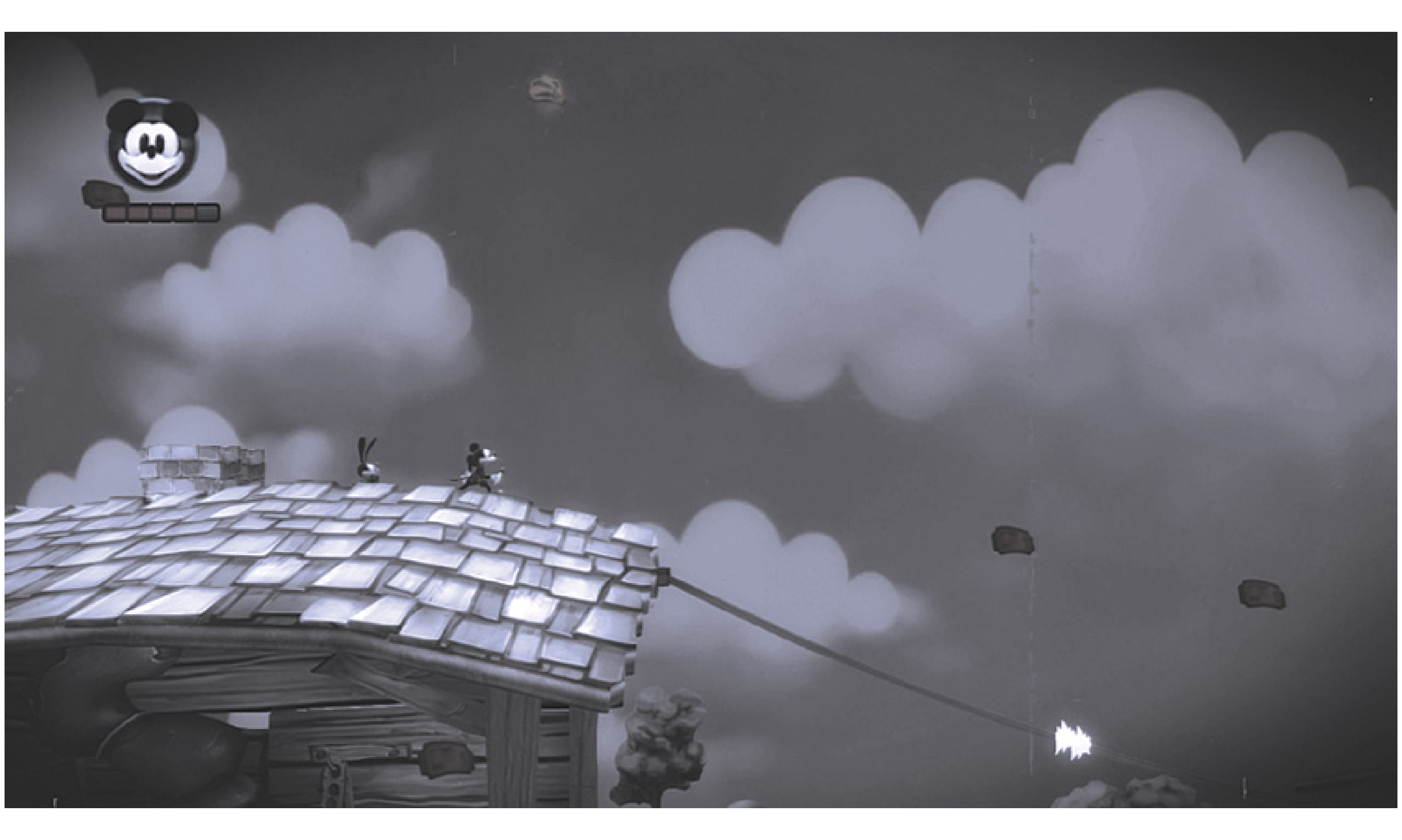


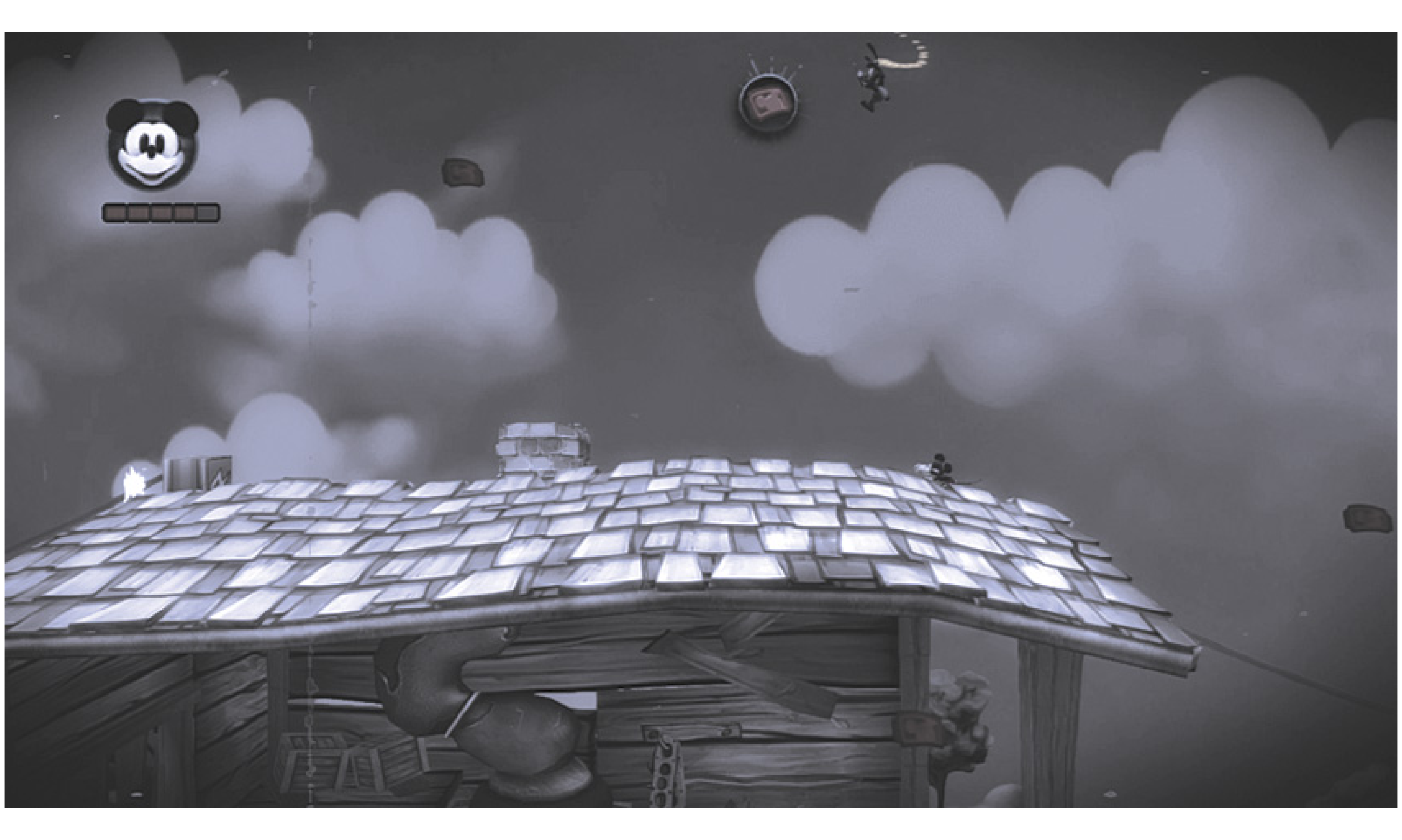
The upper path has you travel from rooftop to rooftop of the Service Station. There are many power lines connecting the houses, so watch out for the sparks when you travel over the wires.



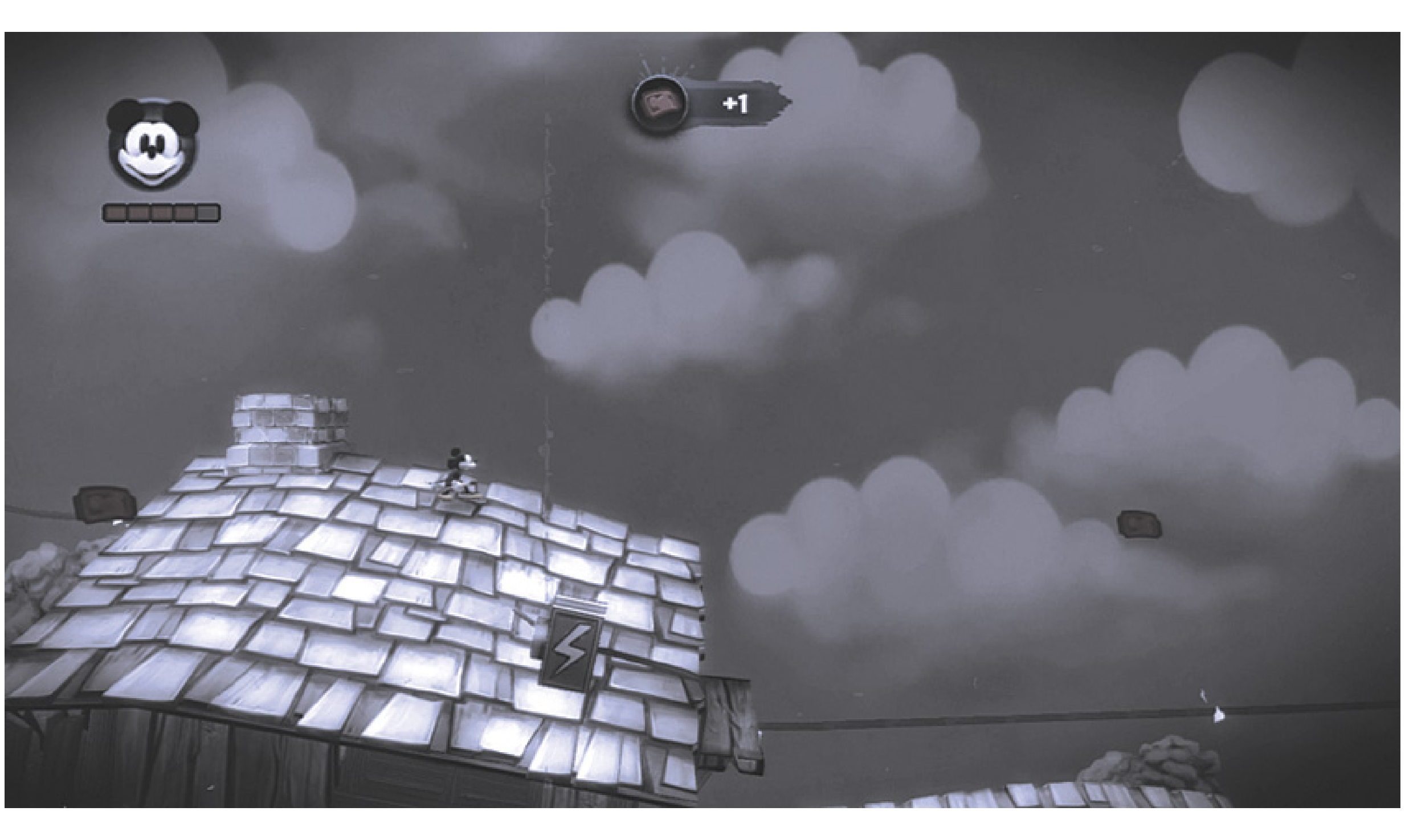


A trail of clouds forms above the chimney of the second house. Jump up these clouds to find the Film Reel.

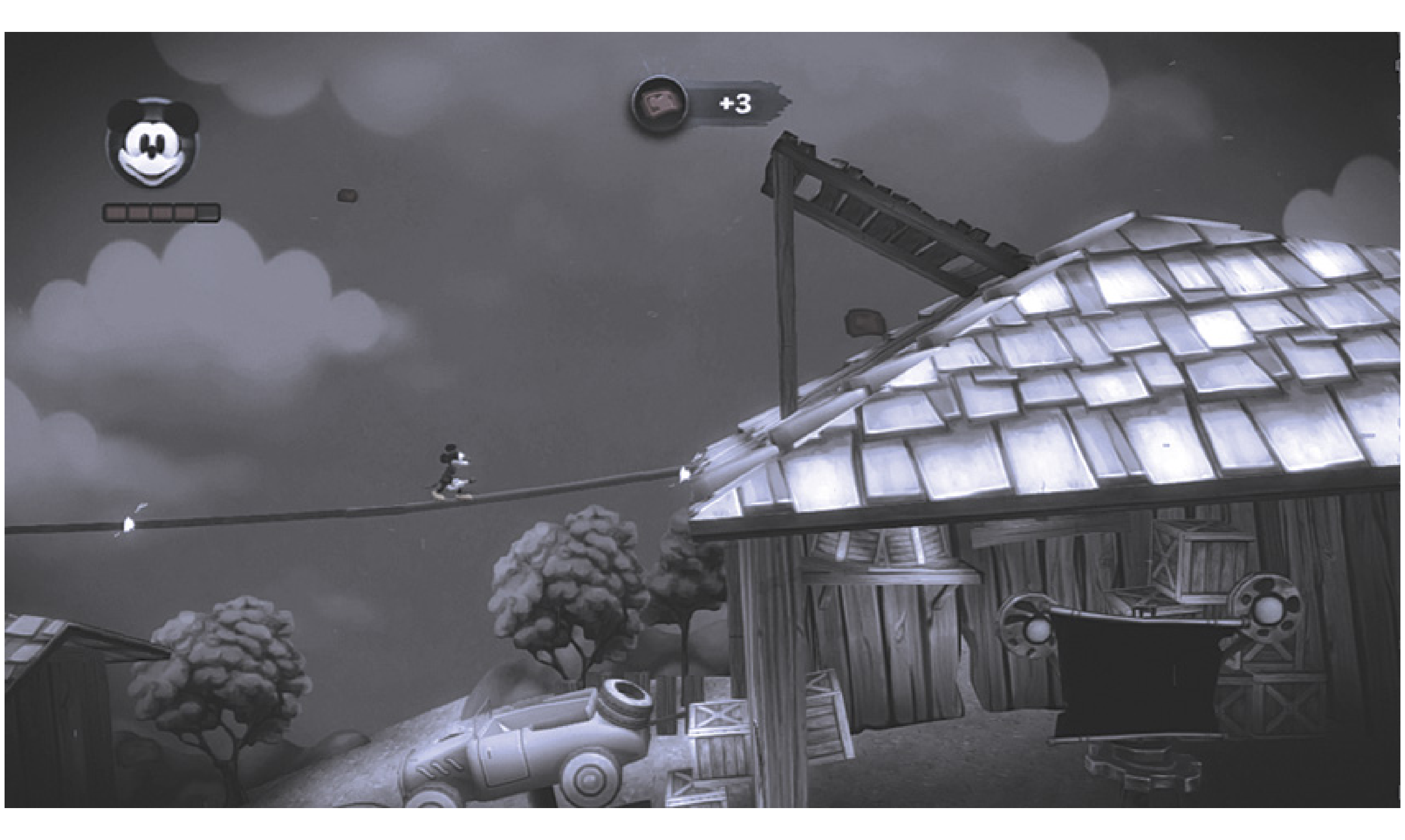




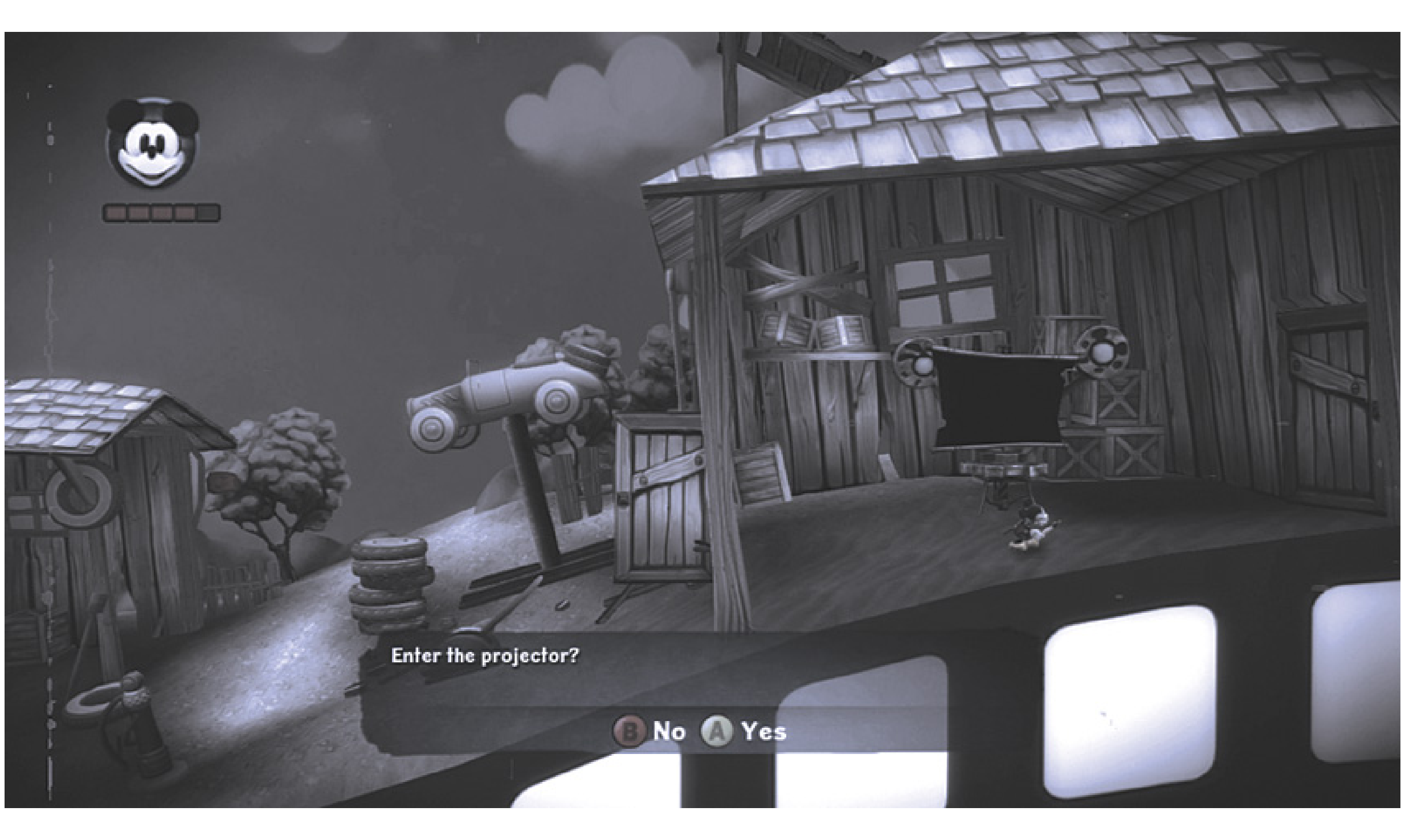
Continue to the roof of the house with the fireplace. Oswald can use the bellows to create clouds for Mickey to reach the golden E-ticket. Otherwise, if Oswald is on the upper path with Mickey, toss him in the air to collect the ticket.



Keep moving ahead until you reach the house with the power switch on the roof. Two clouds momentarily form above this roof. If you are wearing the Steamboat Willie Costume, you can collect the Gold Pin here.



Cross the last wire and avoid the electrical sparks.

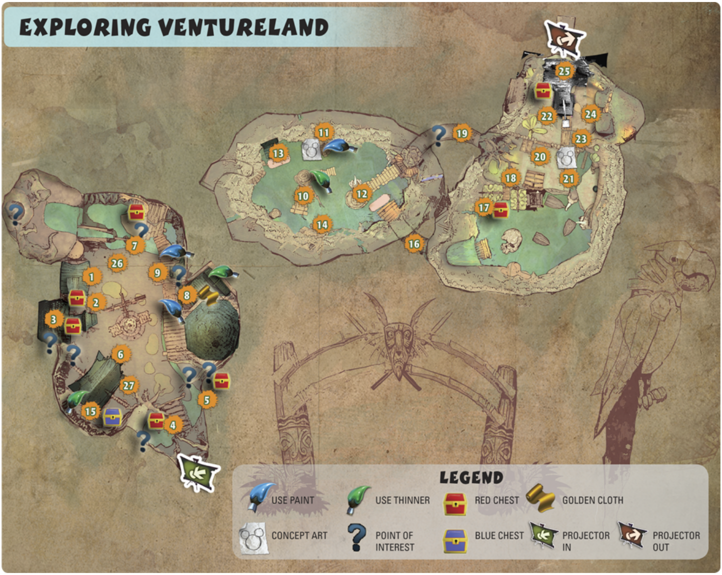


Finally, drop through the opening in the roof of the last house and use the projector.

Episode 3

Ventureland

EXPLORING VENTURELAND



LEVEL OVERVIEW

The investigation of Prescott's secret project starts out in Ventureland. The Hub has become a hangout for a group of Captain Hook's former pirate crew. Interviews with the pirates and news reporter Animatronic Daisy reveal that a local construction site may be a good place to start your search.

LEVEL BREAKDOWN

Challenges

- Hard Hat Area

Collectibles

- Blotling Booty Pin
- Booty to the Head Pin
- Bronze Pin (x2)
- Concept Art 9
- Concept Art 26
- Concept Art 39
- Golden Cloth
- Mad Doctor's Labcoat
- They Have Their Trunks On Pin
- Ventureland Train Conductor Pin

Enemies

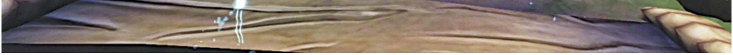
- Sweepers

Quests

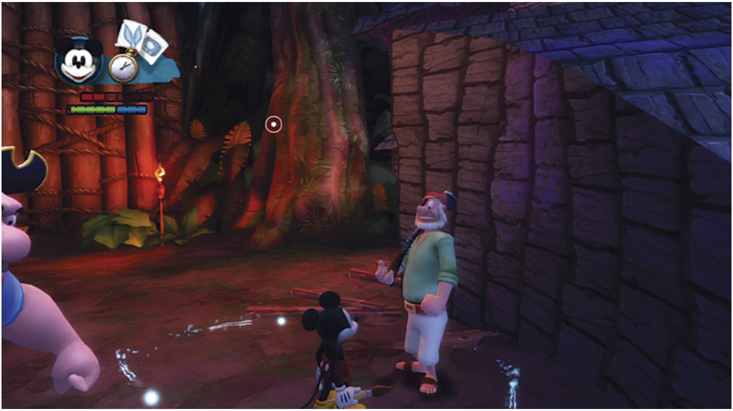
- A Captain's Life for Me
- Creative Threedom
- Finding the Hidden Heroes
- Operation Gremlin Drop
- The Wasteland Limited

Things to Do

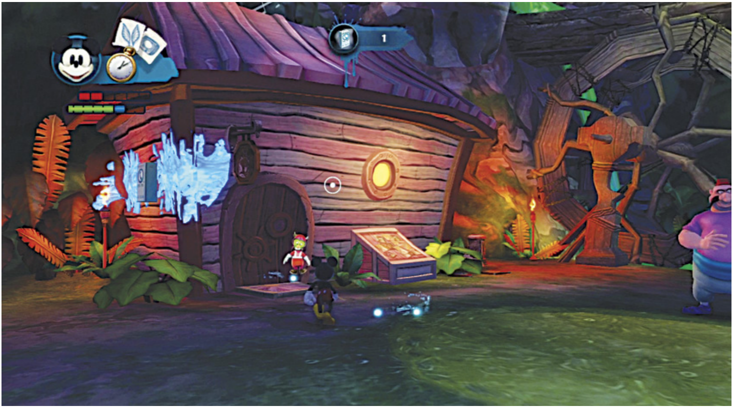
- Talk to Daisy at the DNN building
- Collect the pieces of Captain Hook's Costume
- Turn in the costume to Daisy or Smee
- Use the fixed elevator to reach the top walkway
- Collect the They Have Their Trunks On Pin, golden Cloth, and Bronze Pin on the top walkway
- Take the passage to the Thinner Cruise Ride
- Collect the concept art pieces in the Thinner Cruise Area
- Use the secret entrance to the back of Tiki Sam's for the Mad Doctor's Labcoat
- Rescue the trapped Gremlin
- Sneak past Pete Pan
- Repair or destroy the crane
- Find the projector to the secret project area



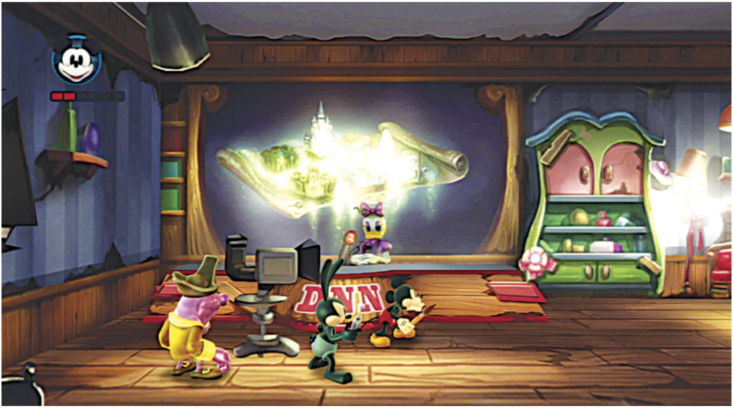
The pirate settlement of Ventureland is in a state of disrepair. Your first order of business? Ask around for some clues.



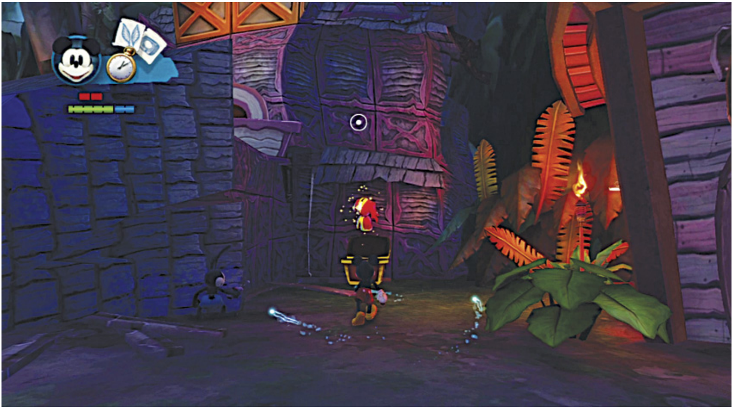
Seek out the pirate Beluga Billy near the train station. With Captain Hook gone, he wants to become the pirates' new leader. You'll get the optional quest A Captain's Life for Me, which you can complete while exploring the zone. Skip to waypoint 26 for the quest walkthrough.



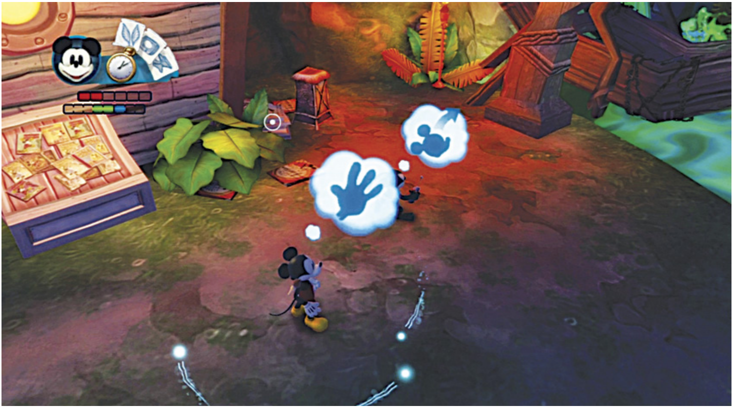
Pass the shop and train station for now, and head to the Duck News Network (DNN) station.



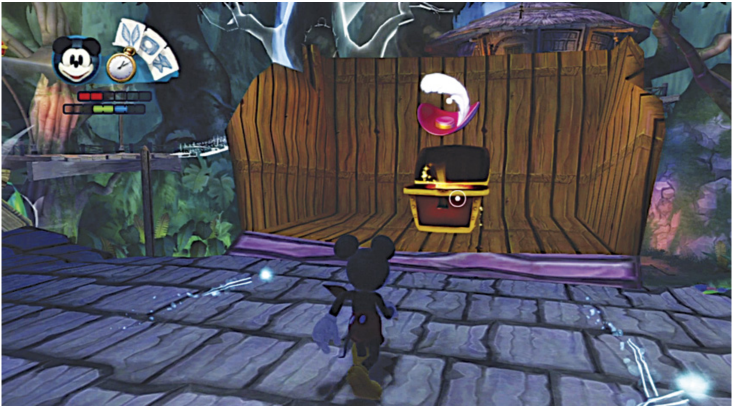
Inside the DNN building, Daisy wraps up a news broadcast as you enter. Daisy suggests you investigate the local construction site. To get there, you'll have to repair the broken water wheel elevator, and that requires a gear in the possession of Smee. Daisy has a plan to retrieve the gear, but you'll have to get Captain Hook's Costume first.



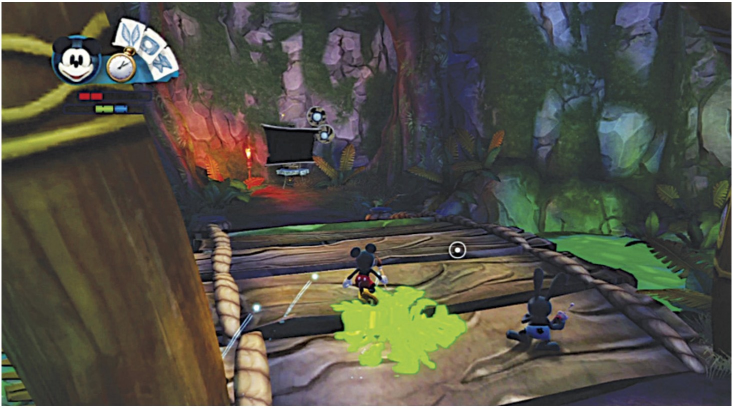
A red chest between the train station and the DNN building holds the first piece of Captain Hook's Costume. Paint the chest and retrieve Captain Hook's Coat.



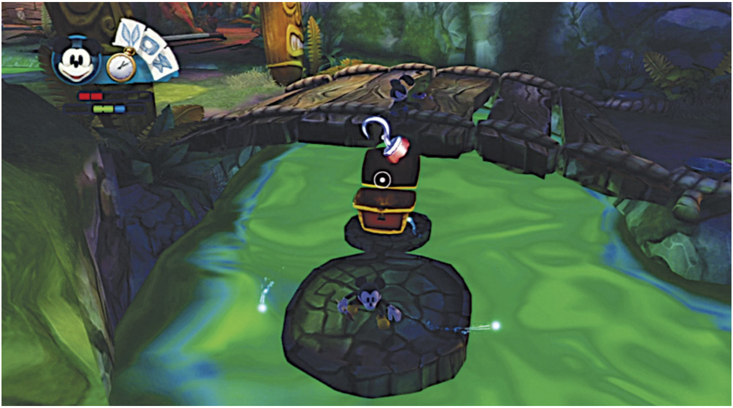
Next head over to the corner of the DNN building near the water wheel. Oswald can toss Mickey up to the roof from here. Hop from the DNN roof over to the train station roof.



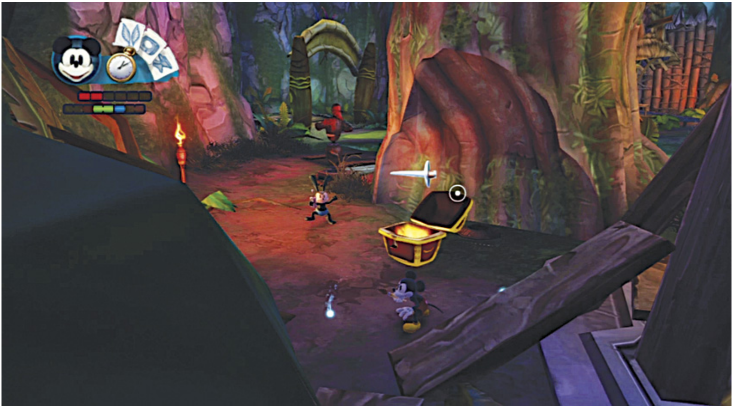
When you reach the train station roof, paint the missing section and the nearby chest. Snatch Captain Hook's Hat from inside the red chest.



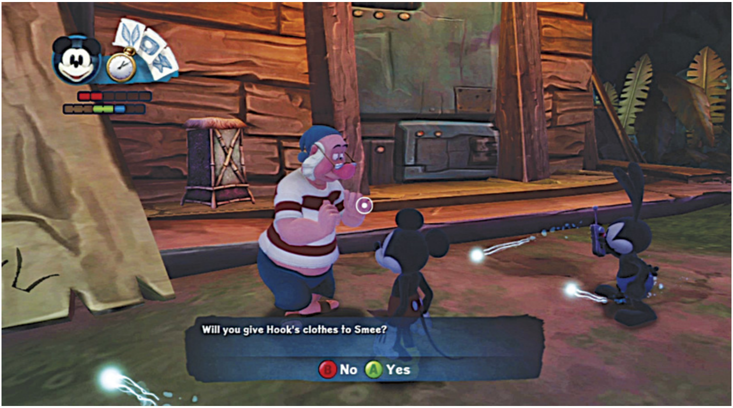
Return to the bridge at the entrance of Ventureland. Look for a Thinner moat running under the bridge, and hop down to the small platform in the middle of the moat.



Next to the platform in the Thinner moat sits a red chest. Paint the chest to recover Captain Hook's Hook.

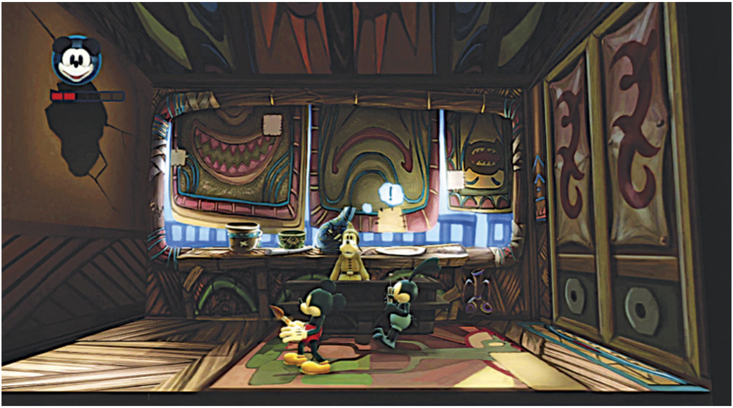


Look for the last piece to the right of the starting bridge next to a large tree in front of Captain Hook's quarters. Peek behind the tree to spot a red chest. Paint it for Captain Hook's Sword.



Will you give Hook's clothes to Smee?

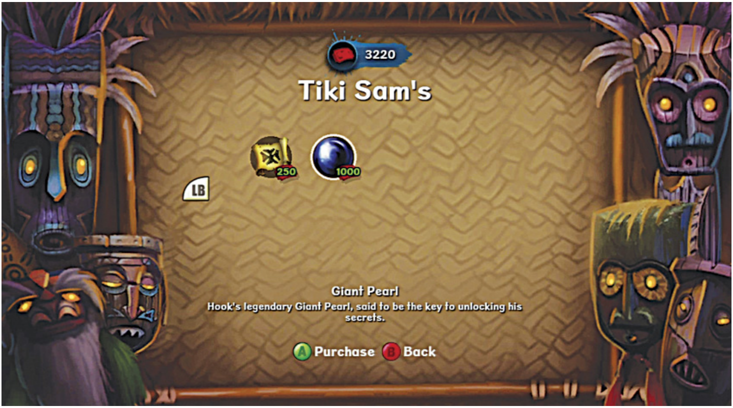
Once you have assembled Captain Hook's Costume, return it to Daisy Duck or Smee. Smee will trade you a pass for a secret passage in Tiki Sam's shop that leads to the Thinner Cruise Ride. However, if you take the costume to Daisy, you gain access to an elevated path through the level.



Before taking the costume to Daisy, make a quick stop at Tiki Sam's shop. Pick up the new Anvil Sketch to add another ability to your arsenal.

OPTIONAL QUESTS

GIANT PEARL

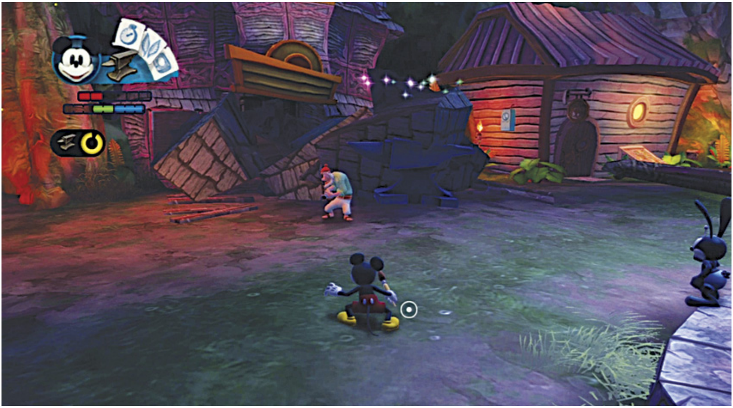


Giant Pearl

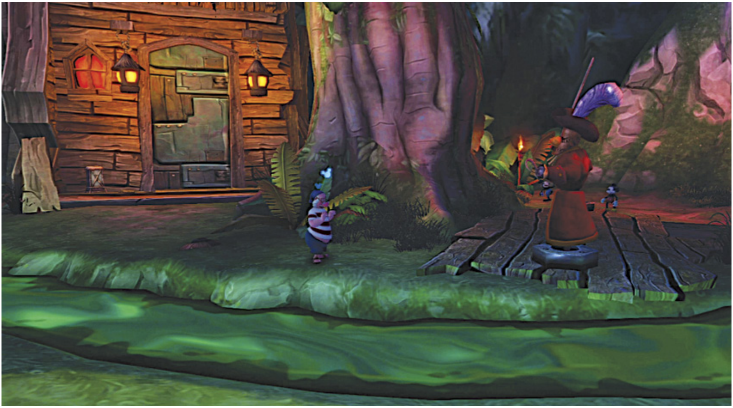
Hook's legendary Giant Pearl, said to be the key to unlocking his secrets.

You can also purchase the Giant Pearl in Tiki Sam's shop for the optional quest A Captain's Life for Me.

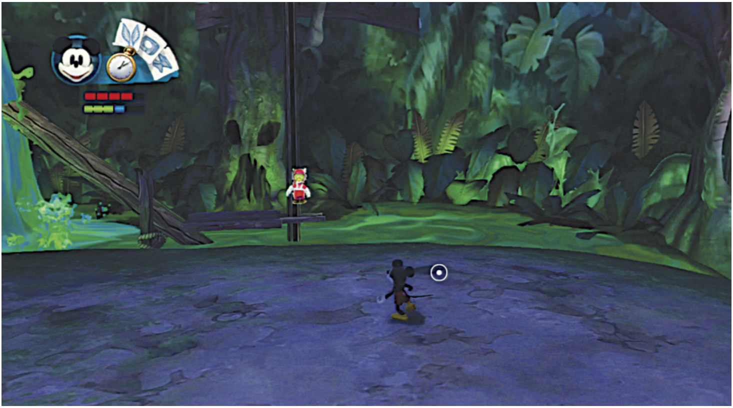
THE WASTELAND LIMITED



Put your new Anvil Sketch to use! Crush the wrecked building in front of the train station to get the station back operational again.

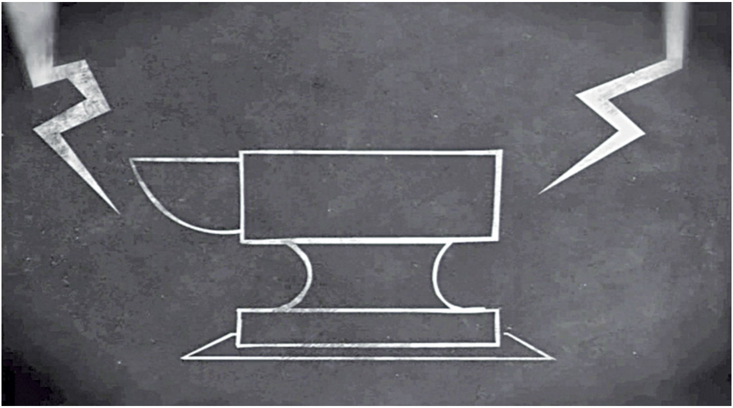


Once you finish the extra errands, return to the DNN building and give Daisy the Captain Hook Costume. She tells you to set up the costume on the dummy outside the Captain's Quarters. The fake Captain excites Smee, but he soon sniffs out the ruse. Despite your trickery, Smee regains his dedication to Captain Hook, hands over the gear, and resumes the search for the missing Hook.



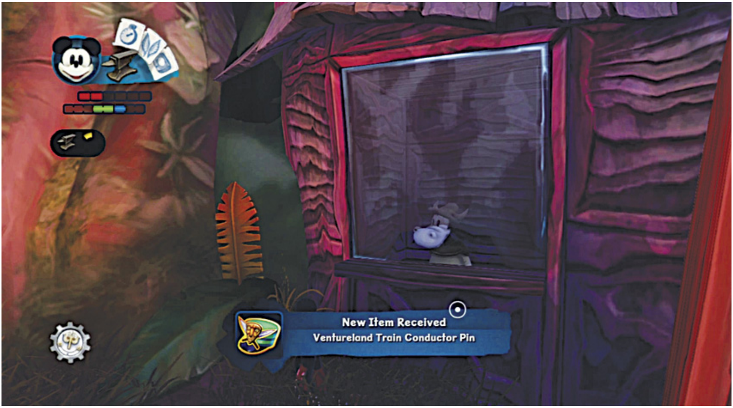
Take the gear over to the broken elevator near the water wheel. Stand by the elevator and use the gear to repair it.

Anvil Sketch

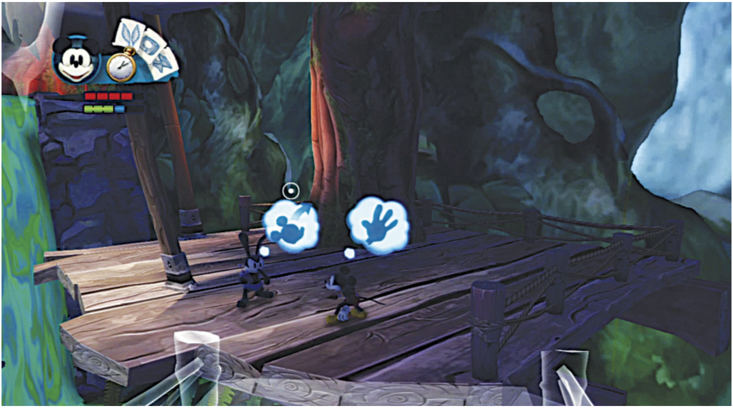


The last sketch summons a heavy anvil that comes crashing down. The anvil can stun enemies, give you something to jump from when you need an extra boost, and break some objects for quests.

Ventureland Train Conductor Pin

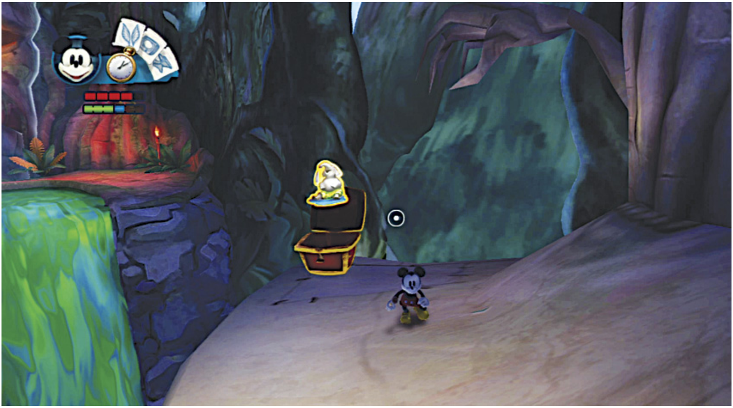


After you repair the Ventureland train station, the Conductor rewards you with the Ventureland Train Conductor Pin.

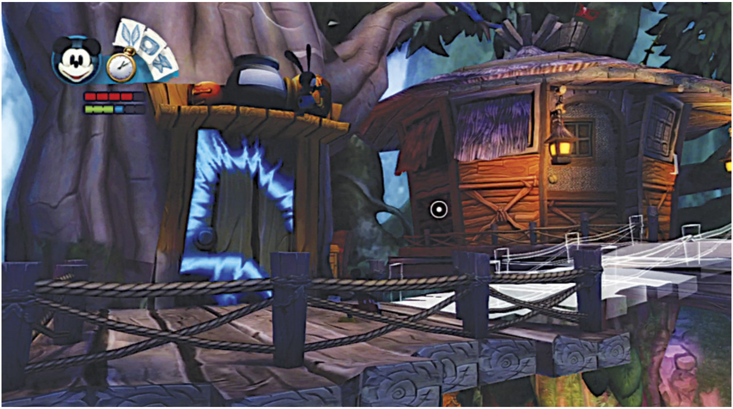


At the top of the elevator, Oswald can toss Mickey high up in the air. You'll land on the canopy above where you can collect another pin.

They Have Their Trunks On Pin



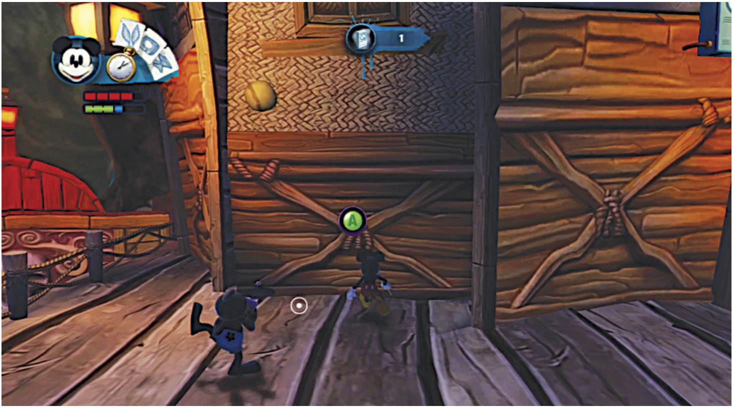
The red chest on top of the canopy above the elevator contains the They Have Their Trunks On Pin.



Paint the walkways and the treehouse on the left. This treehouse leads to the elevated level above the Thinner Cruise Ride, but come back here after finding a couple more collectibles.

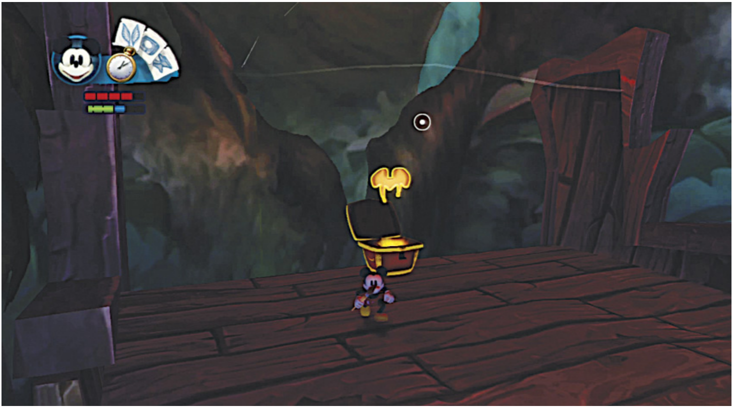
OPTIONAL QUEST

CREATIVE THREEDOM

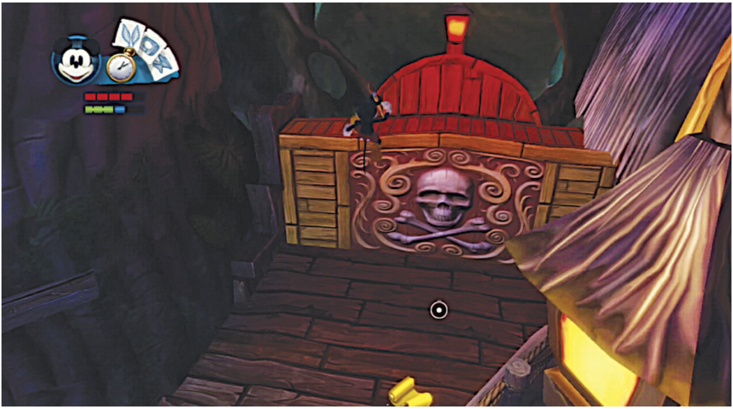


The last treehouse on the elevated walkway is home to the recording studio for the Three Little Pigs.

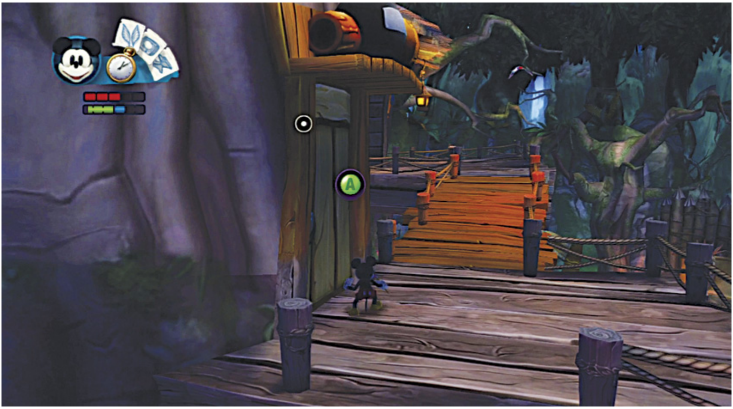
Bronze Pin



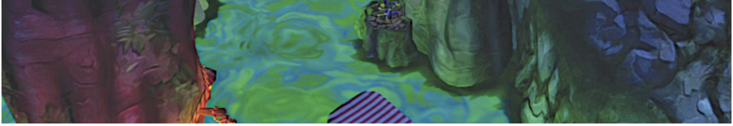
The red chest behind the thinned wall on top of the Captain's Quarters contains a Bronze Pin.



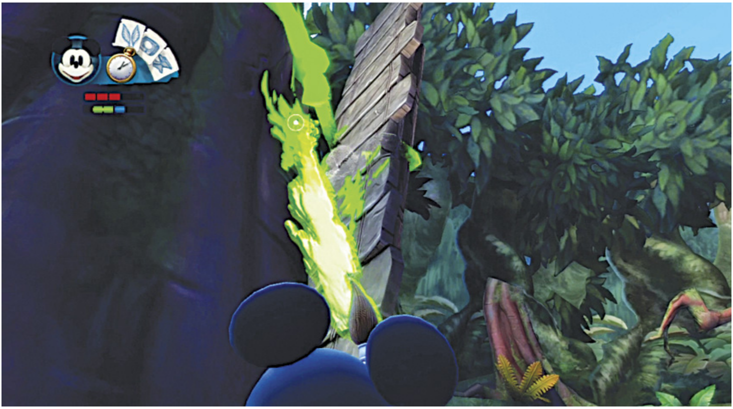
Jump down to the roof of the Captain's Quarters from the elevated walkway and collect the golden Cloth.



Jump back up to the elevated walkway and enter the first treehouse to head toward the Thinner Cruise Ride area.

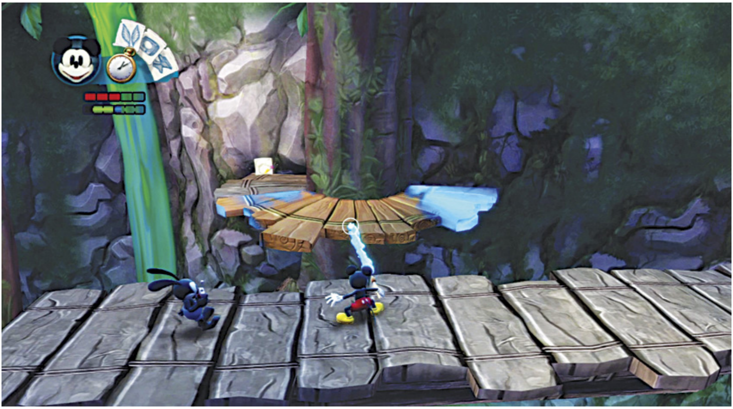


The first treehouse contains a passage that leads to the elevated path above the Thinner Cruise Ride. On the first platform, Mickey can fling Oswald in the air and the two of you can glide over to the platform ahead of you.

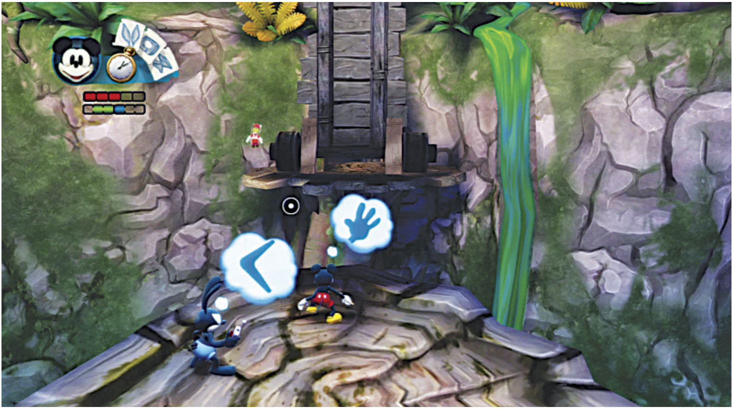


After landing, look around the other side of the tree and notice the drawbridge tied to the tree. Thin out the rope so the drawbridge drops down for use.

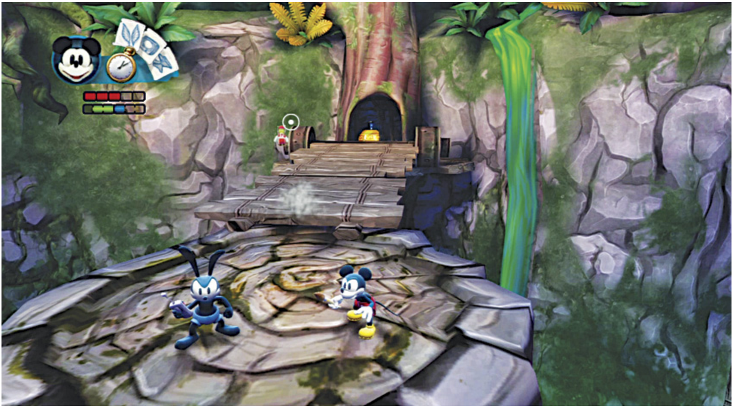
Concept Art 26



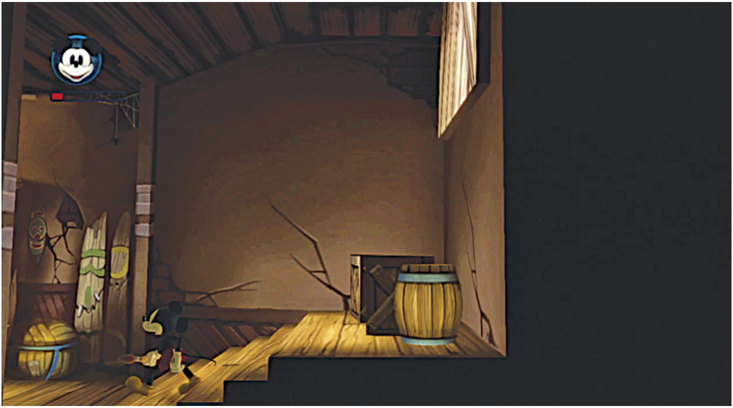
Paint the platform to the left of the dropped drawbridge. Pick up the piece of concept art off to the side.



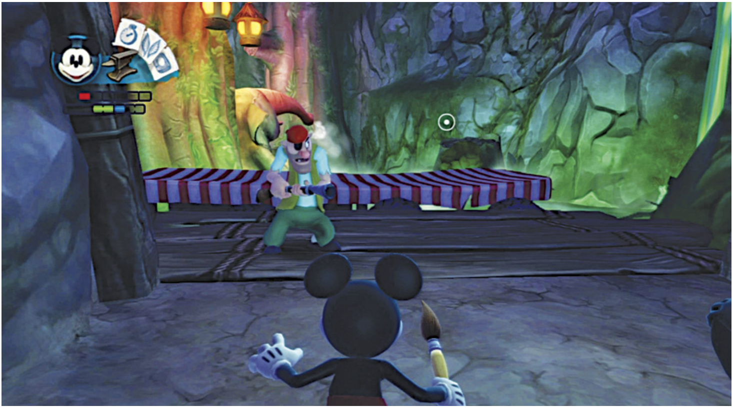
Continue onward to the large tree trunk. Another drawbridge ahead leads to a tunnel; however, you can't access the drawbridge until you remove a pair of planks on the bottom. Have Oswald chuck his Boomarmerang and knock down the planks.



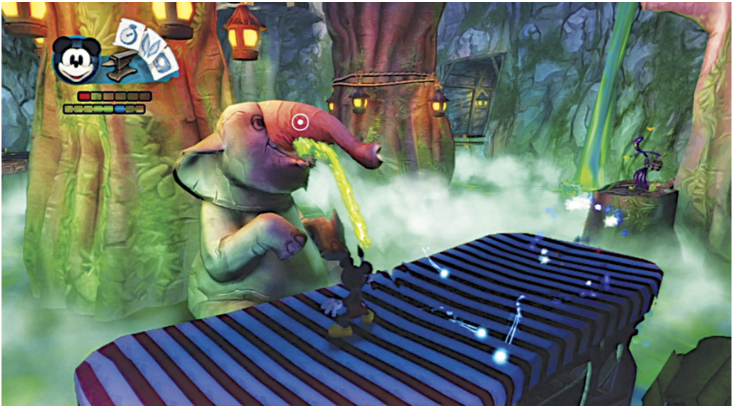
The second drawbridge leads to a tunnel connecting to the construction area. To get all the collectibles, you have to backtrack or float down and take an alternate route along the Thinner Cruise Ride. If you wish to continue along the main path instead, skip ahead to waypoint 19.



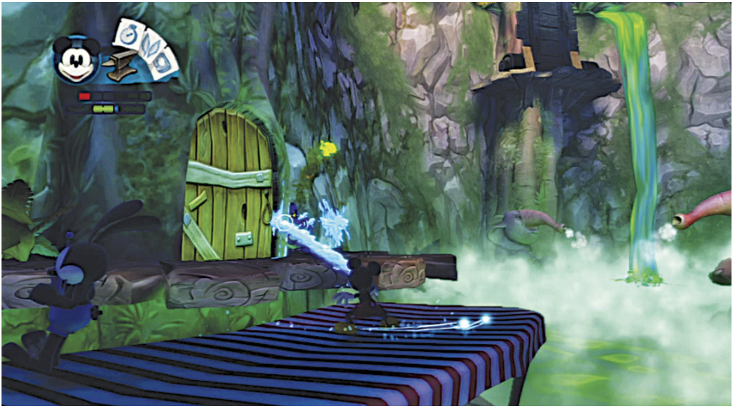
The alternate path to the Thinner Cruise Ride takes you along the bottom path and can be accessed by the secret tunnel at the bottom of Tiki Sam's shop. You can either pay Tiki Sam to open the secret tunnel or give Captain Hook's Costume to Smee to get a free pass for the tunnel.



The Thinner Cruise Ride consists of two boats traveling in circles around a lake of Thinner. Hop on the canopies of the boats to travel around the area.

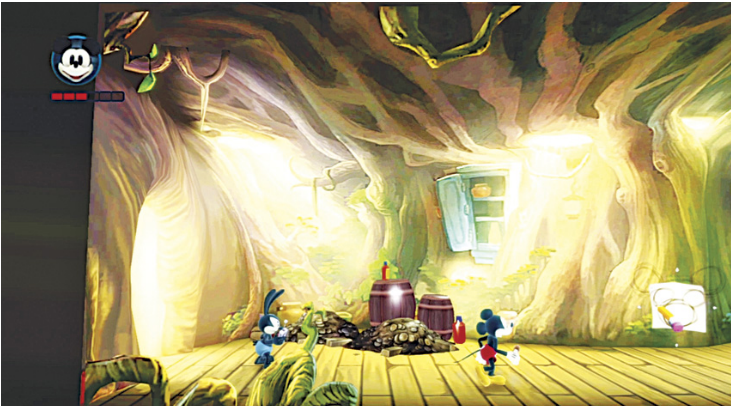


While you ride around on the boats, elephant statues blow steam out of their trunks that can knock you off the boats. Thin out the trunks of the elephant statues to pass by safely.

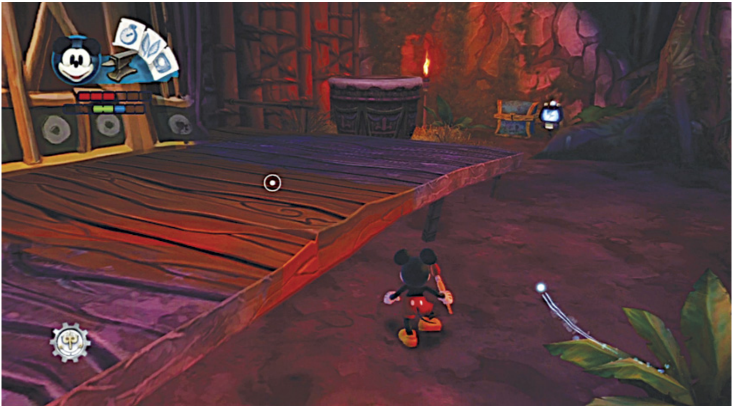


You also encounter Sweepers during the Thinner Cruise Ride. Spray them from a distance or jump over to their platforms and knock them into the Thinner.

Concept Art 9

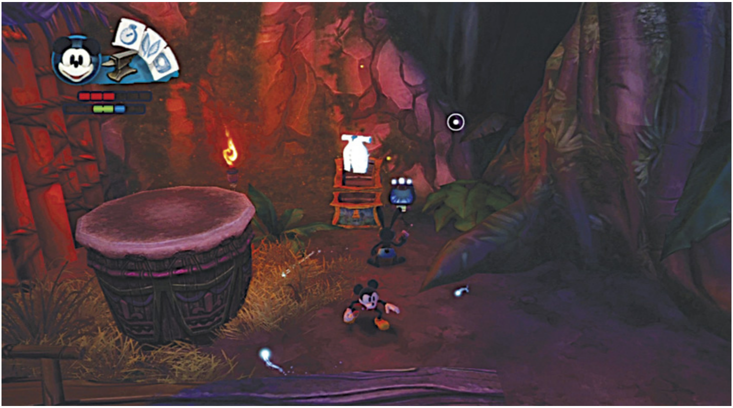


Enter the door on the ledge near the start of the Thinner Cruise Ride to find the concept art inside.



The tunnel with the concept art inside leads to the back of Tiki Sam's shop. Explore the area for a blue chest and a wall you can thin to enter the back of the shop. A large drum also sits near the fence, allowing you to bounce back to town.

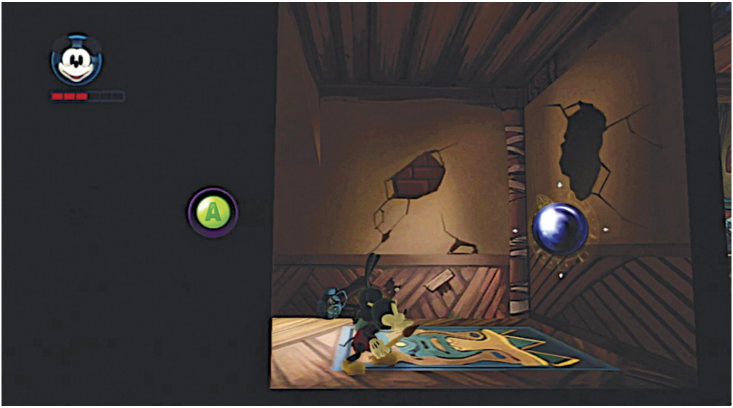
Mad Doctor's Labcoat



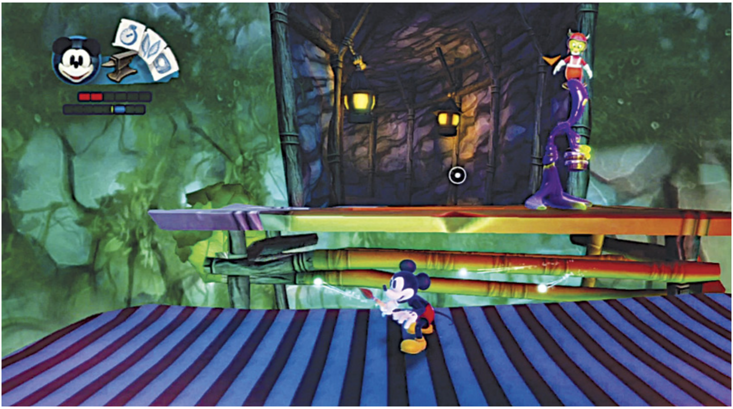
Open the blue chest behind Tiki Sam's shop to find the labcoat from the Mad Doctor Costume for Oswald.

OPTIONAL QUEST

A CAPTAIN'S LIFE FOR ME



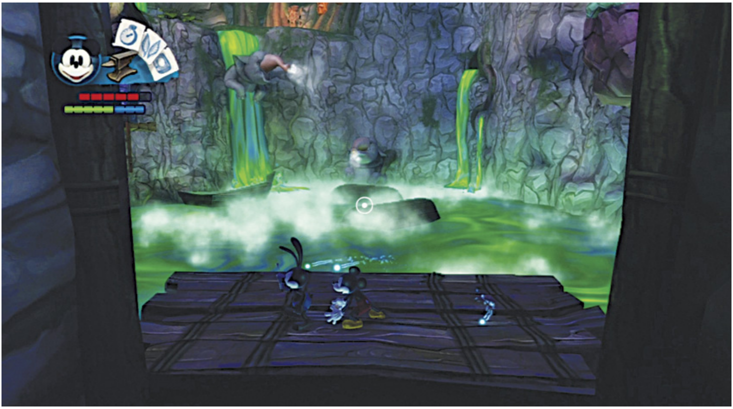
Enter the back door of Tiki Sam's shop. The Giant Pearl floats inside the room, and you can easily scoop it up for free. However, taking the pearl means that Tiki Sam's shop will be closed to you from now on.



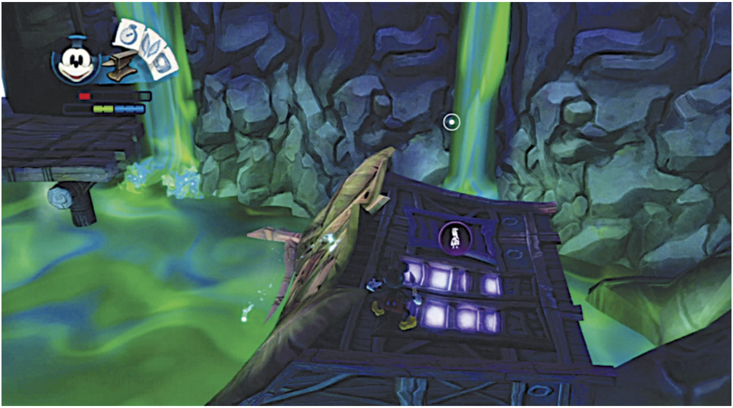
Head back to the Thinner Cruise Ride and get on the boat. Stay on the boat until it takes you to a tunnel on the far side of the Thinner lake.

Caution

If you take the Giant Pearl, Tiki Sam will no longer sell to you. Weigh carefully how badly you want the Giant Pearl for free!

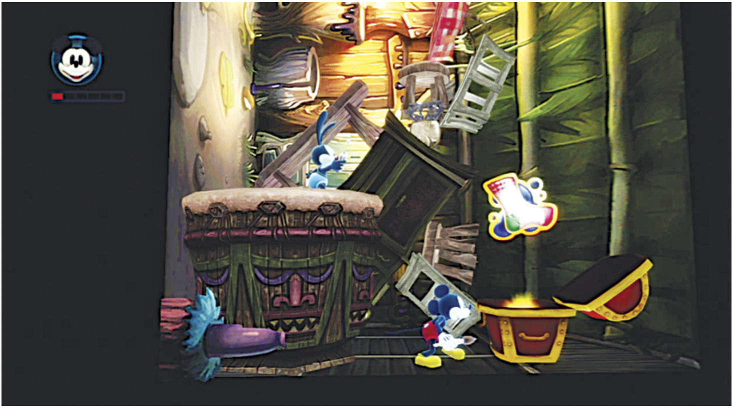


Once you pass through the tunnel at the end of the Thinner Cruise Ride, you enter the Thinner falls below the construction site. To reach the cliff above, thin out the platforms holding up the houses in the newly established Blotling settlement.

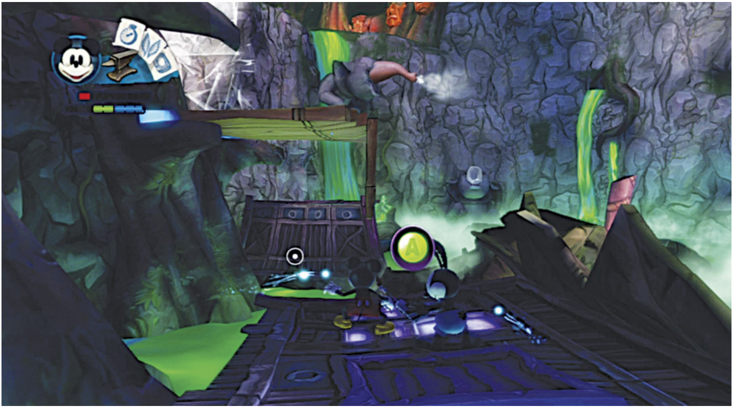


Thin the supports of the house to the left. The house crashes down into the Thinner and you can now leap over to it.

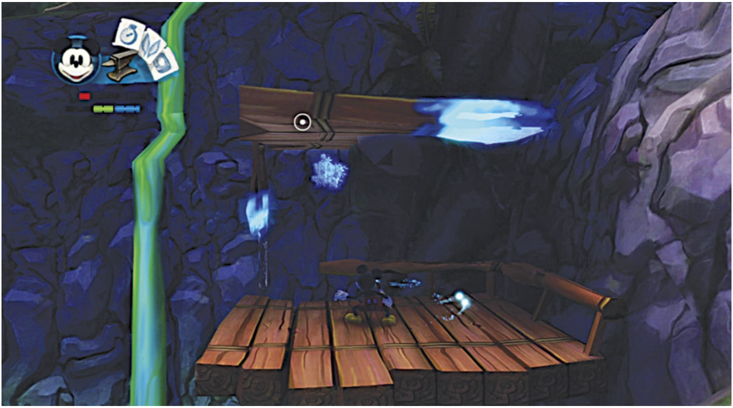
Blotling Booty Pin



Enter the crashed Blotling house in the Thinner falls to find a red chest with the Blotling Booty Pin.



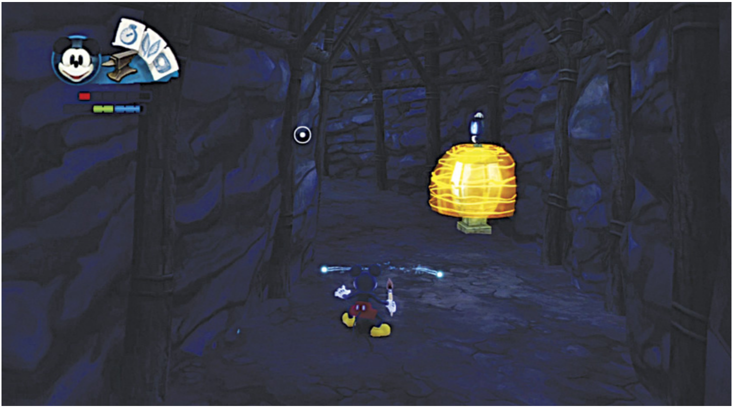
Climb back to the top and exit the house. Thin out the supports of the next Blotling house, and once it has fallen into the Thinner, paint the wooden supports back in to use as a platform.



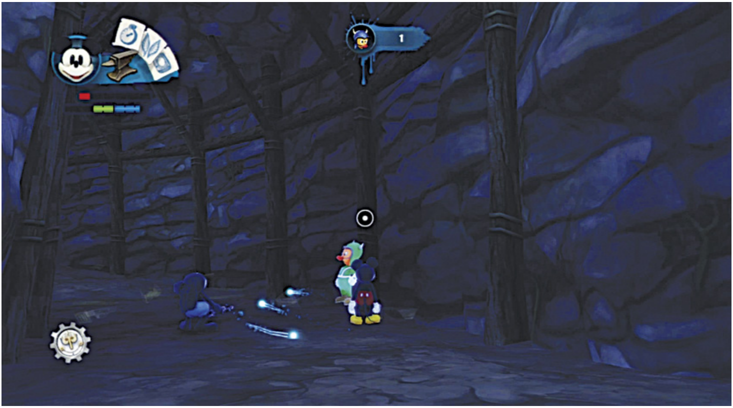
Repeat the process for all the houses in the area. After the houses have fallen, paint the support platforms and use the scaffolding to climb up to the top of the cliff.

OPTIONAL QUEST

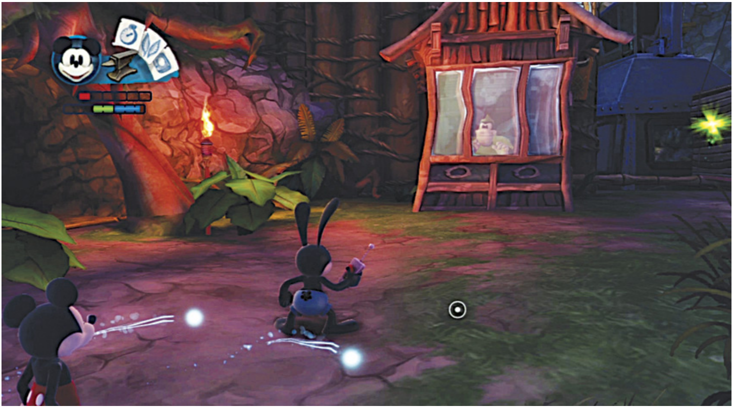
OPERATION GREMLIN DROP



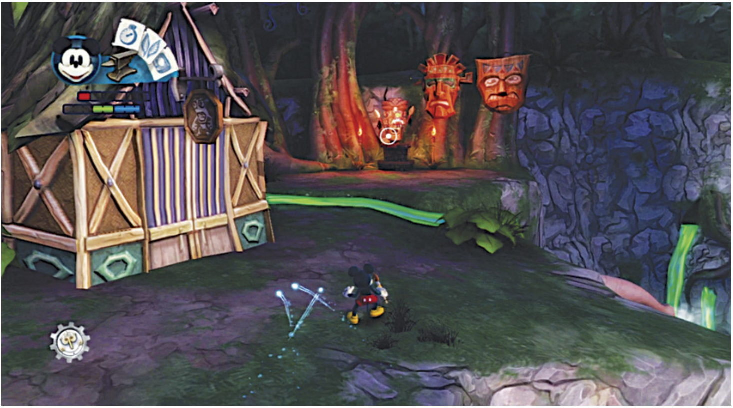
Rescue another Green Gremlin inside the cave near the construction site.



After you free the Gremlin, he returns to the broken Crow's Nest back in town. He can help you repair certain things in the area in exchange for Scrap Metal.

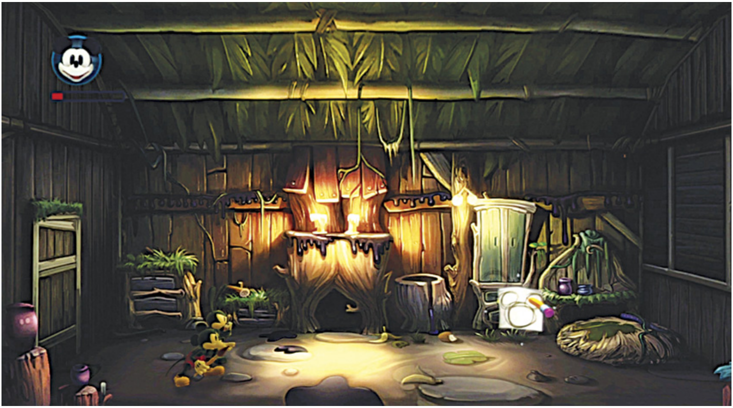


Finally, you reach the construction site. Pete Pan has been put in charge of keeping everyone out. Bribe Pete Pan with E-tickets to gain entrance or use a TV Sketch to distract him and pass by.

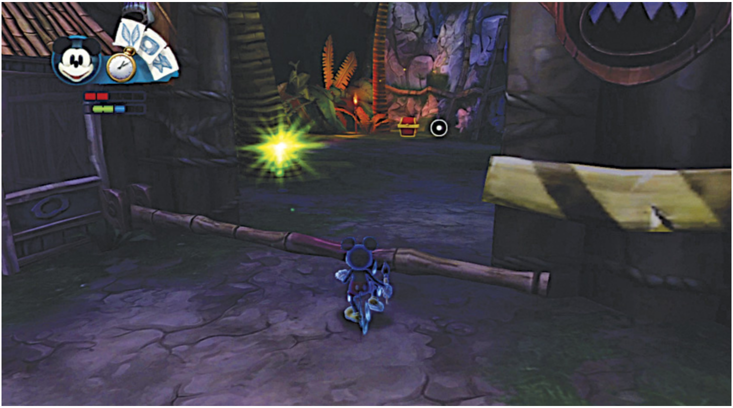


If you want to use Invisible Ink or Indelible Ink to get into the construction site, stop by the Ink Well. With Indelible Ink, you can walk through the Thinner falls to gain entrance to the construction site. With Invisible Ink, you can walk by Pete Pan to gain entrance.

Concept Art 39

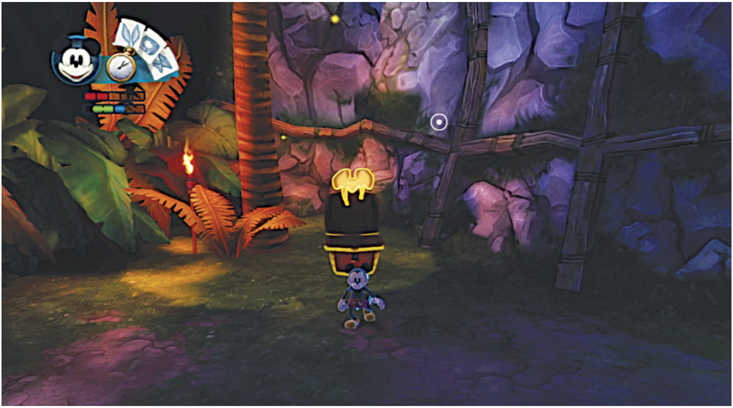


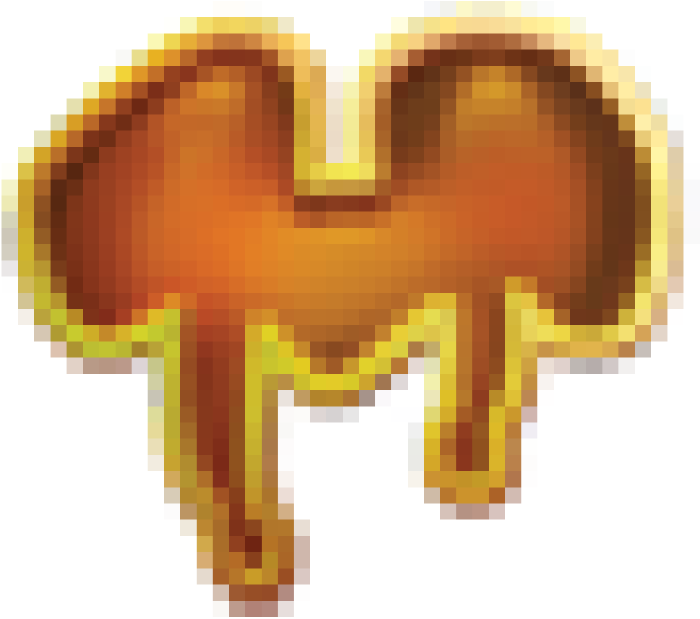
Enter the Blotling house next to Pete Pan's booth to retrieve the concept art inside.



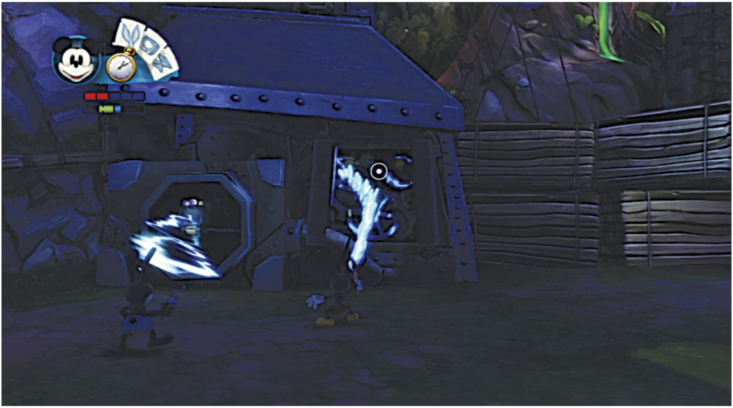
On your way to the projector, decide what to do about the inoperative crane at the construction site. You can choose to restore the crane with Paint or destroy it with fireworks.

Bronze Pin

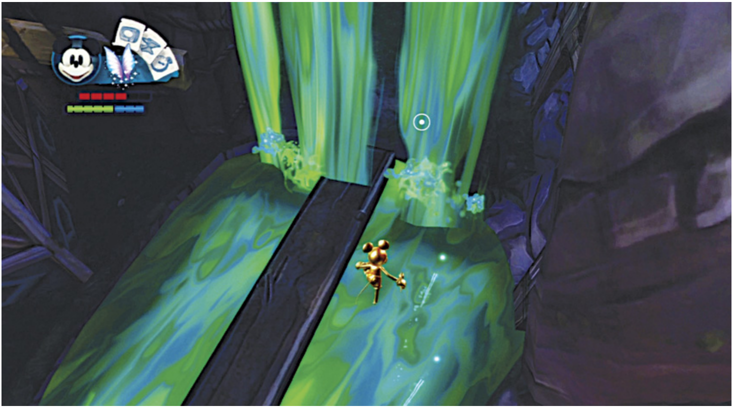




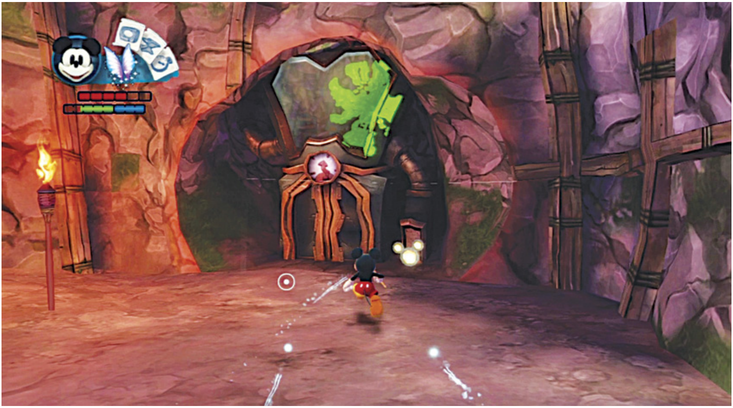
A red chest next to the crane in the construction site contains another Bronze Pin.



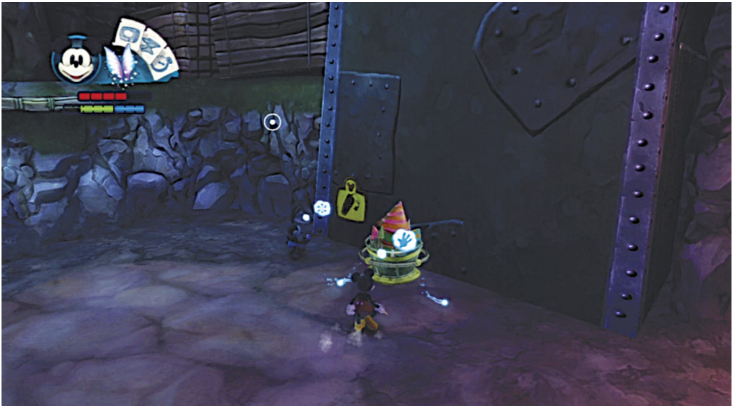
For the restorative Paint path, have Oswald shock the console and a side panel opens up. Paint in the missing gears to repair the equipment. The working crane sets down a pile of lumber that helps you climb the cliff.



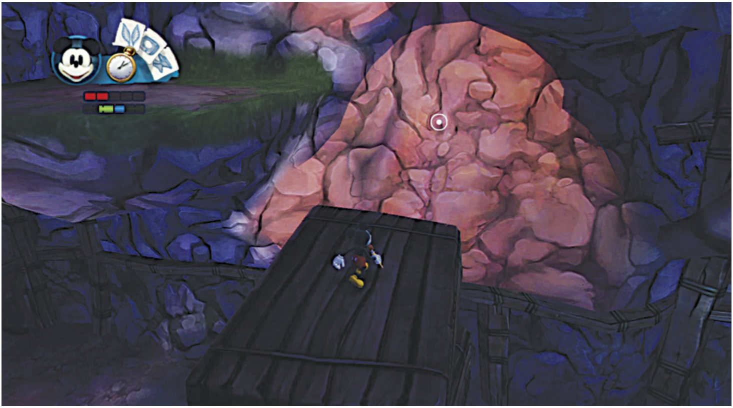
If you would rather take the destructive Thinner path, thin out the tiki masks around the Ink Well to turn it into Indelible Ink. Go for a dip and use your golden armor to pass through the Thinner falls into the back of the construction site.



Drop down and thin out the far wall to find the fireworks dispenser.



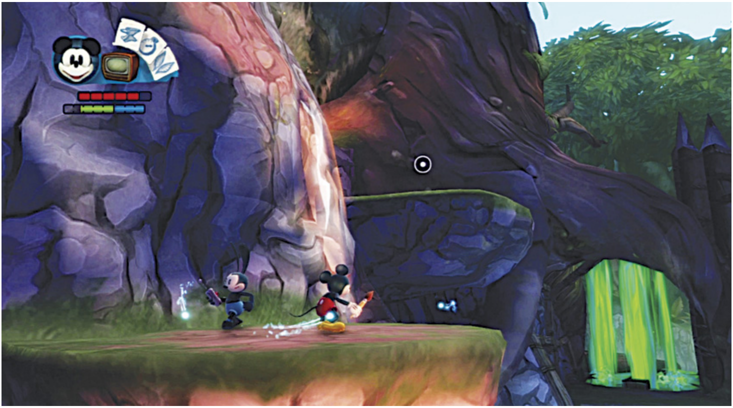
Retrieve some fireworks and drag them over to the blast wall under the crane. Set off the fireworks to destroy the crane, which leaves some debris to climb on.



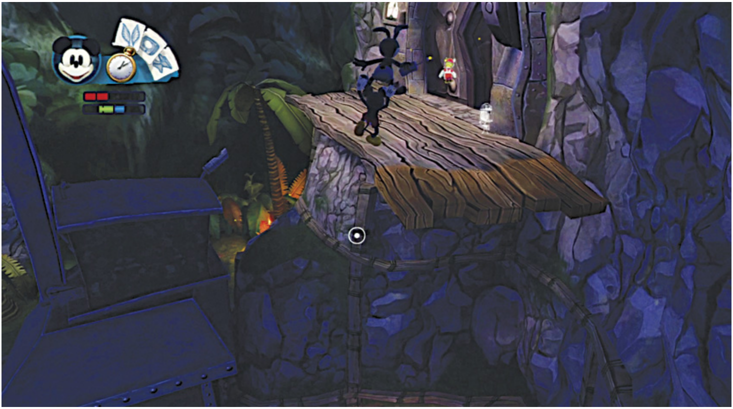
Regardless of how you handle the crane, climb the lumber or the metal ruin to get up to the ledges along the wall.

OPTIONAL QUEST

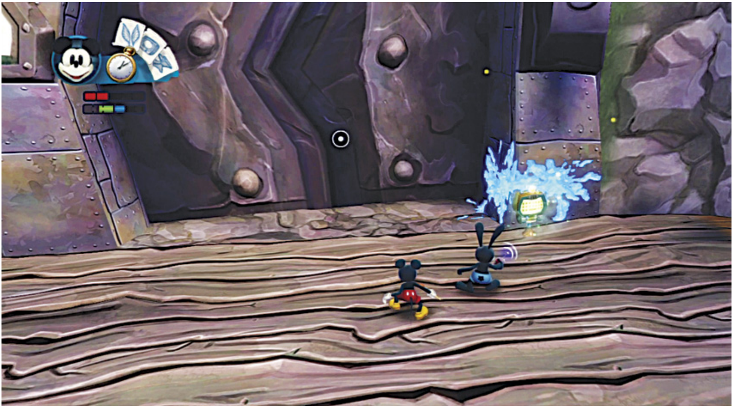
FINDING THE HIDDEN HEROES



Look for a hidden Mickey symbol behind a toon wall near the cliff by the crane.

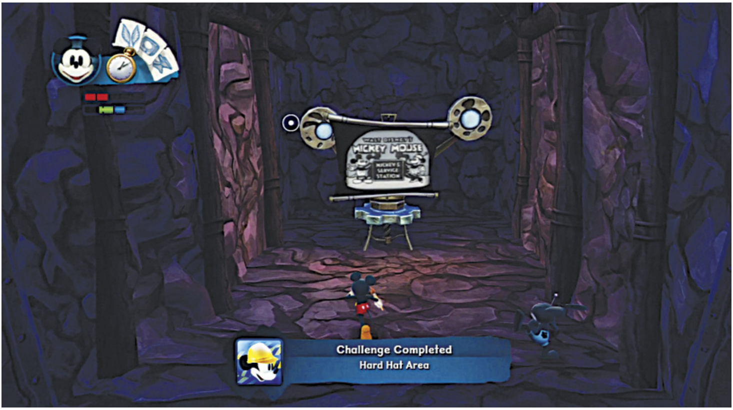


When you reach the top of the cliff, spot the large door back across the way. Mickey should toss Oswald up and glide over with him to the wooden platform.

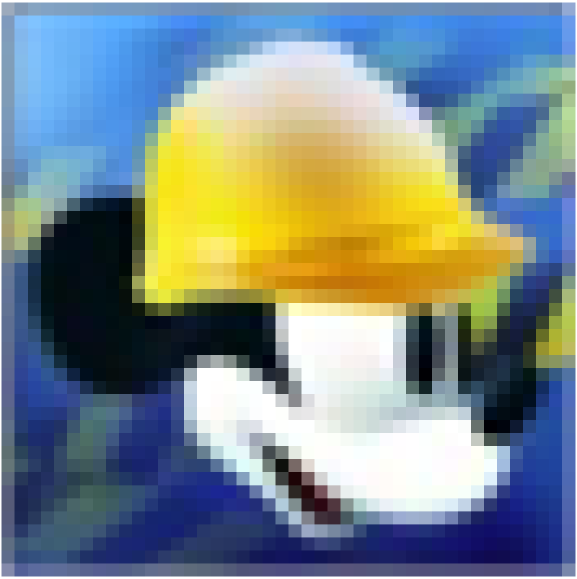


Paint in the door's control console and have Oswald reprogram it to open the door. If you destroyed the crane, however, it breaks open the door.

Hard Hat Area



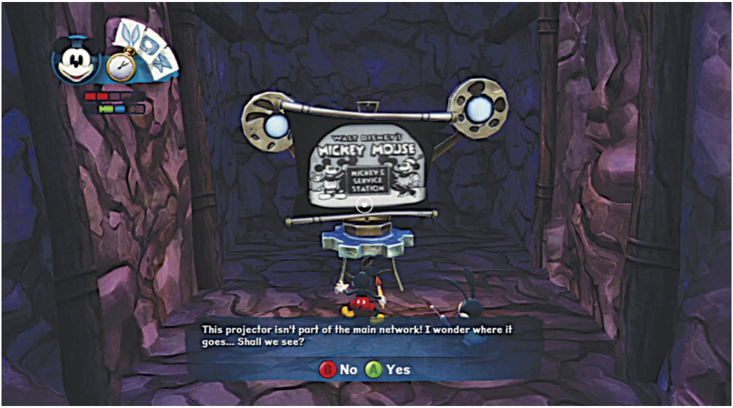
Challenge Completed
Hard Hat Area



Playstation 3 Trophy: Bronze

Xbox 360 Gamer Points: 20

For completing the Ventureland area, you unlock the Hard Hat Area challenge.

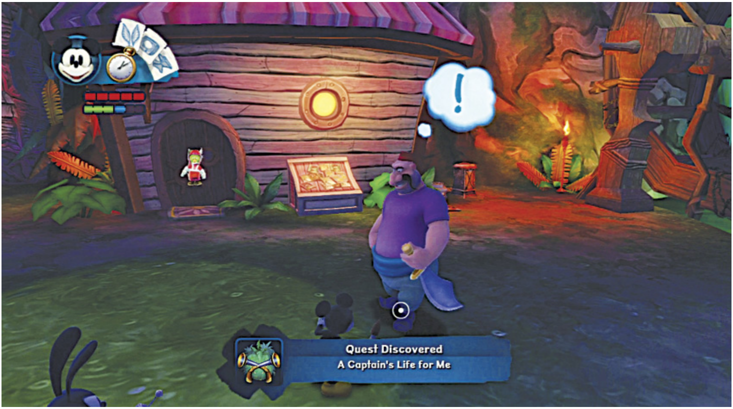


This projector isn't part of the main network! I wonder where it goes... Shall we see?

The small alcove behind the large door contains a secret projector that isn't part of the main projector network. Prescott created the projector to reach a secret project area: Autotopia.

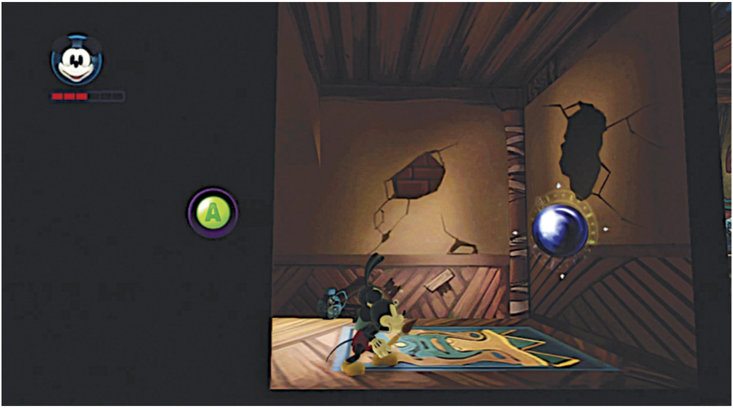
OPTIONAL QUEST

A CAPTAIN'S LIFE FOR ME

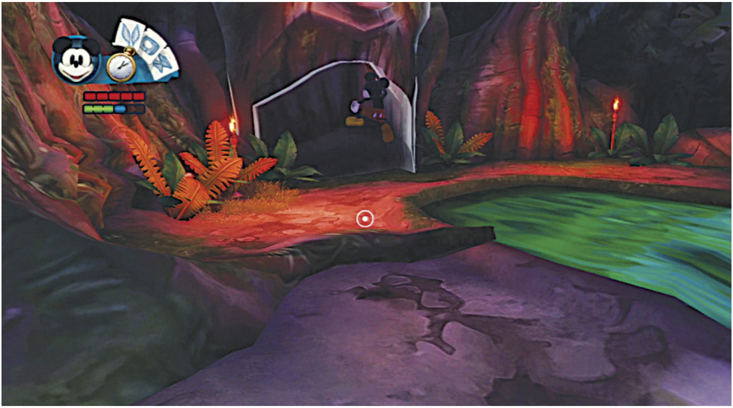


Quest Discovered
A Captain's Life for Me

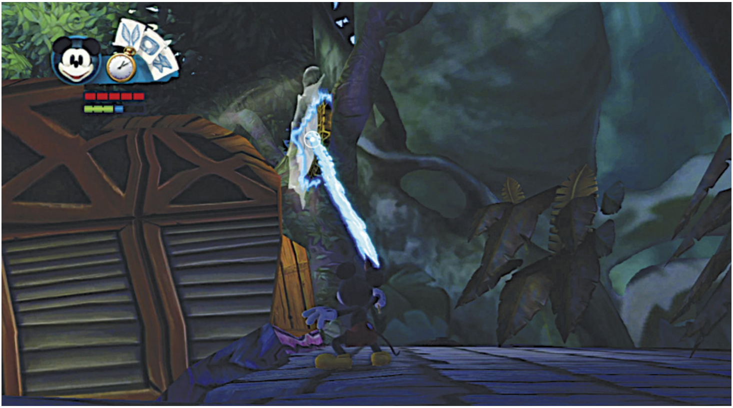
The optional quest, A Captain's Life for Me, has you help either Damien Salt or Beluga Billy become the new captain of the pirates.



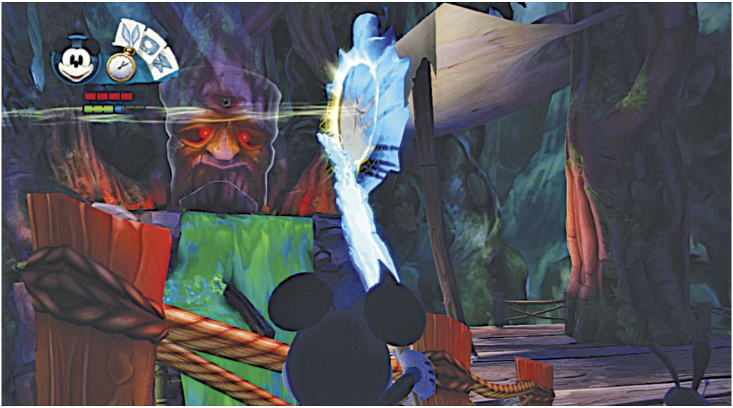
Both quests require you to get the Giant Pearl from Tiki Sam. You can buy it from Tiki Sam, take it from his back room, or trade the Pearl of Wisdom from Autotopia for it.



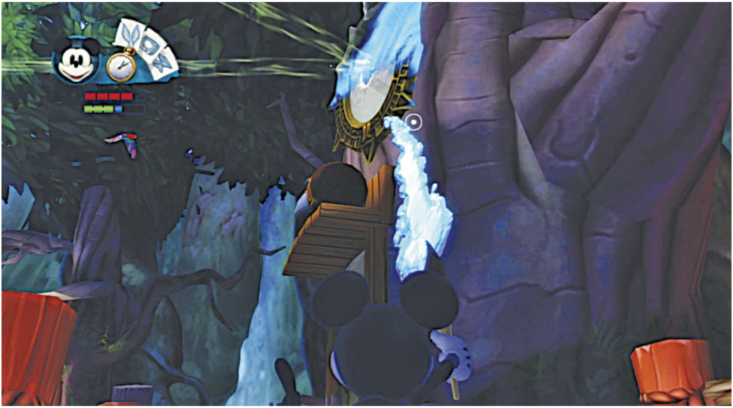
To help Damien Salt, take the Giant Pearl up to the Tiki Cave on the ledge above the Thinner falls in town. Climb up from the roof of the DNN building to reach the Tiki Cave. Use the Giant Pearl on the Tiki Cave by inserting it into the Tiki Head. To activate the Giant Pearl, you need sunlight to strike it.



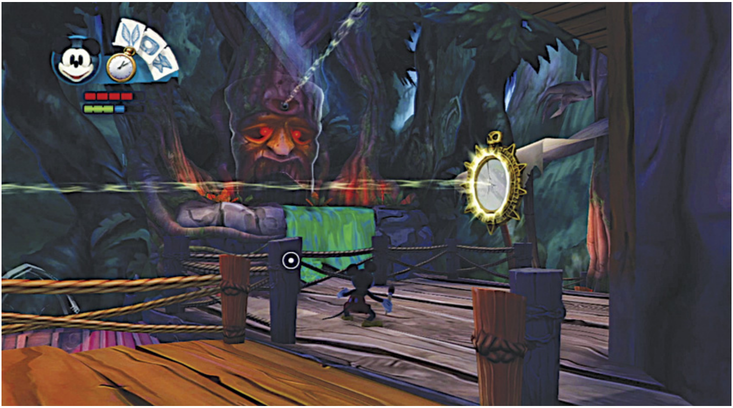
Paint in the three mirrors hidden around town to get the sunlight to reflect in the right spot. The first mirror rests on top of the train station, near where you found the red chest with Captain Hook's Hat. Paint the mirror here to start the reflection.



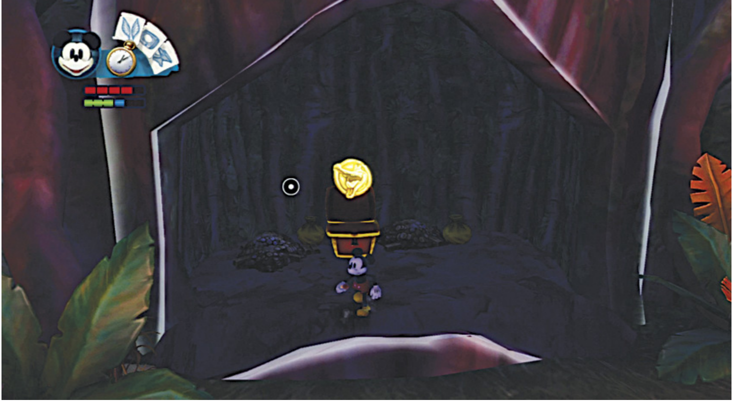
Next take the elevator by the waterwheel up and paint the mirror on the canopy above.



Finally, paint the last mirror above the tree house that leads to the Thinner Cruise Ride upper level.

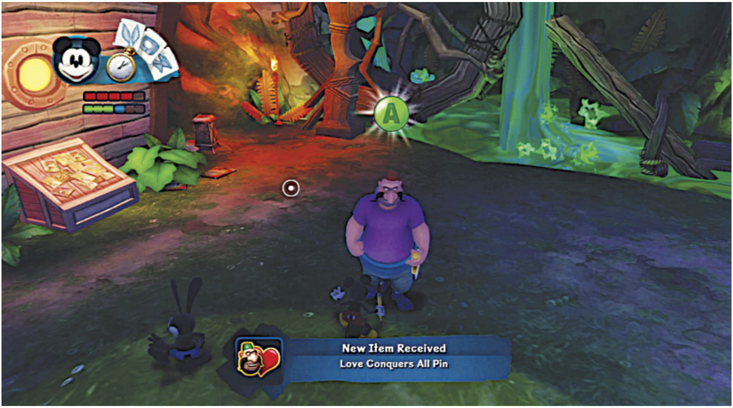


Once you paint all three mirrors, the light reflects to the Giant Pearl you placed in the Tiki Head, opening a secret entrance.

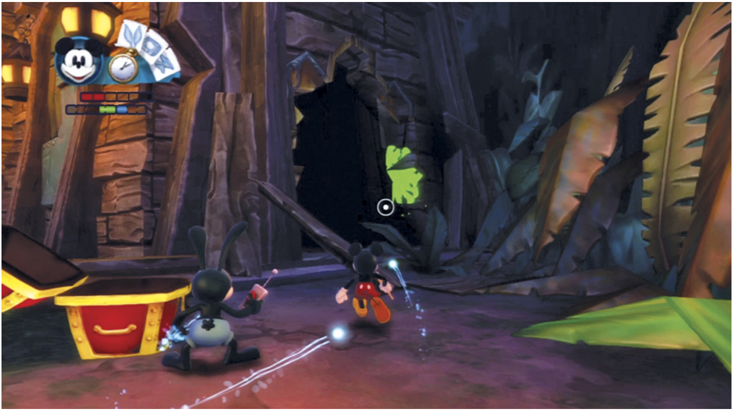


The red chest inside the secret entrance contains the unique item, Hook's Treasure.

Love Conquers All Pin

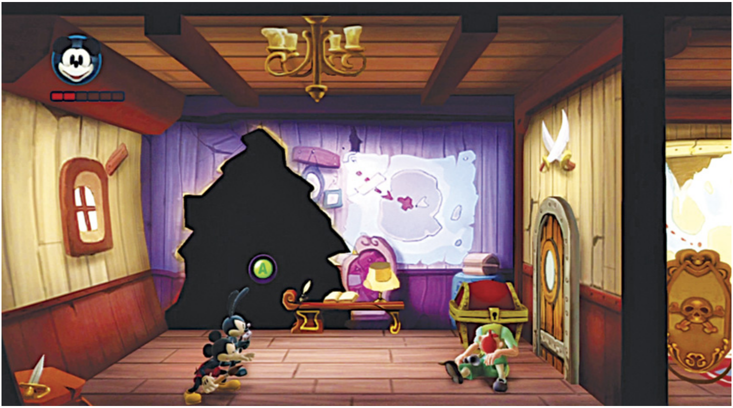


When you return Hook's Treasure to Damien Salt, he becomes the new captain and rewards you with the Love Conquers All Pin.

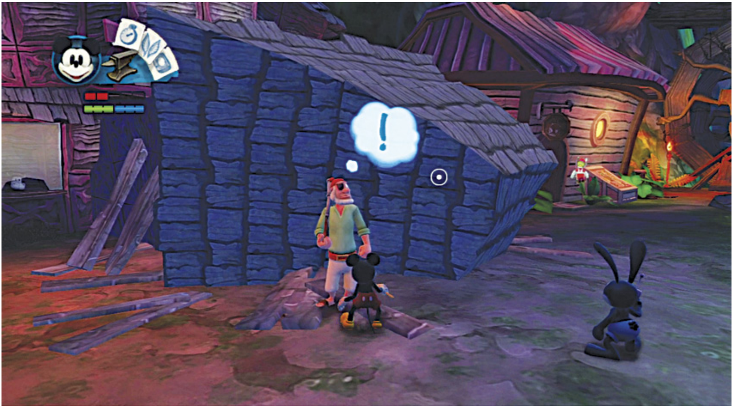


Thin out the side wall leading into the back room of the Captain's Quarters. If you helped Beluga Billy become captain, you can access the red chest in the room.

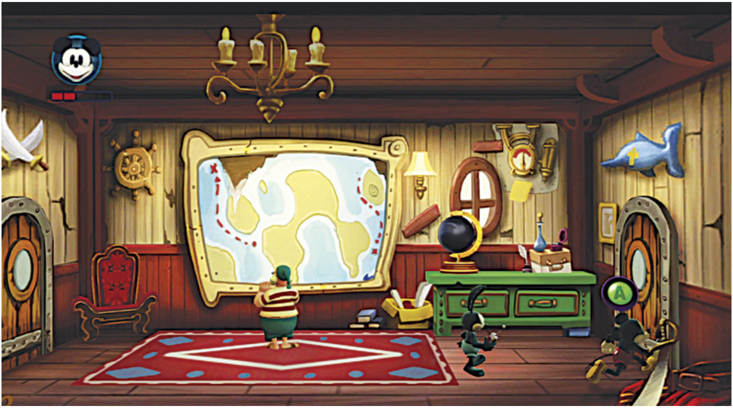
Booty to the Head Pin



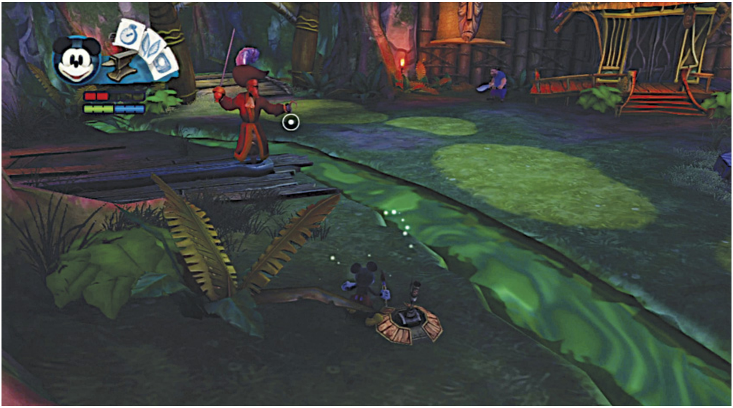
Once Beluga Billy becomes captain, the sleeping pirate leaves in the back room of the Captain's Quarters. With the pirate gone, you can open the red chest and obtain the special pin.



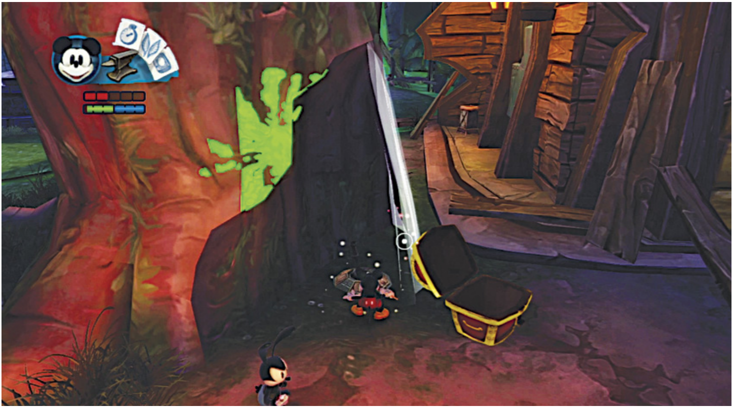
The other candidate you can help become captain is Beluga Billy, who is outside the train station. He needs you to find the Map of Tortuga so he can become captain and lead the pirates back there. Start out by retrieving the Giant Pearl and take it to the Captain's Quarters.



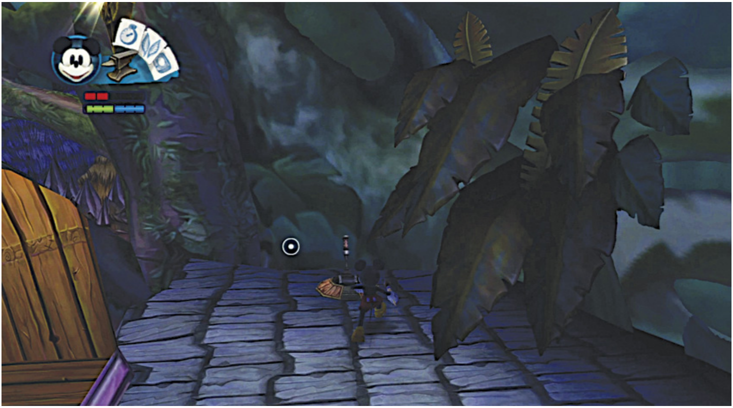
Discover the Map of Tortuga inside the hidden library. To open up the way to the library, place the Giant Pearl in the holder on the desk inside the Captain's Quarters.



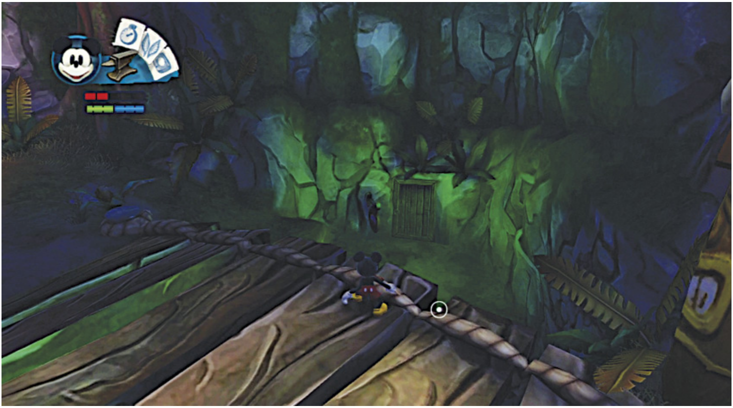
With the Giant Pearl in place, three hidden levers pop up around town. The first lever is right outside the Captain's Quarters, between the tree and the fountain. Use a Spin Attack on the lever to activate it.



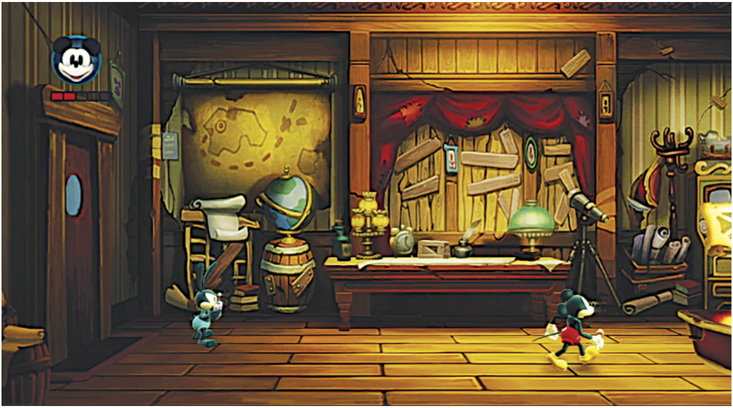
The second lever protrudes on the other side of the tree. Thin out the toon section of the tree on the bottom near the red chest. Use a Spin Attack on the lever in the hidden compartment to activate it.



You can find the final lever on the roof of the train station, near the red chest. Flip this switch and Gus tells you he heard a sound back near the starting projector.

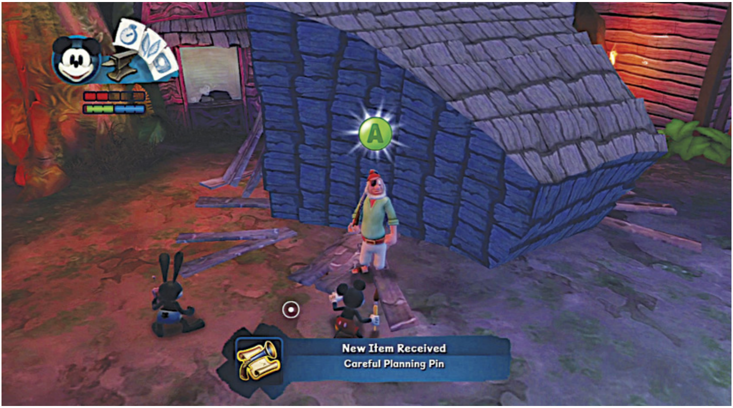


Go inspect the bridge at the start to see that a dam has blocked off the Thinner running under the bridge. A secret door has appeared now that the Thinner has disappeared.

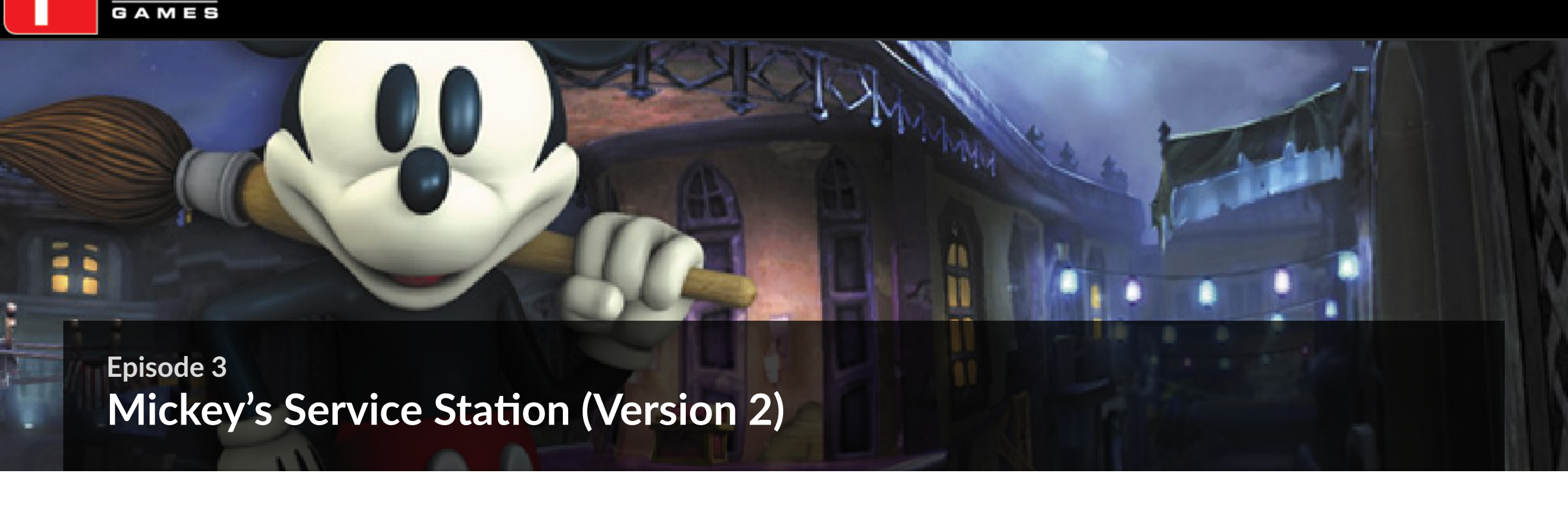


The door leads to the secret library. Pick up the Map of Tortuga from the red chest and return it to Beluga Billy.

Careful Planning Pin



Once you return the Map of Tortuga to Beluga Billy, he becomes captain and rewards you with the Careful Planning Pin.



Episode 3

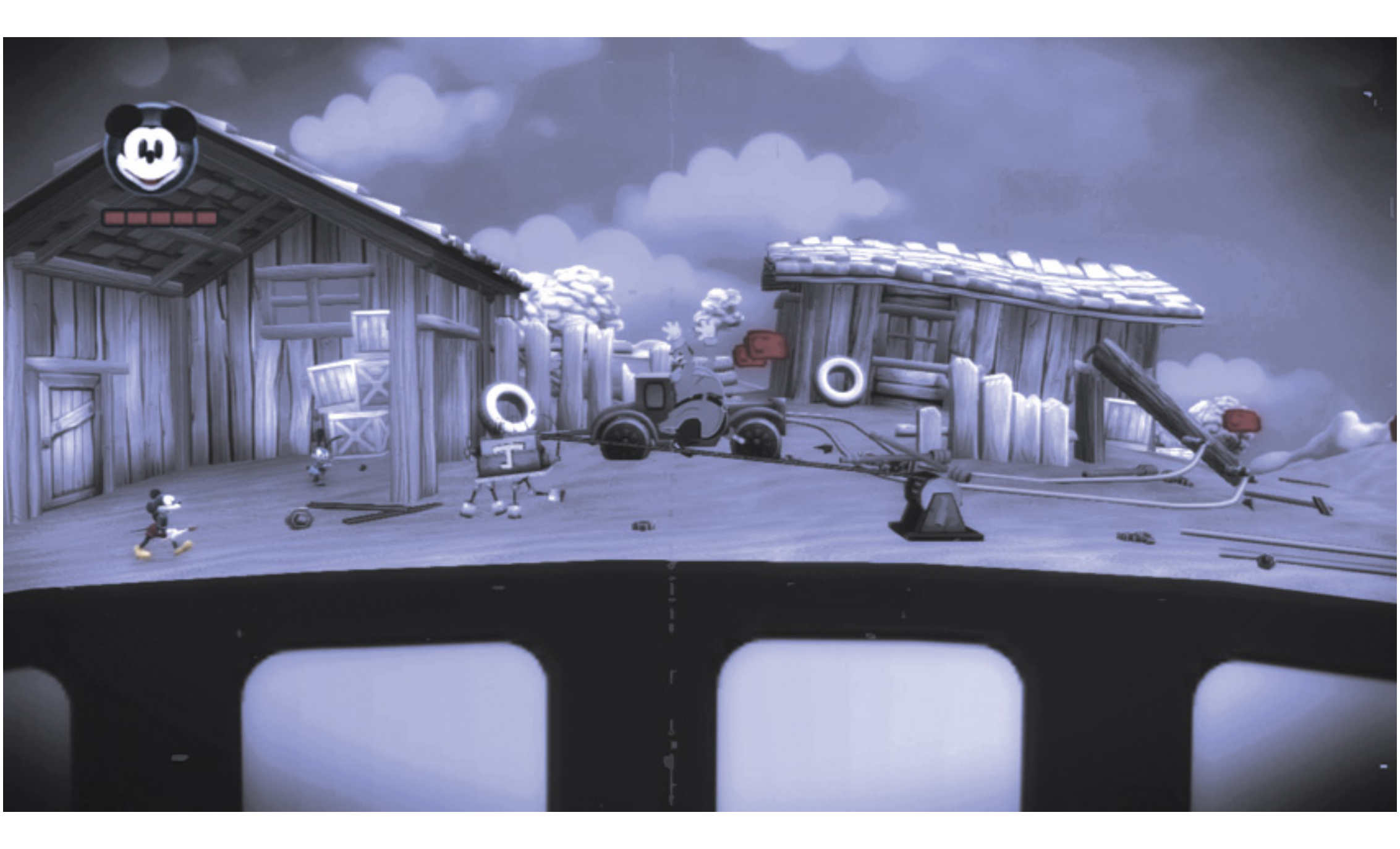
Mickey's Service Station (Version 2)

LEVEL OVERVIEW

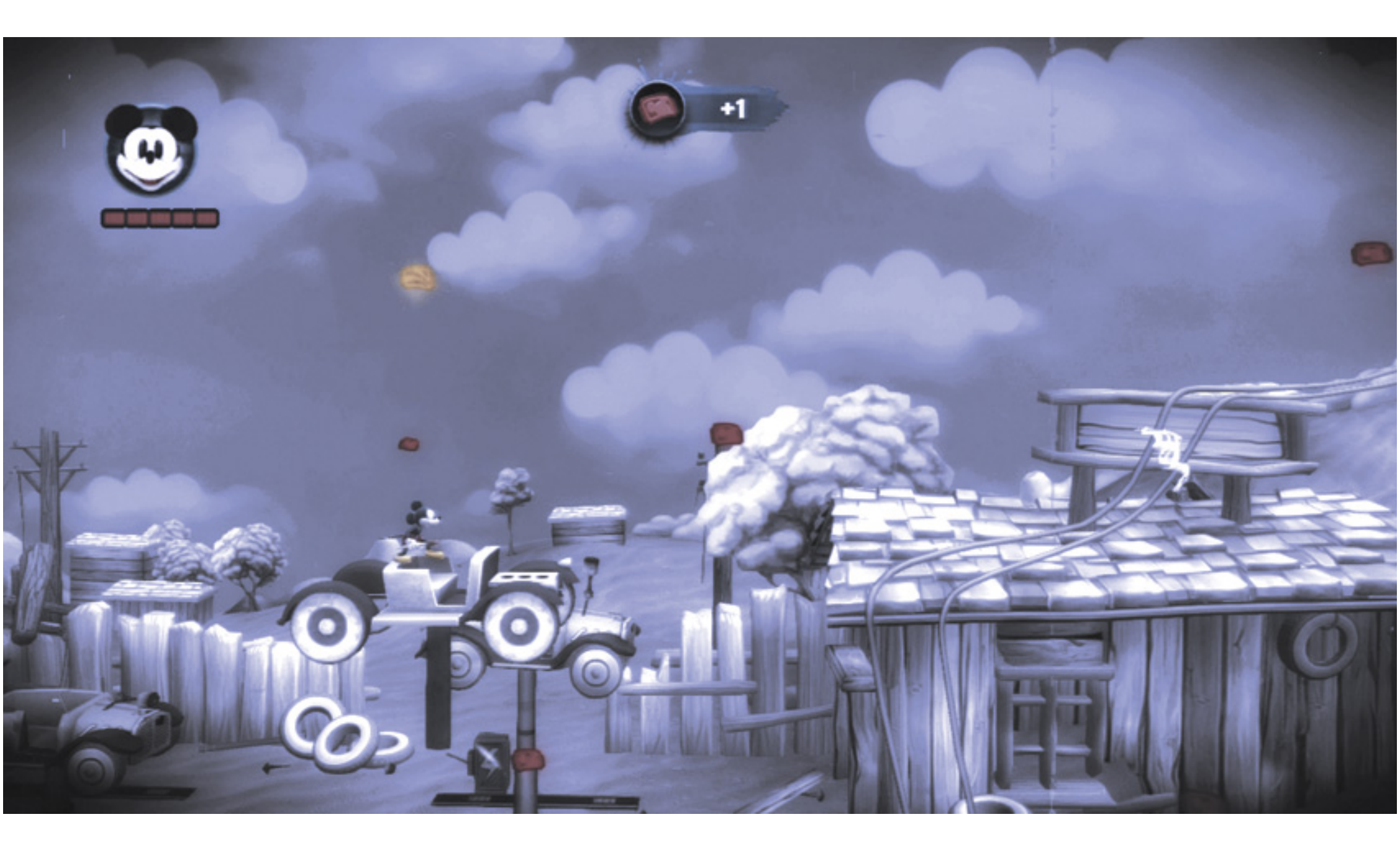
Collectibles

- Film Reel
- Golden E-ticket (x3)
- Golden Pin

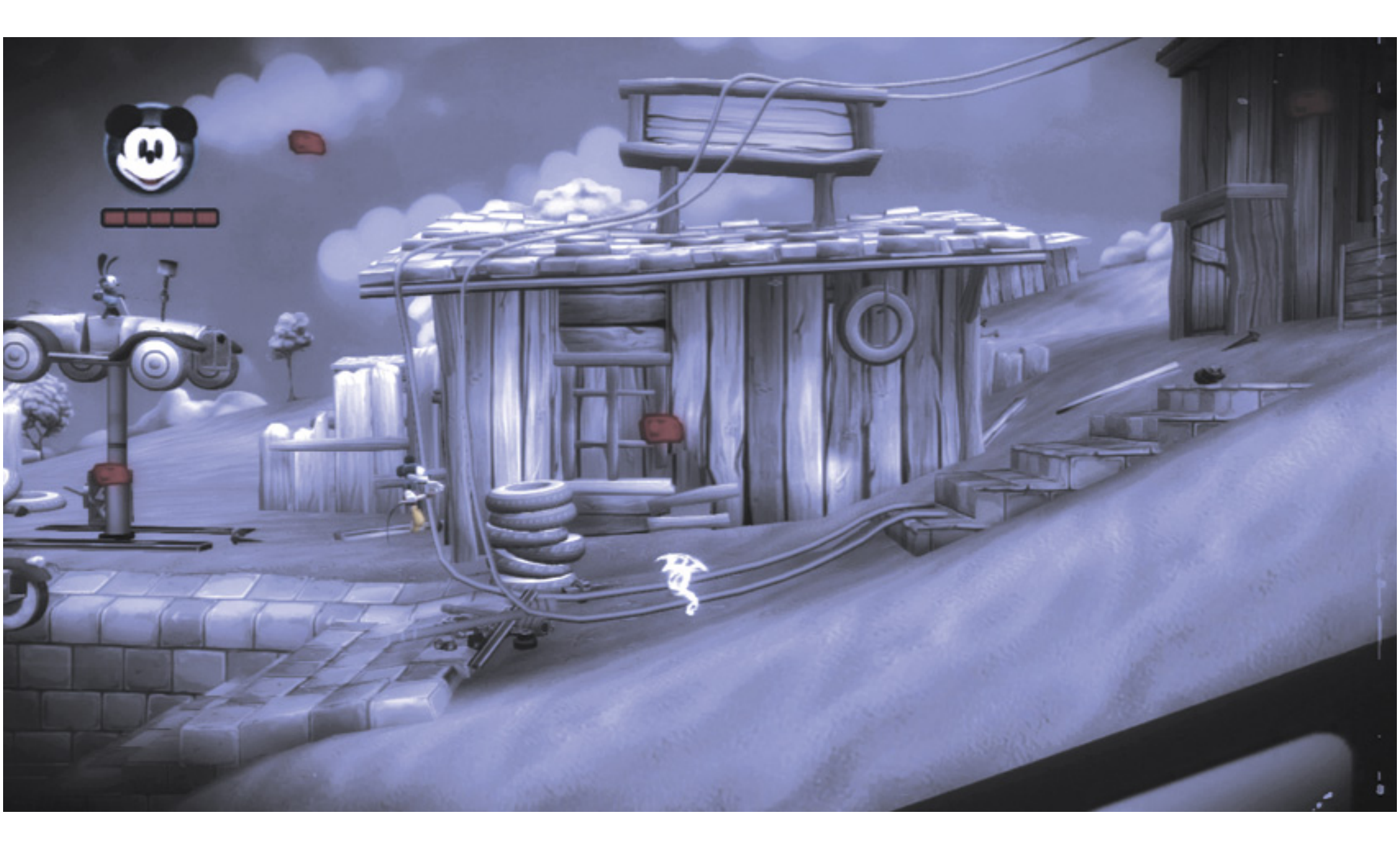
Note: Mickey's Service Station (version 2) connects Ventureland and Autotopia.



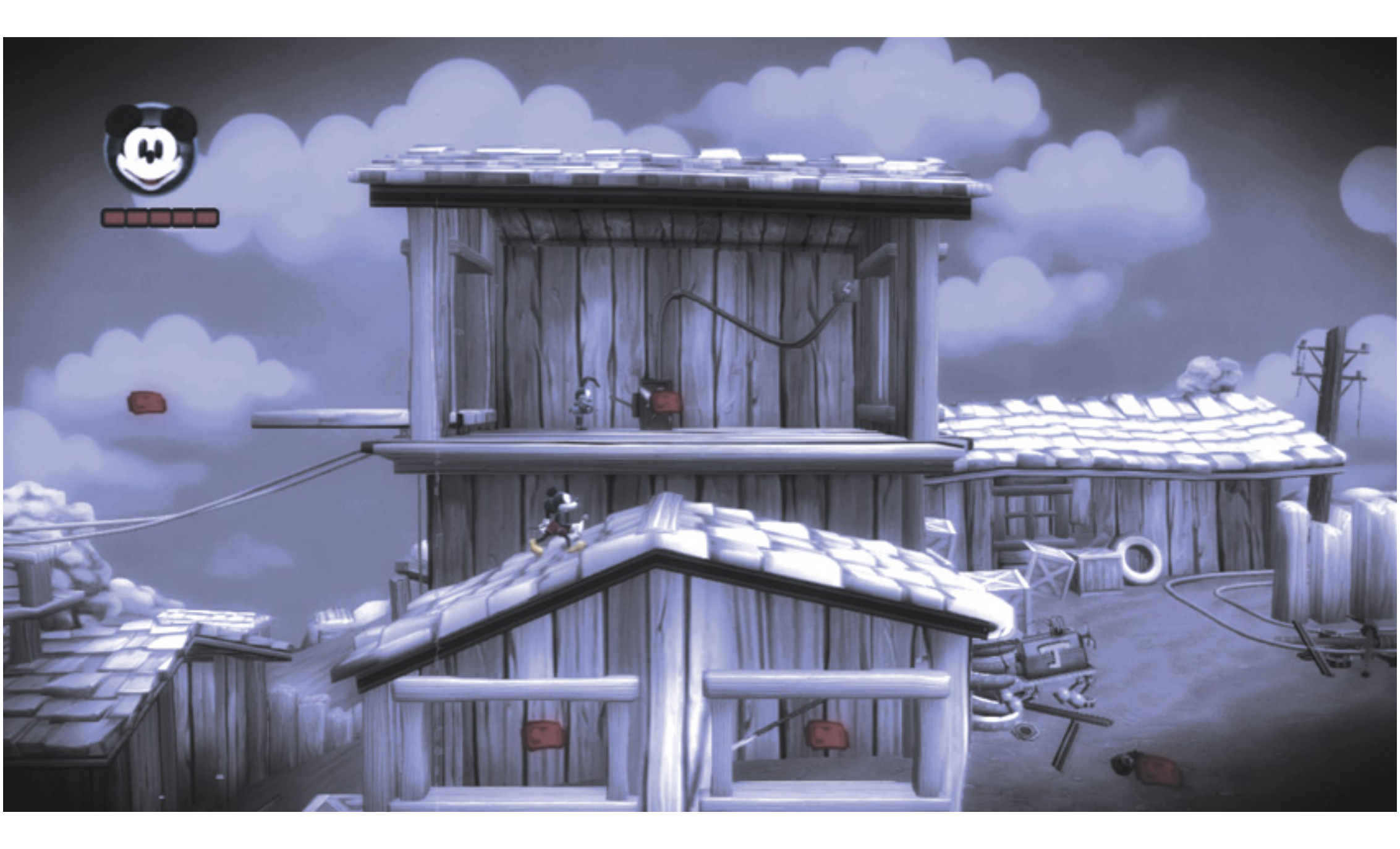
At the start of the lower path is a dog-like car engine attached to a hose leash. The dog lashes out at you, providing an opportunity to leap over it.

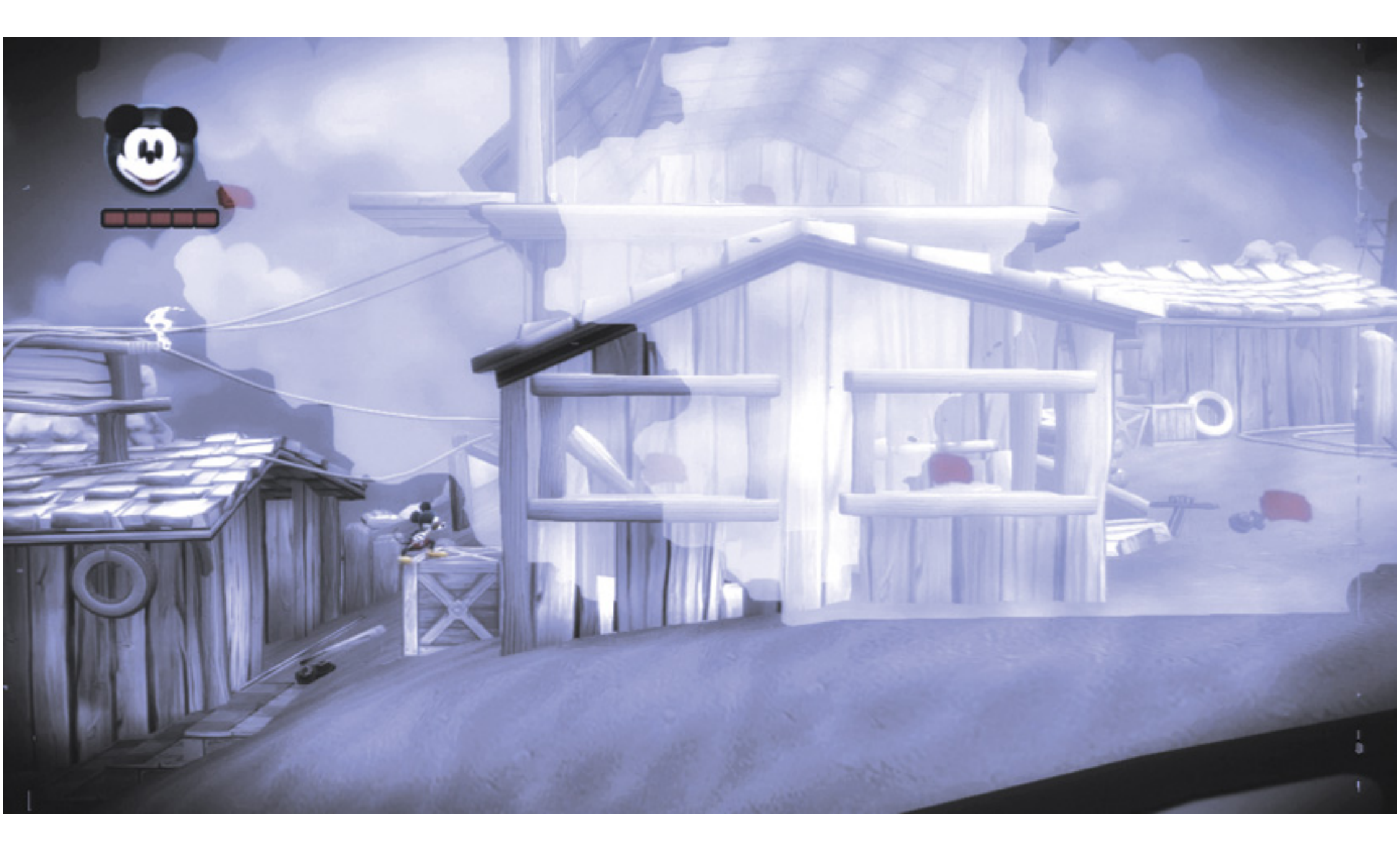


Pass the dog and jump to the lifted cars. If you have the Steamboat Willie Costume, there is a Gold Pin above one of the cars.

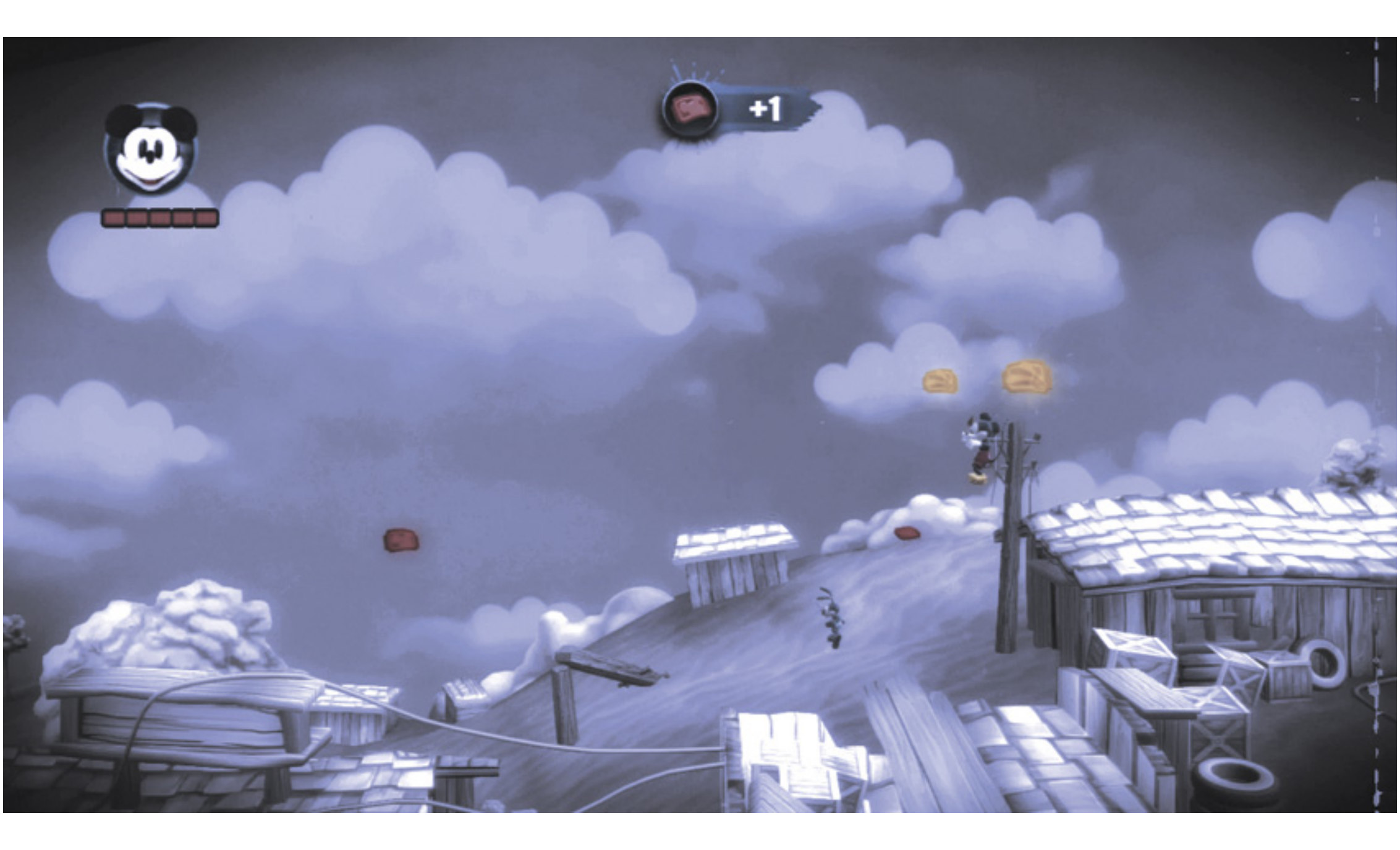


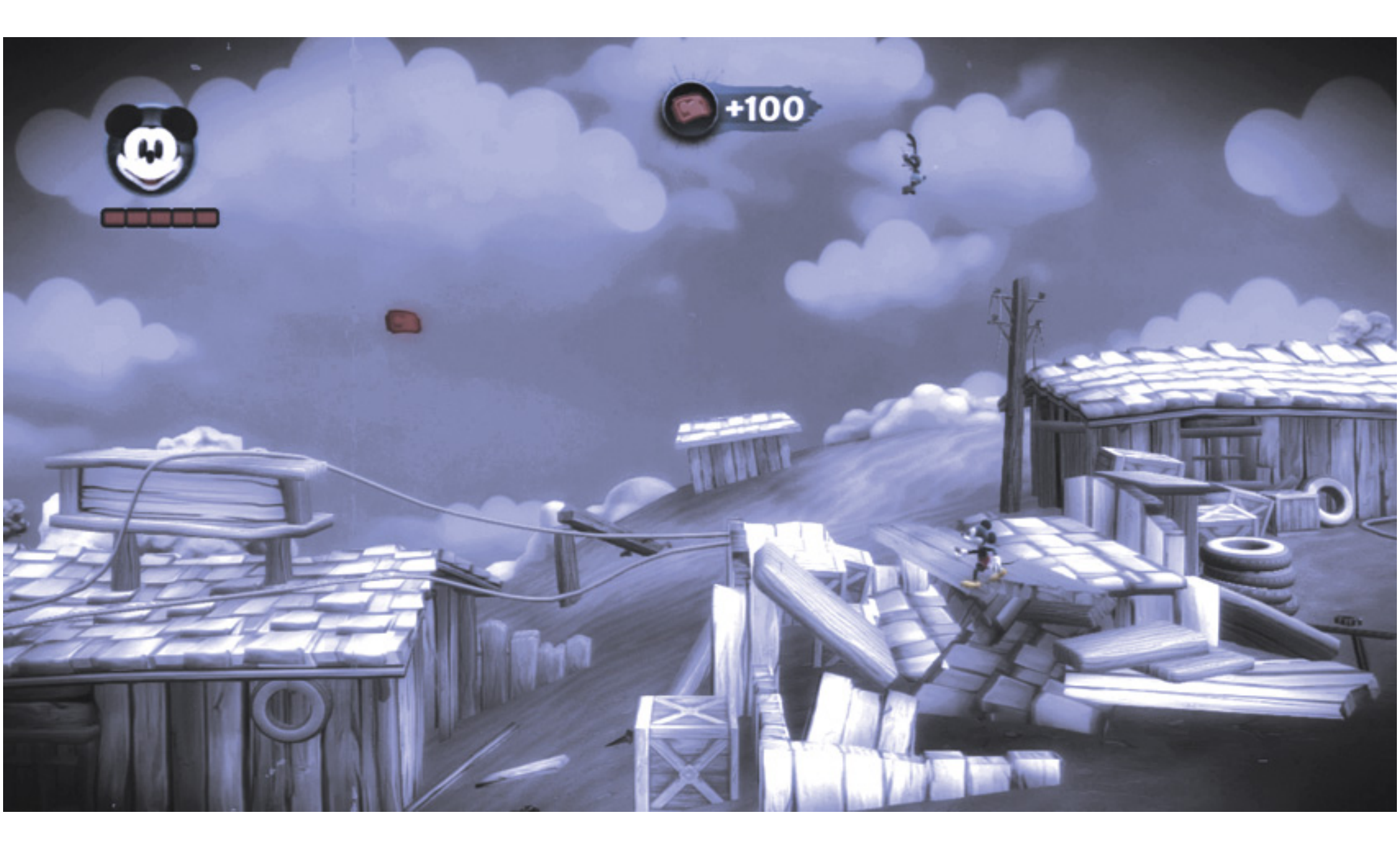
Loose wires are scattered all around this level. An electric arc runs along the wires and shocks you if it hits you, so dodge the arc as it nears you.



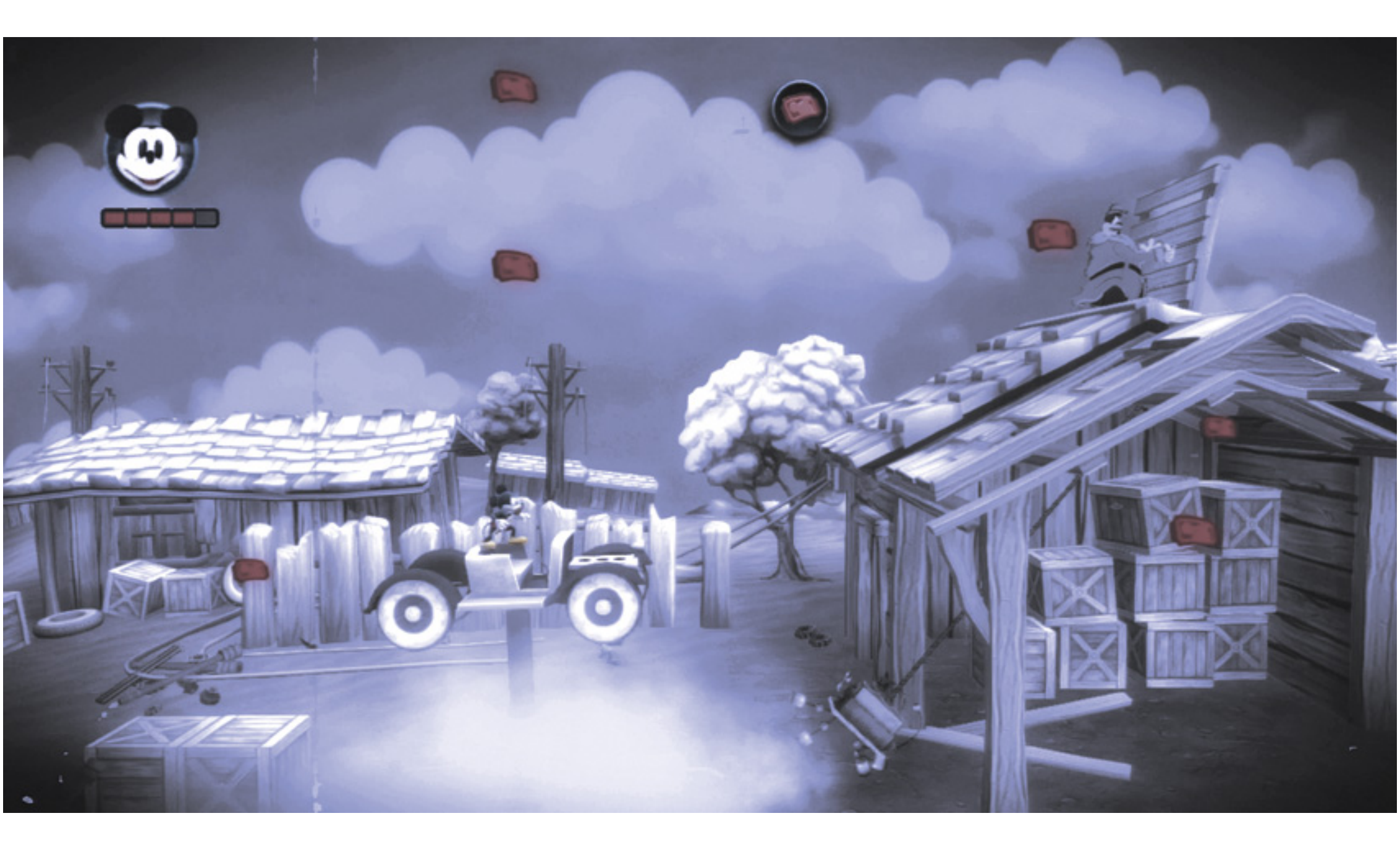


The next building is a house wired with explosives. If Oswald is on the top path, he can flip the switch and cause the house to explode and clear the way.

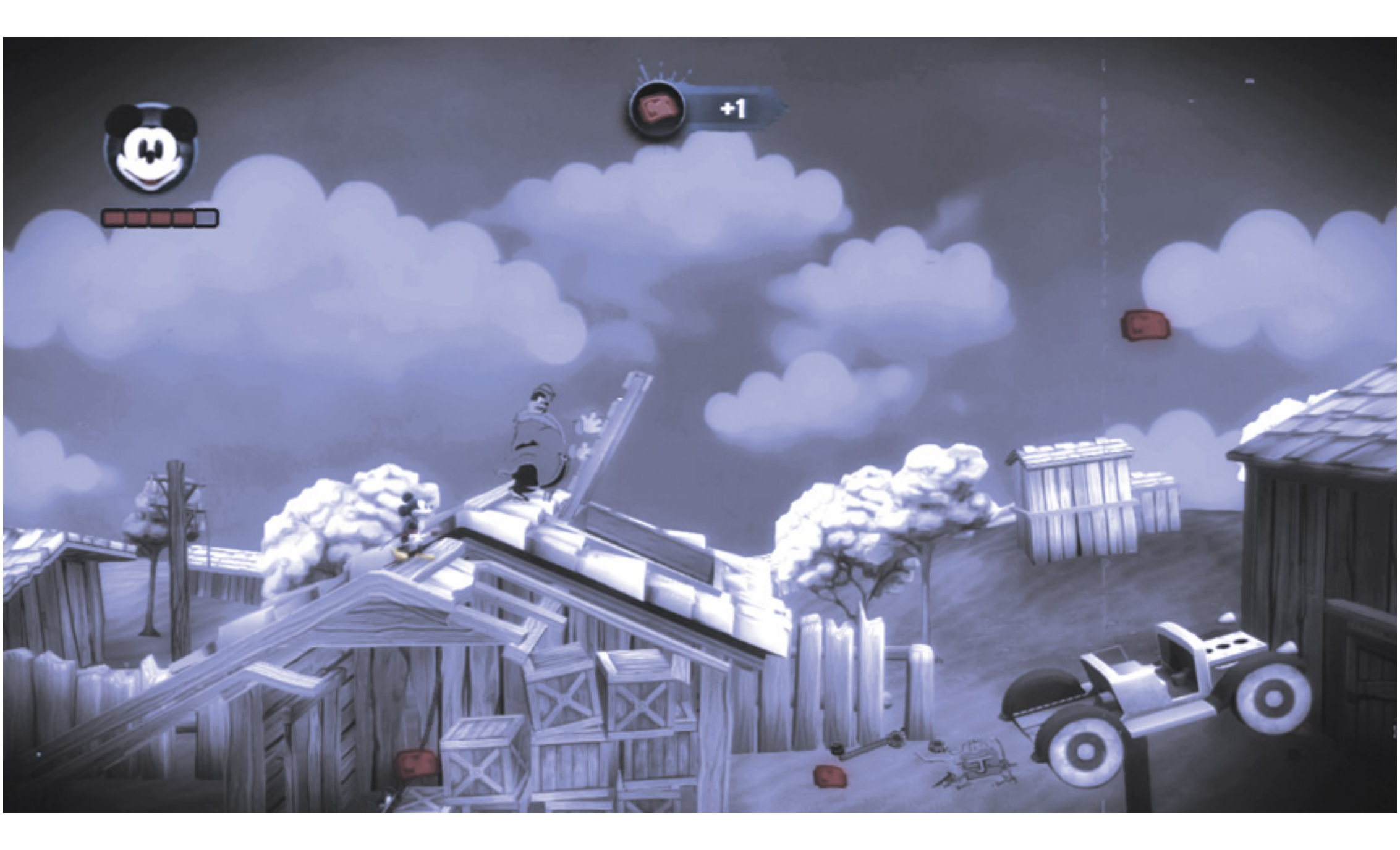


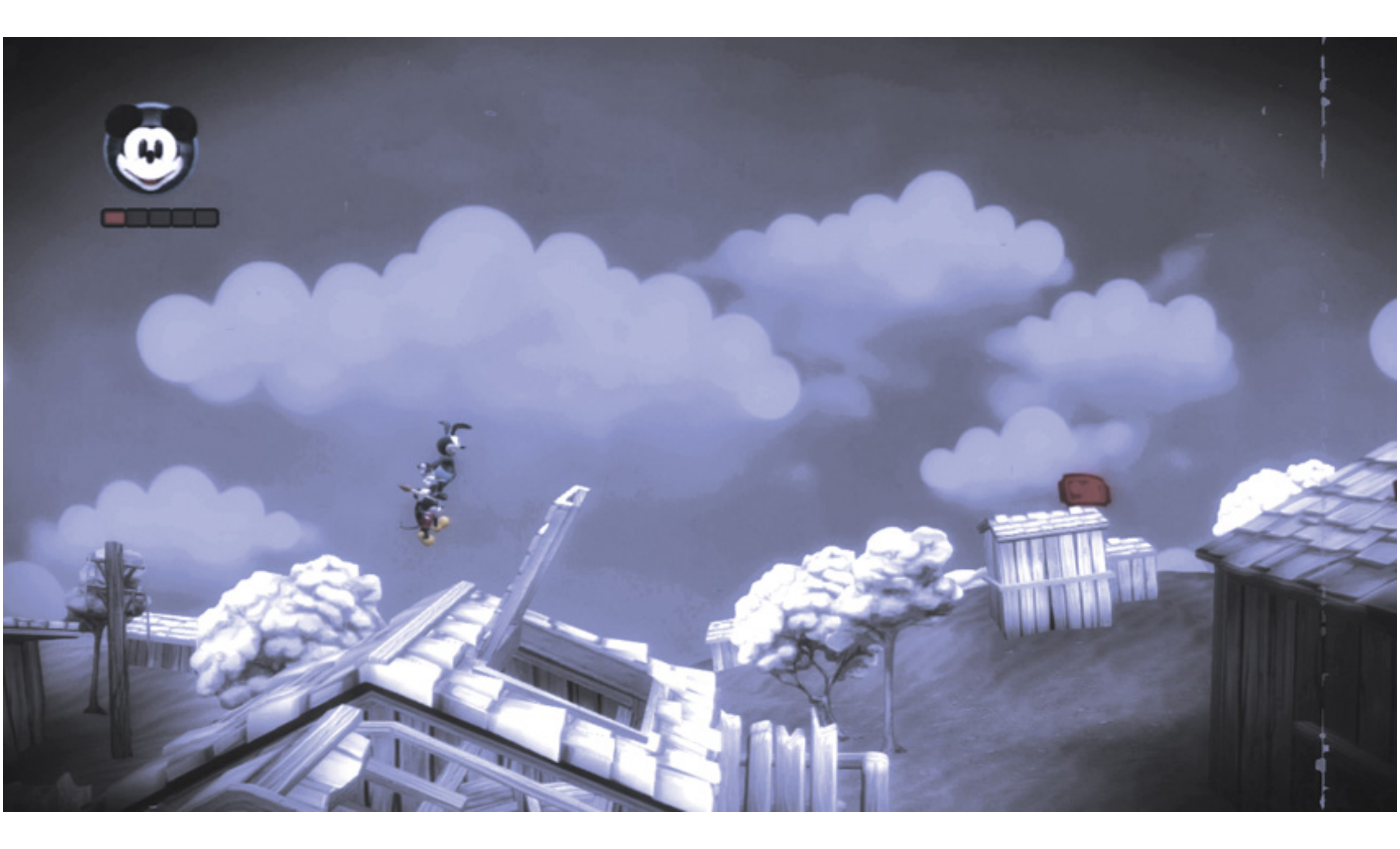


Once the smoke clears, all that remains is a bunch of rubble and a giant wooden plank. There are two golden E-tickets in the air above the rubble. If Oswald is on the opposite path, he can jump on the wooden plank to launch Mickey into the air to get one of the tickets. When you land on the plank, it shoots Oswald up to collect the other ticket.

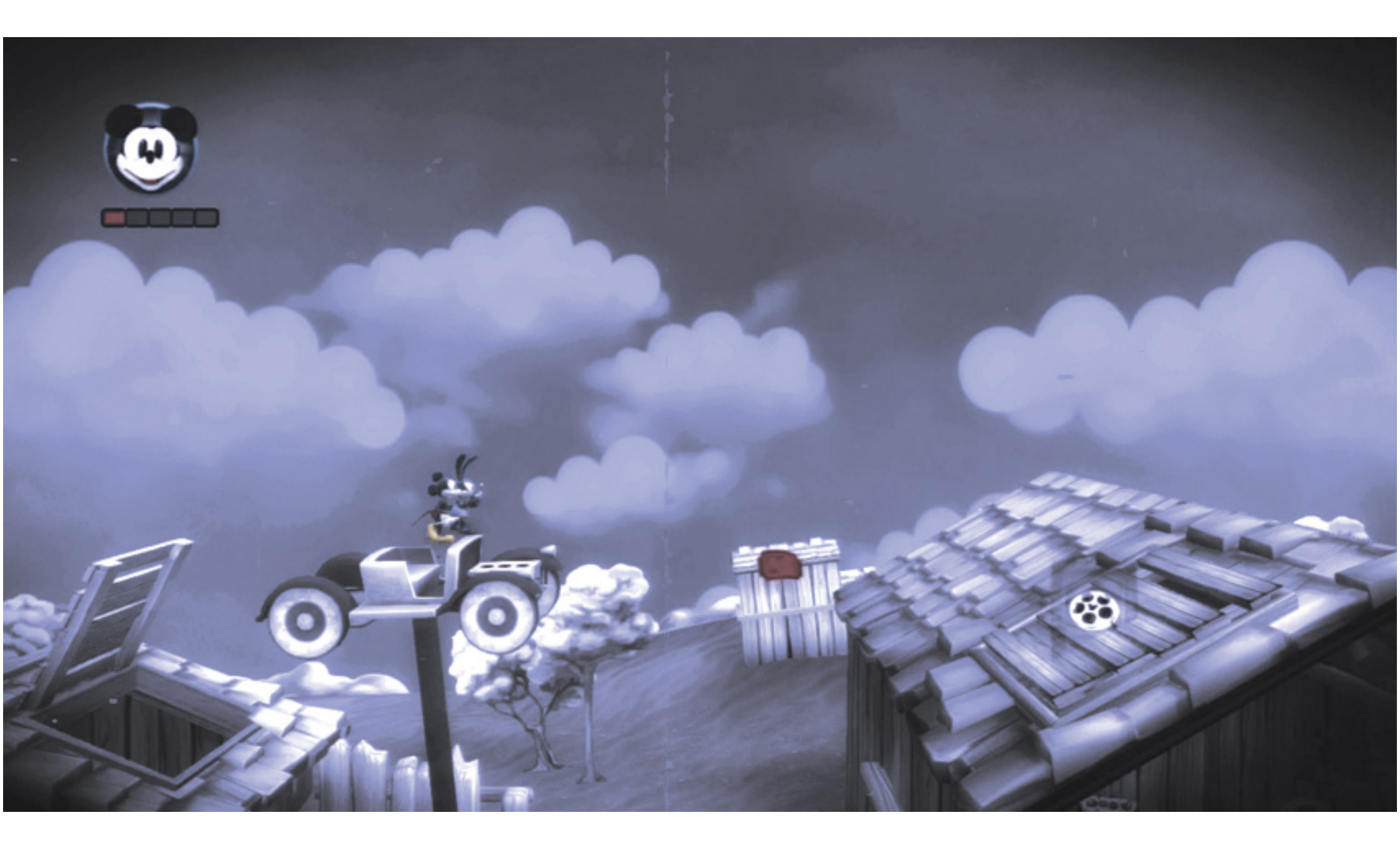


Leap off the rising car to reach the roof of the old storage shack ahead.

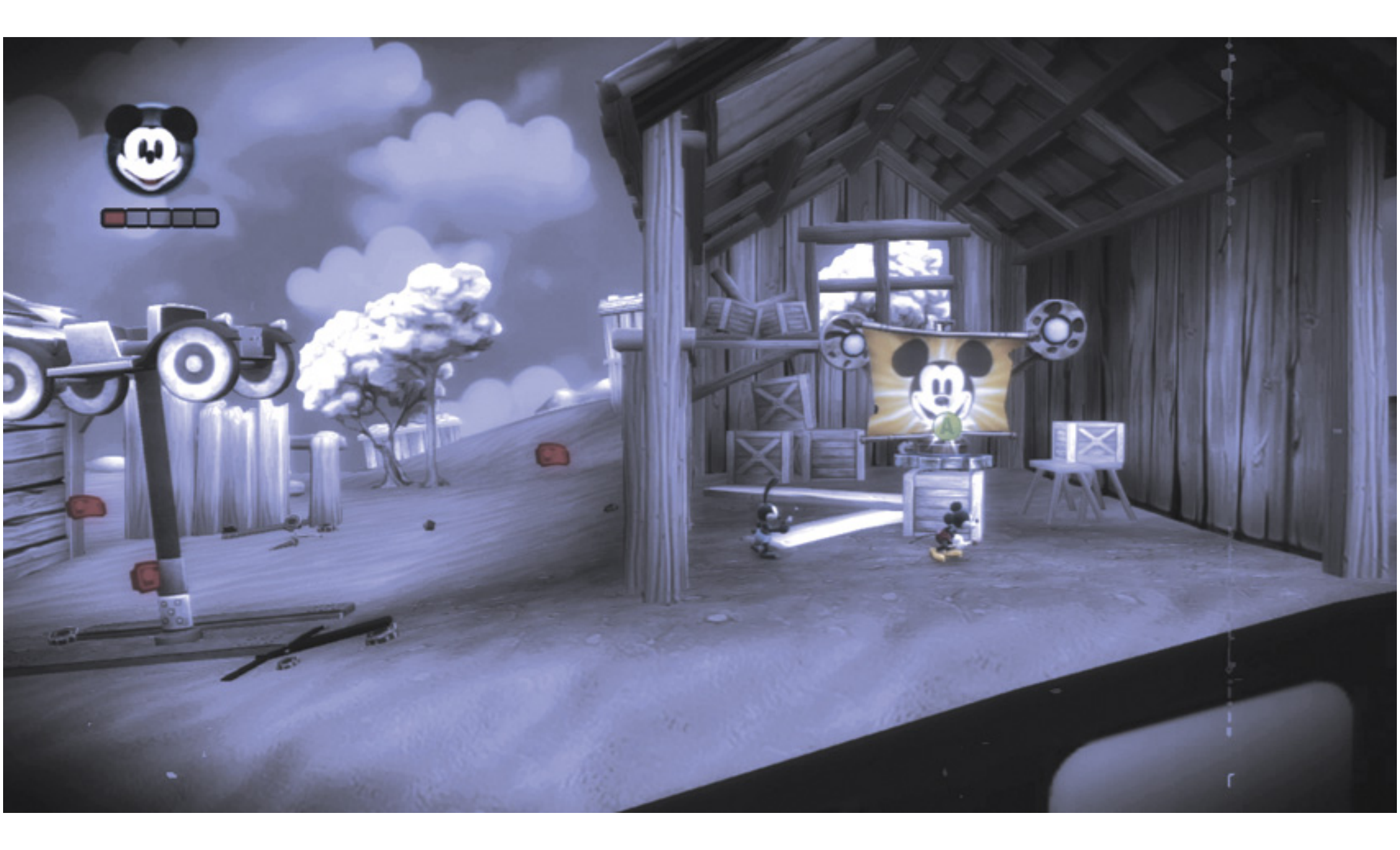




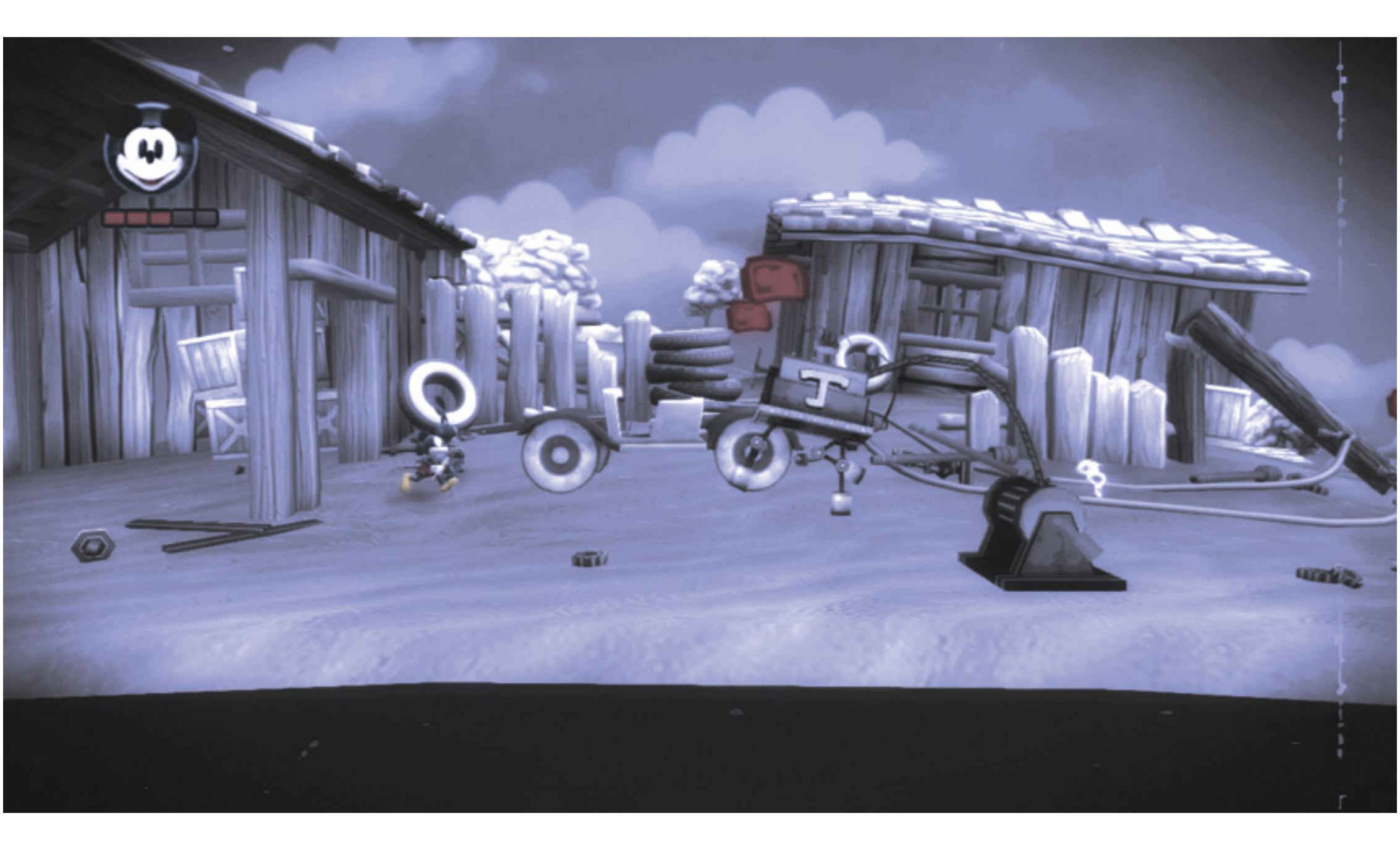
To complete the next step, you need to have Oswald on the front path with Mickey. From the roof of the shack, toss Oswald in the air and glide over to the lifting car.



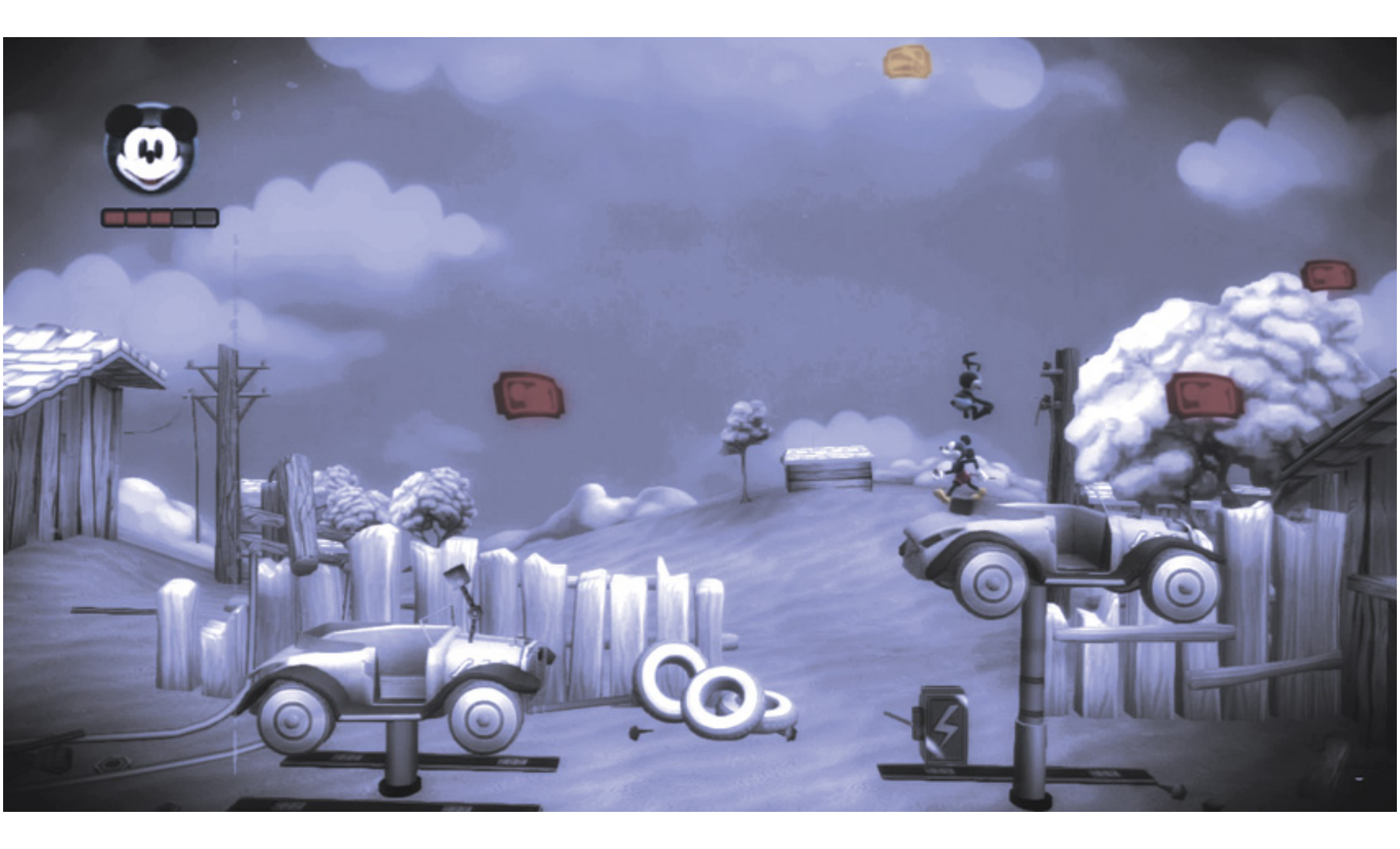
When the car rises, you can double-jump over to the roof of the last house to find a Film Reel.



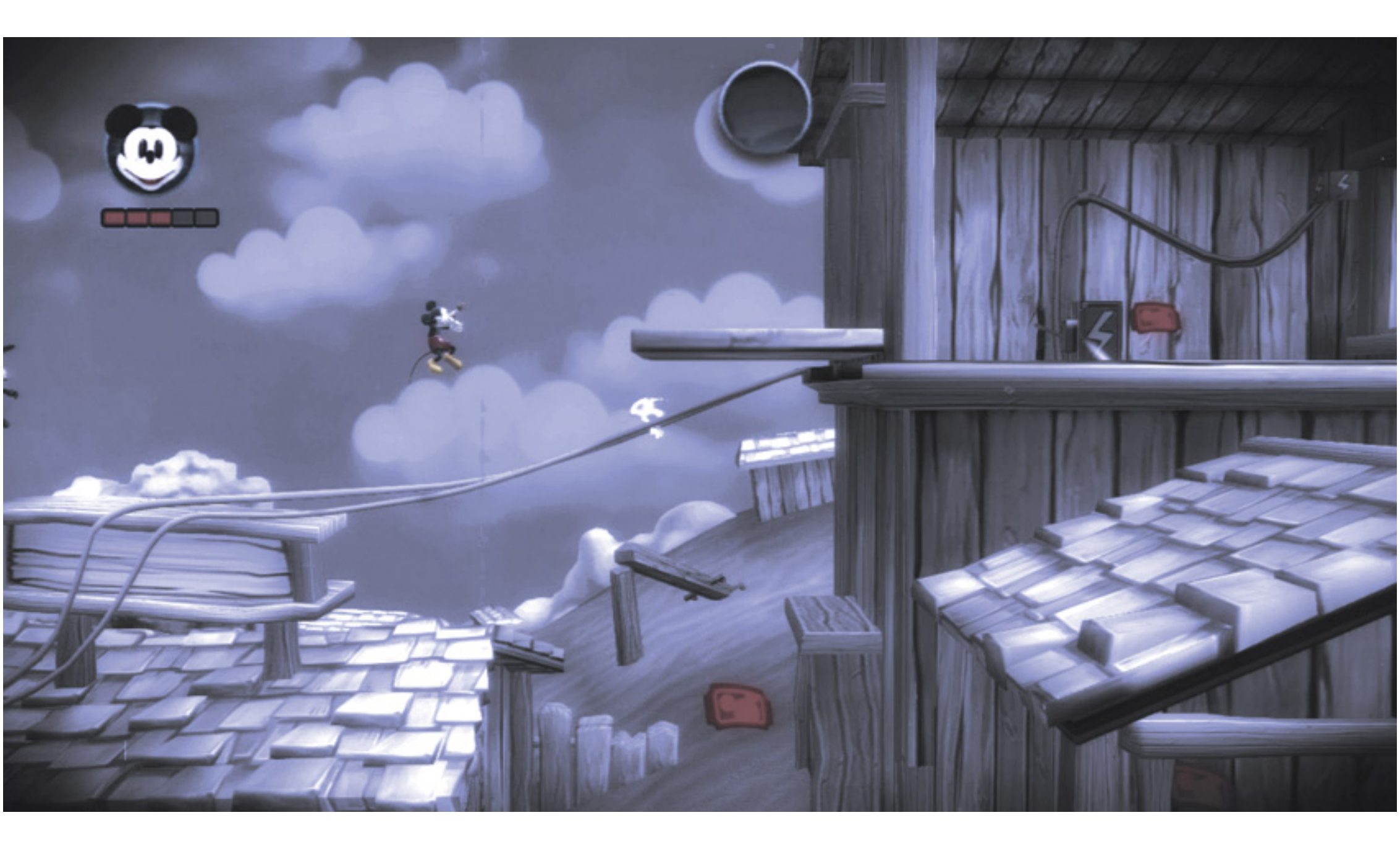
Grabbing the Film Reel causes you to fall through the roof and land right next to the projector for a quick exit.



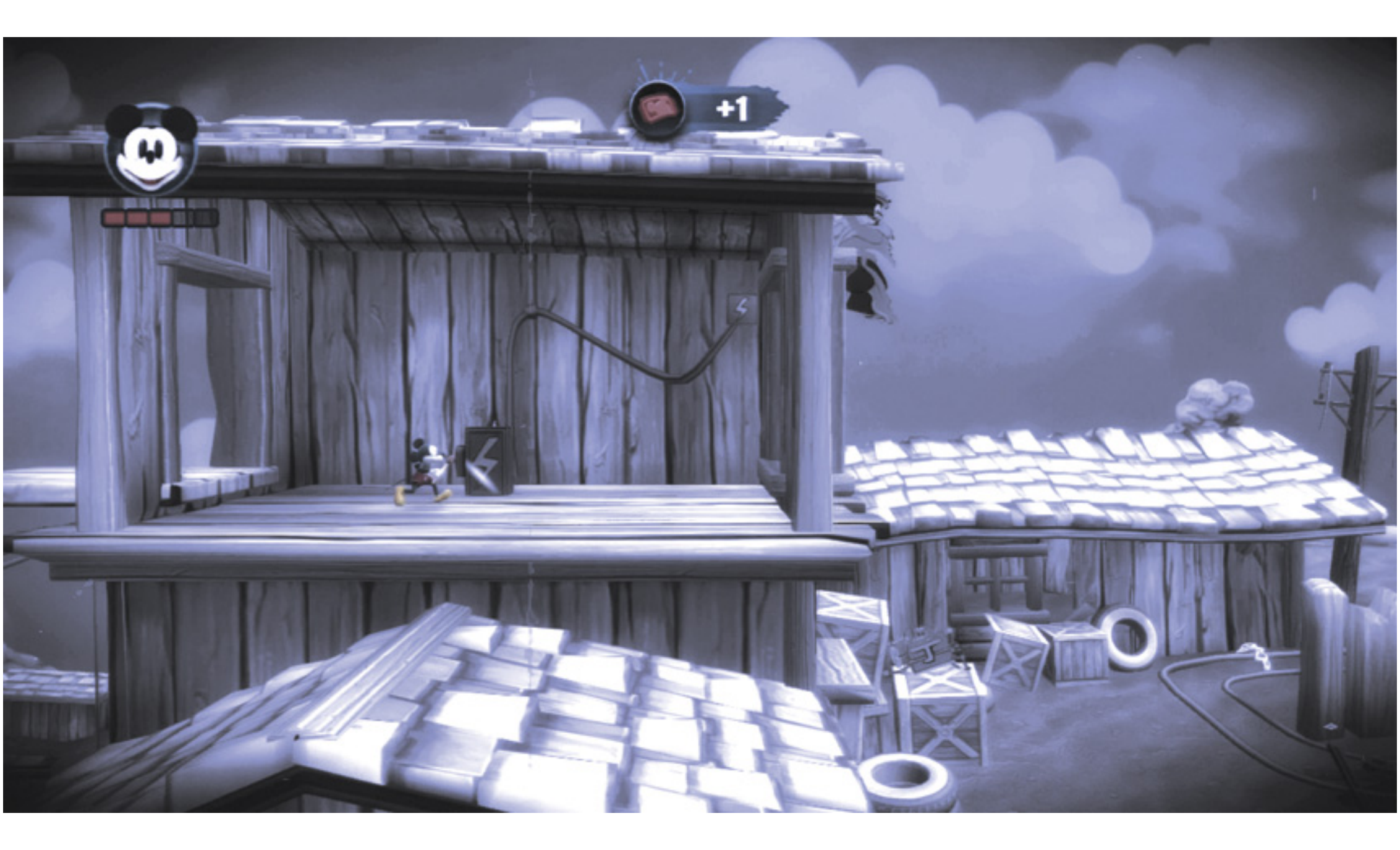
Start the upper path by jumping over a car and avoiding the electrical current along the wires.

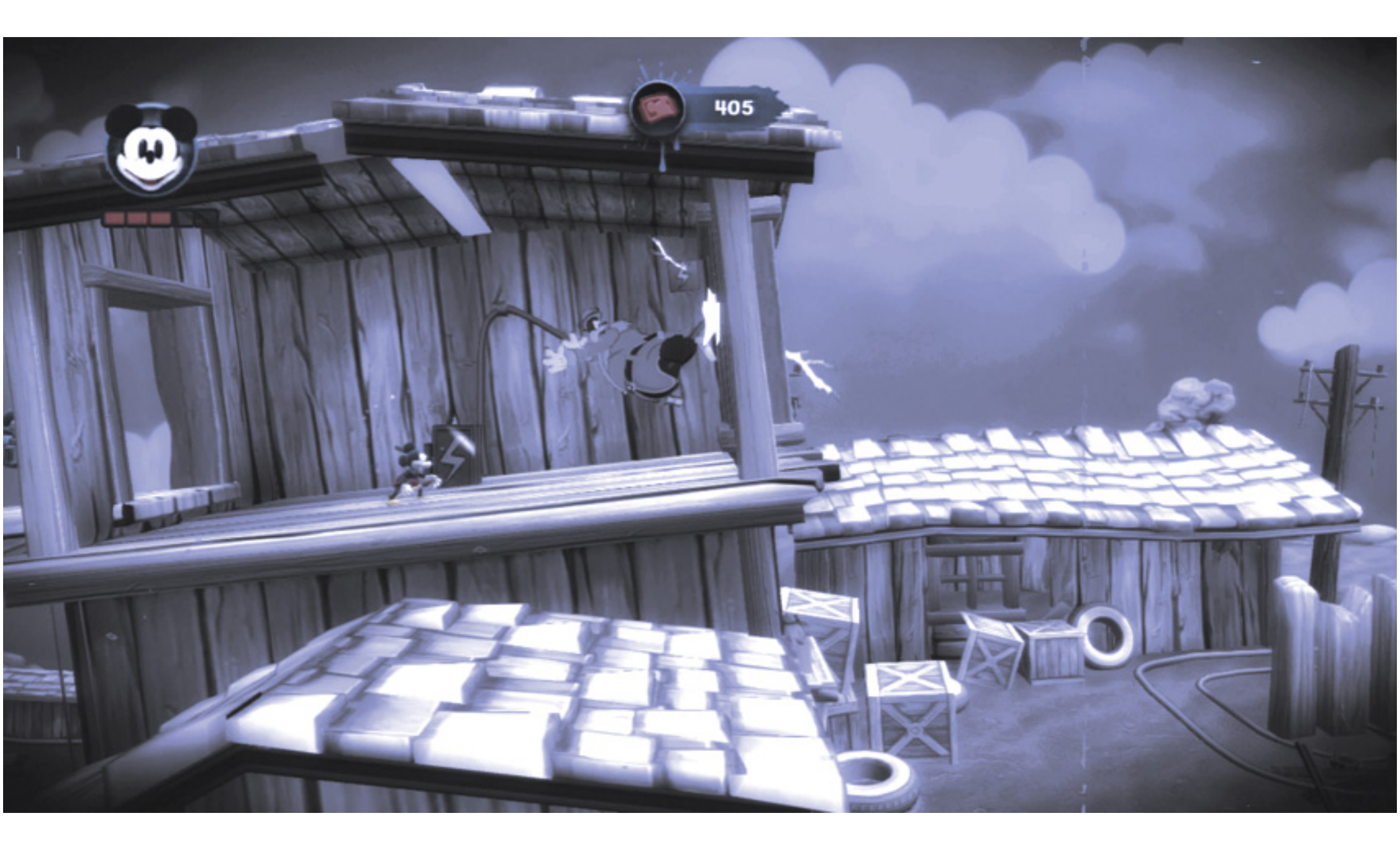


A golden E-ticket floats above the second lifting car. You can toss Oswald up to collect it. As an alternative, use the switch below the car to launch it into the air for the other player to reach the ticket.

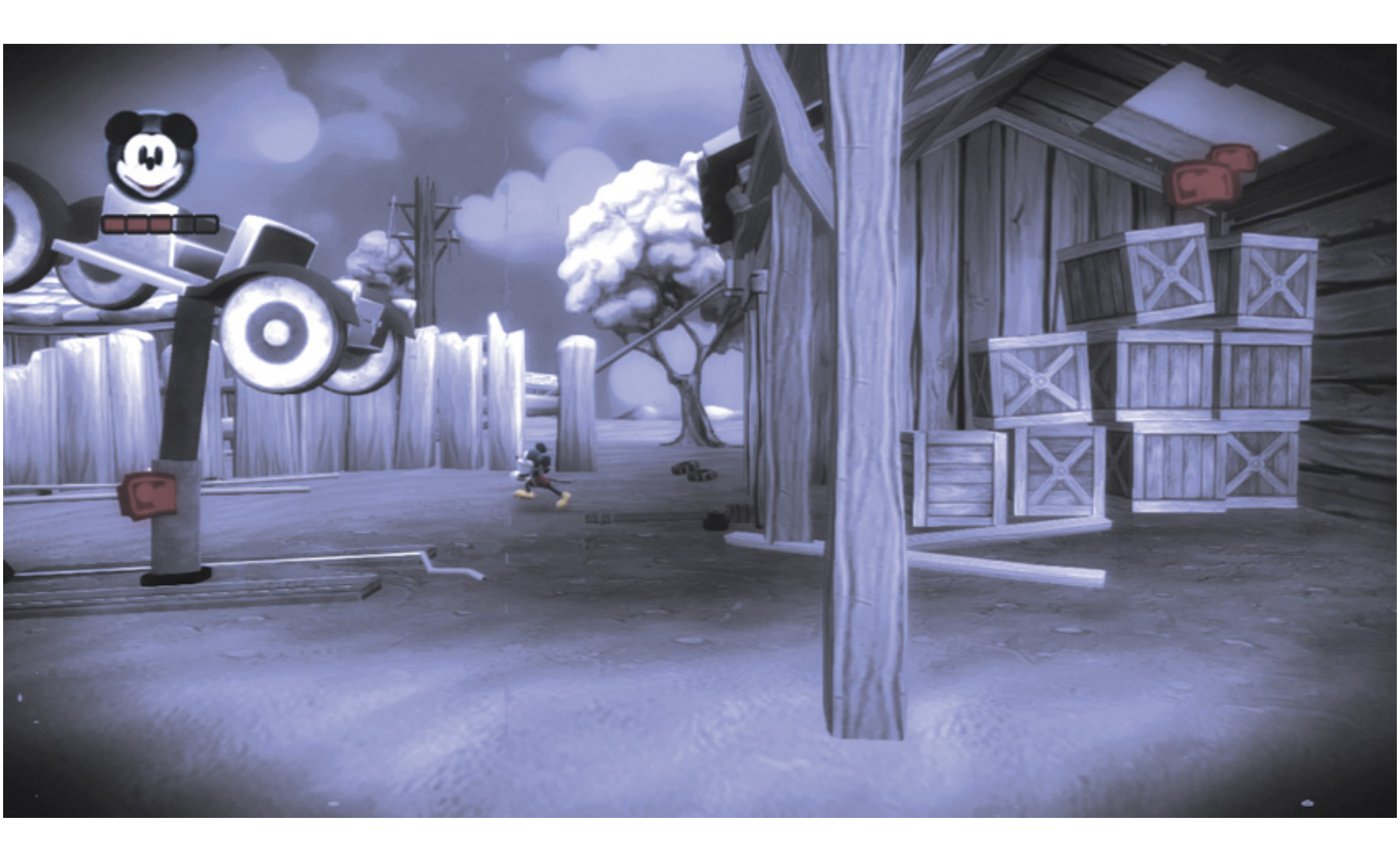


Just as on the lower path, there are wires all over that carry dangerous electric arcs you must avoid.

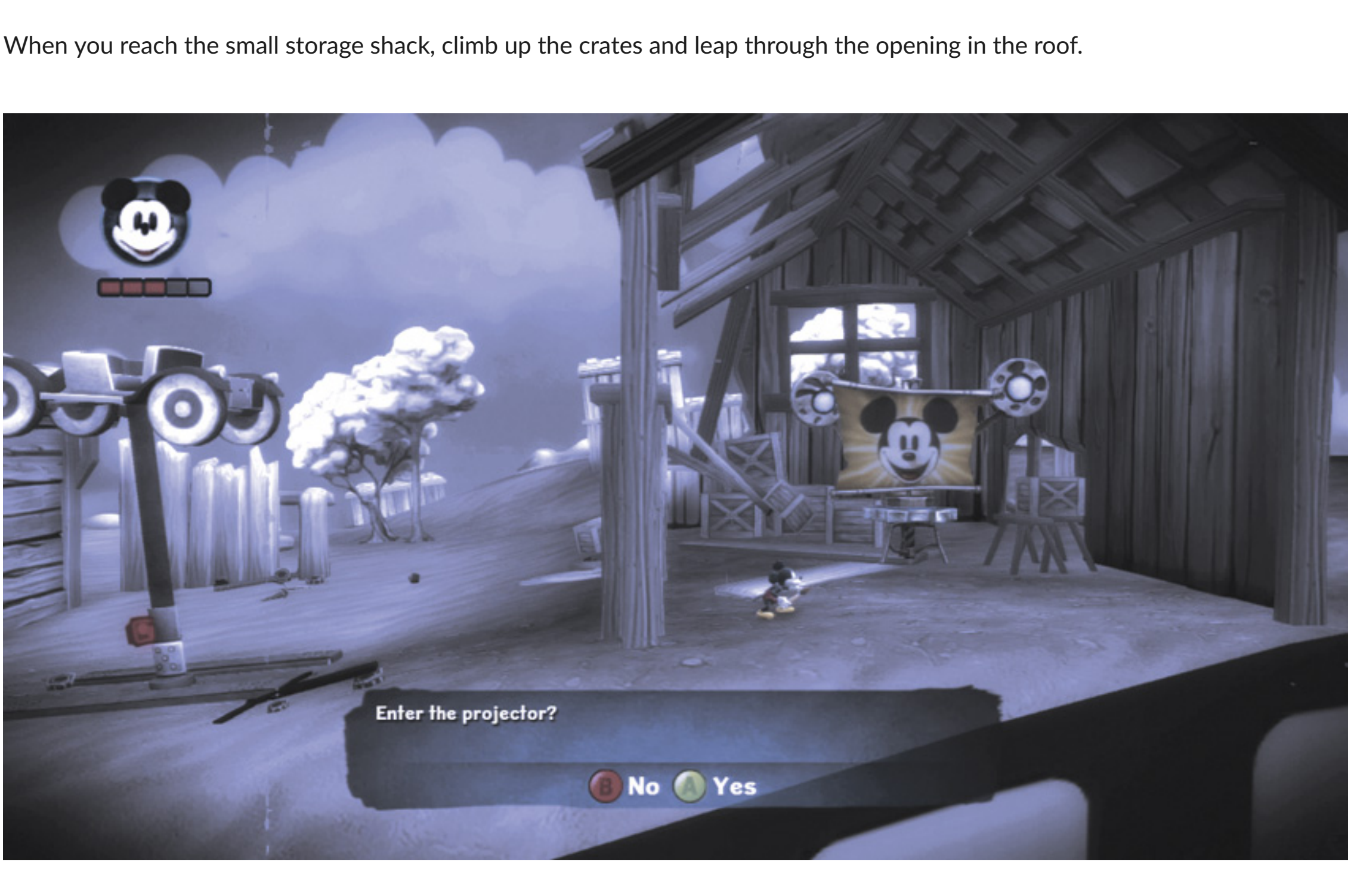




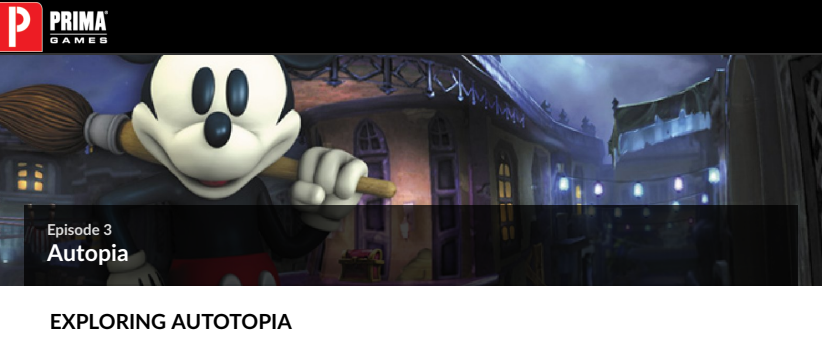
Flip the switch inside the house to cause an explosion that creates a clear path forward. If you haven't already collected the golden E-tickets, use the wooden plank left behind in the rubble to catapult each other to the tickets.



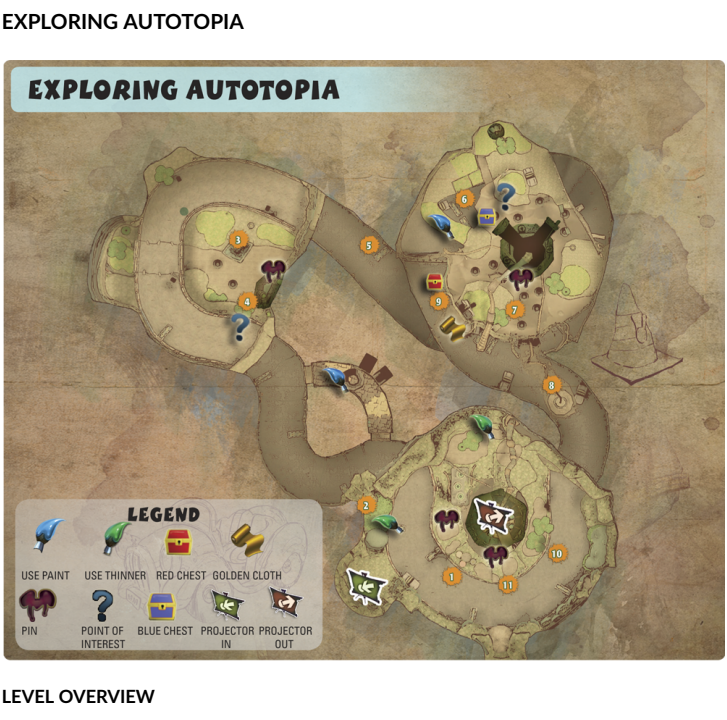
When you reach the small storage shack, climb up the crates and leap through the opening in the roof.



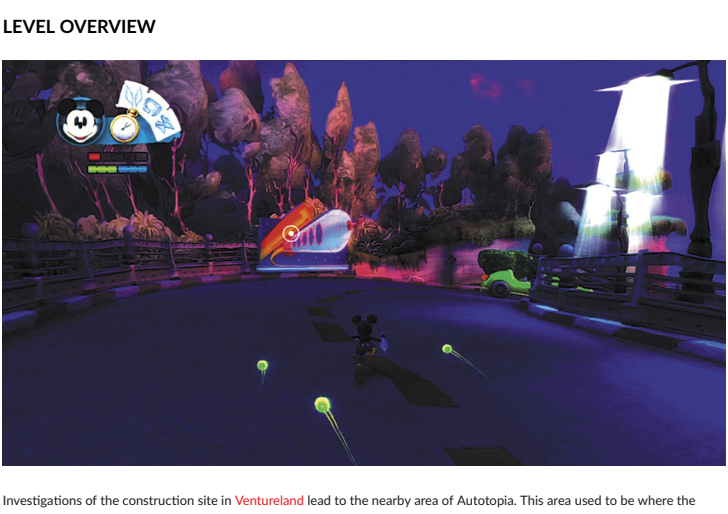
Complete the trip by using the projector in the last building.



EXPLORING AUTOTOPIA



LEVEL OVERVIEW



Investigations of the construction site in Ventureland lead to the nearby area of Autotopia. This area used to be where the citizens of Wasteland would go to watch races, but it has been sealed off and has fallen into ruin. Several large towers in Autotopia appear to be siphoning Guardians out of the ground. These towers must be shut down to stop the villain trying to take over Wasteland.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- Aggressive Driver Pin (visit 2)
- Bronze Pin (x3)
- Golden Cloth
- Gold Pin
- Goofy Race Car
- Mad Doctor's Shoes
- Pearl of Wisdom
- Pedal to the Metal Pin (visit 2)

Enemies

- Dropwings
- Blotworx Rockers
- Blotworx Shocker

Quests

- A Captain's Life for Me
- A Friend in Deed (visit 2)
- Finding the Hidden Heroes
- Operation Gremlin Drop
- Rebuilding Autotopia (visit 2)
- Thanks for the Memories (visit 2)
- The Encyclopaedia Wastelandica
- Watch the Skies

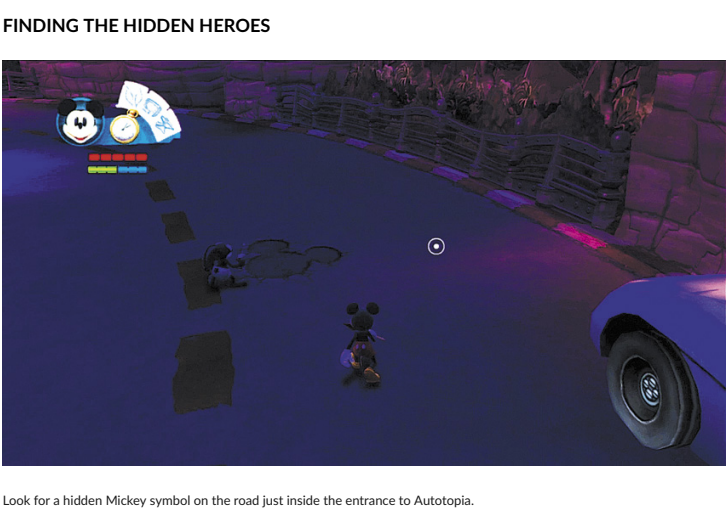
Things to Do

- Disable the first tower by using the pressure plates or blocking the vacuum vents
- Use the switch machine to turn off the Thinner wall
- Find the Goofy Race Car
- Disable the second tower
- Pull the levers on the machine in the second tunnel to turn off the Thinner wall
- Open the garage to rescue the Gremlin and find the Mad Doctor's Shoes costume piece
- Climb the path up to the third tower
- Get the golden Cloth in a side cave
- Disable the third tower
- Use the opened cave to drop to the third tunnel
- Activate the final machine to turn off the Thinner wall
- Free the Guardians after the towers are all disabled
- Climb the broken first tower to the projector at the top

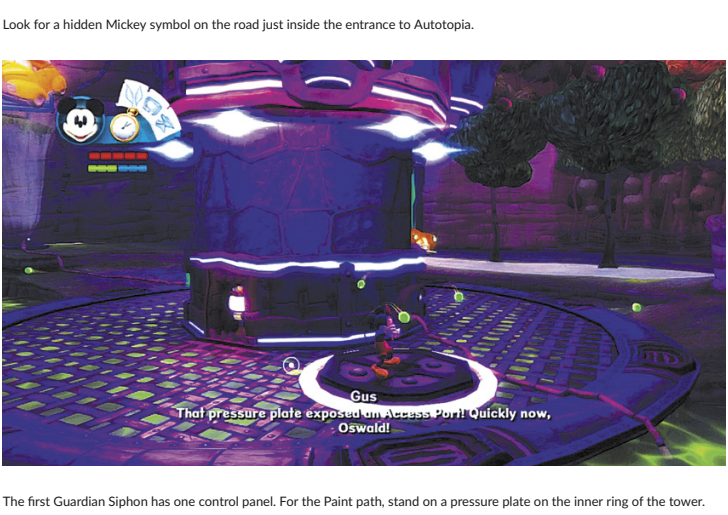
Autotopia consists of three large Guardian Siphon that are siphoning the Guardians from the ground. You can disable each of these towers on the Paint path by having Mickey stand on pressure plates while Oswald reprograms the revealed access ports. For the Thinner method, thin out cars to get parts to block the towers' vacuum vents and cause the access ports to overload.

OPTIONAL QUEST

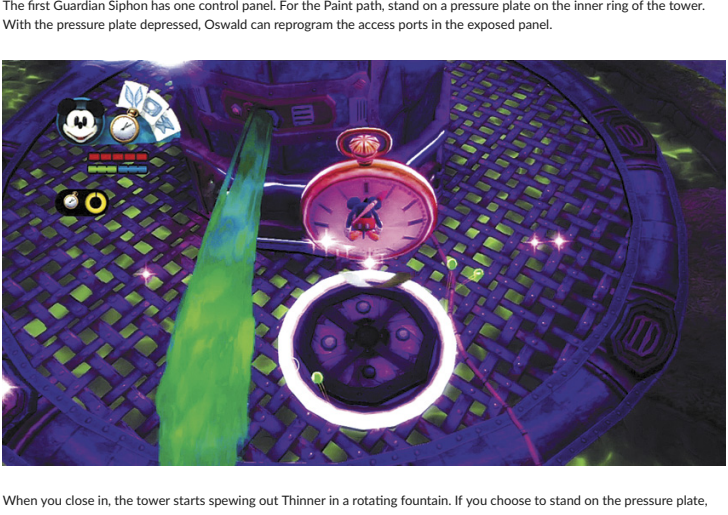
FINDING THE HIDDEN HEROES



Look for a hidden Mickey symbol on the road just inside the entrance to Autotopia.


Gus
That pressure plate exposed an Access Port! Quickly now, Oswald!

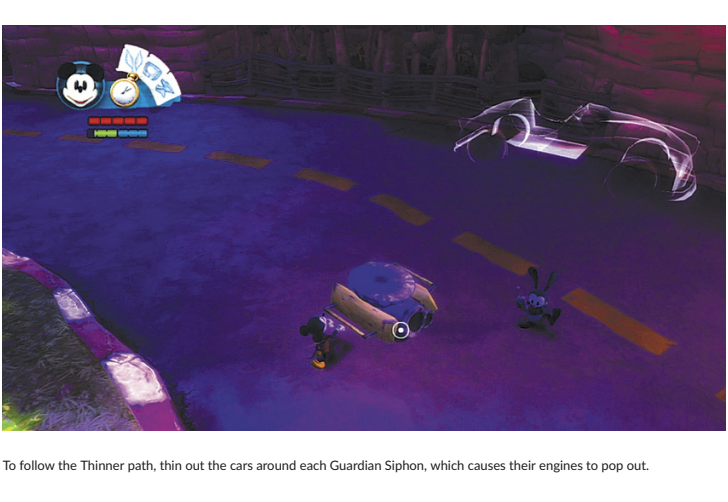
The first Guardian Siphon has one control panel. For the Paint path, stand on a pressure plate on the inner ring of the tower. With the pressure plate depressed, Oswald can reprogram the access ports in the exposed panel.



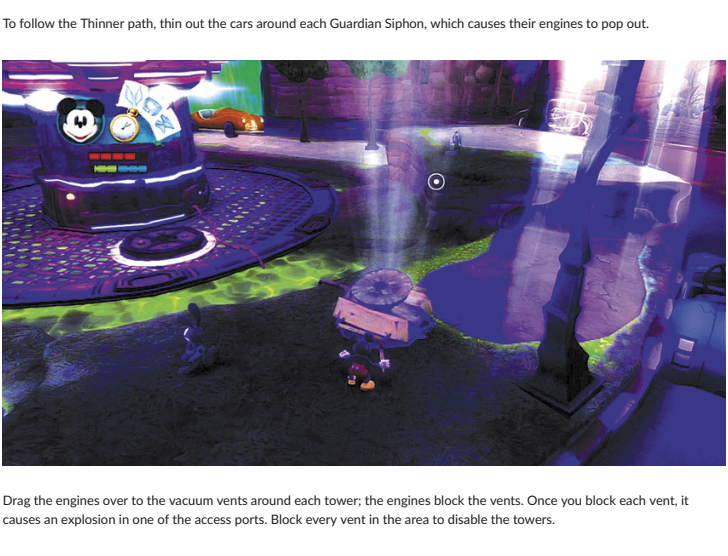
When you close in, the tower starts spewing out Thinner in a rotating fountain. If you choose to stand on the pressure plate, jump over the Thinner as it approaches you.

Tip

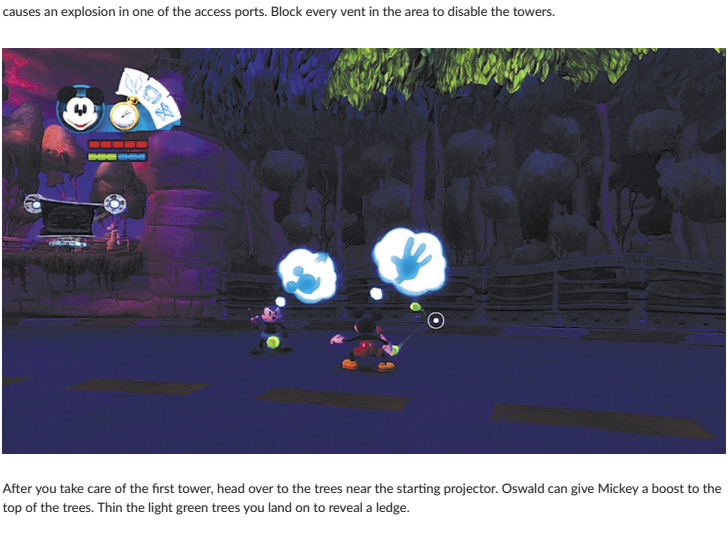
Use the Watch Sketch to slow down time and make it easier to dodge the Thinner from the towers.



To follow the Thinner path, thin out the cars around each Guardian Siphon, which causes their engines to pop out.

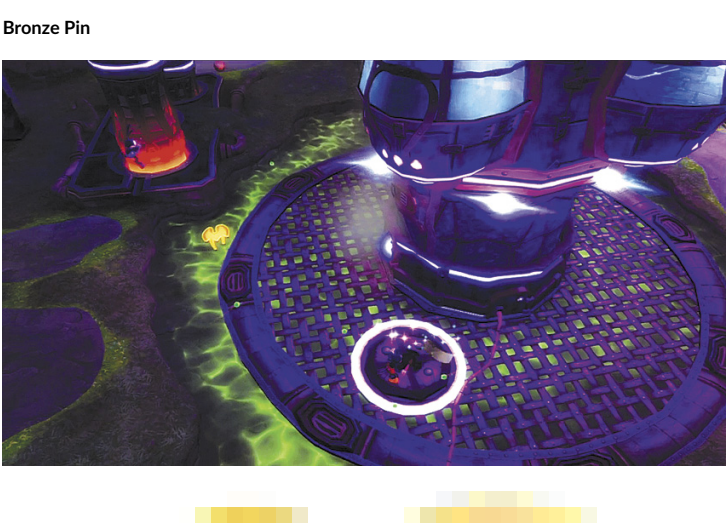


Drag the engines over to the vacuum vents around each tower; the engines block the vents. Once you block each vent, it causes an explosion in one of the access ports. Block every vent in the area to disable the towers.

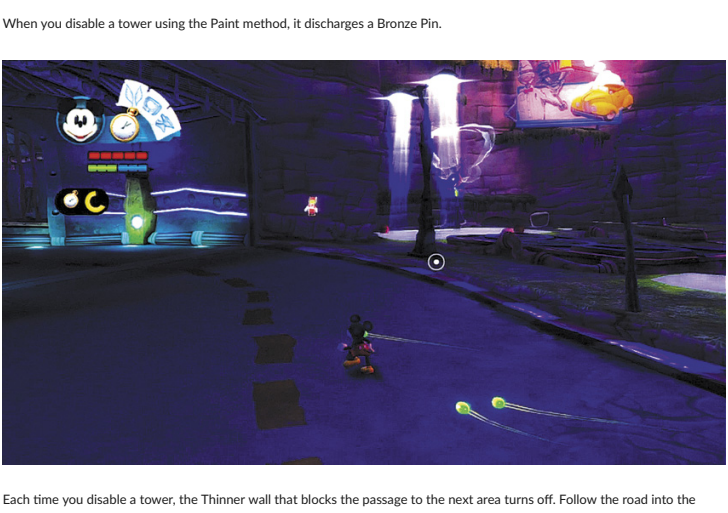


After you take care of the first tower, head over to the trees near the starting projector. Oswald can give Mickey a boost to the top of the trees. Thin the light green trees you land on to reveal a ledge.

Bronze Pin



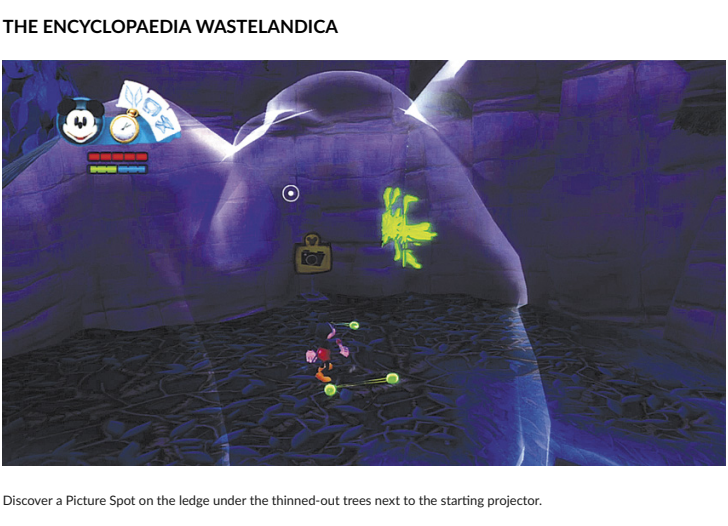
When you disable a tower using the Paint method, it discharges a Bronze Pin.



Each time you disable a tower, the Thinner wall that blocks the passage to the next area turns off. Follow the road into the tunnel that leads to the second major area.

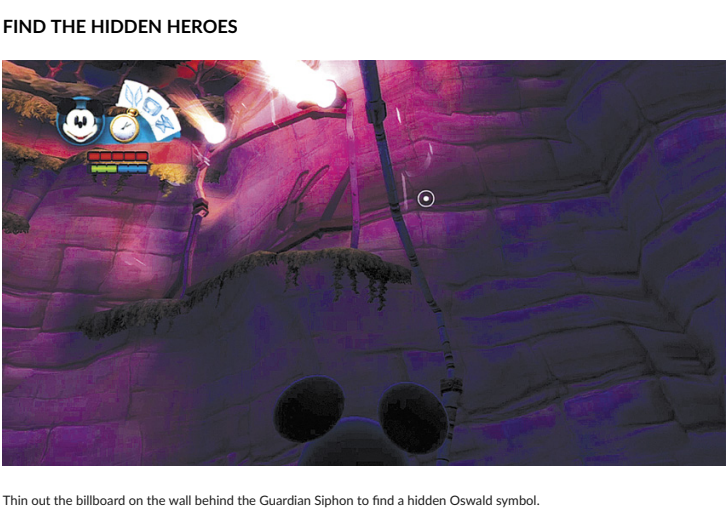
OPTIONAL QUESTS

THE ENCYCLOPAEDIA WASTELANDICA



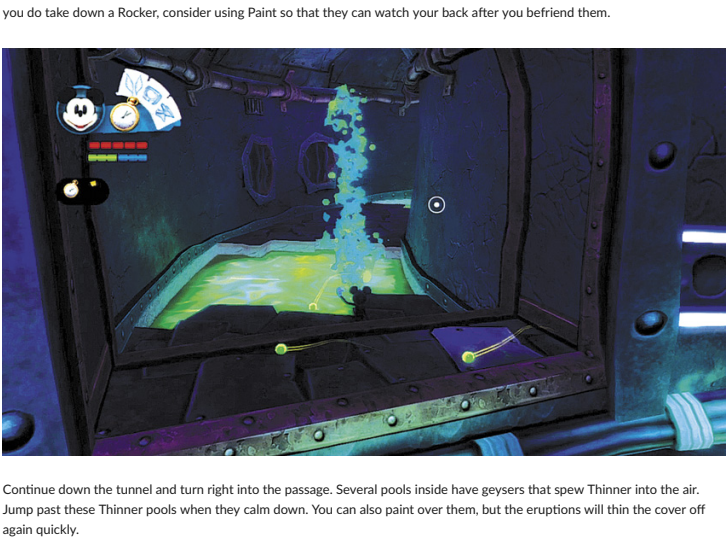
Discover a Picture Spot on the ledge under the thinned-out trees next to the starting projector.

FIND THE HIDDEN HEROES

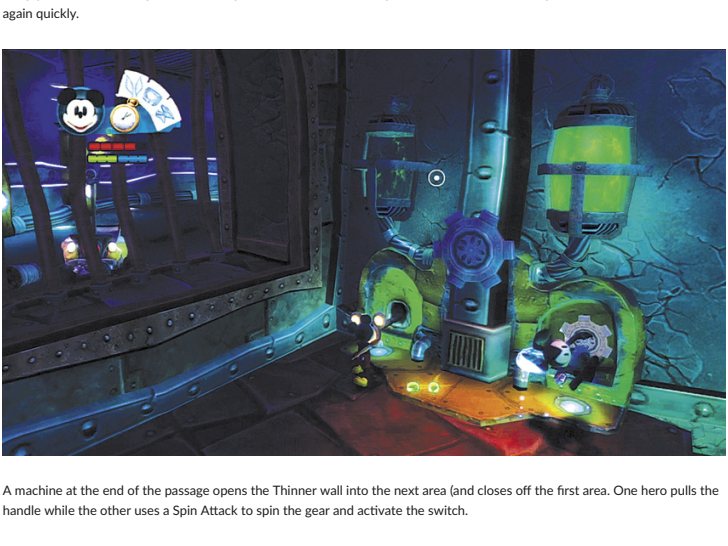


Thin out the billboard on the wall behind the Guardian Siphon to find a hidden Oswald symbol.

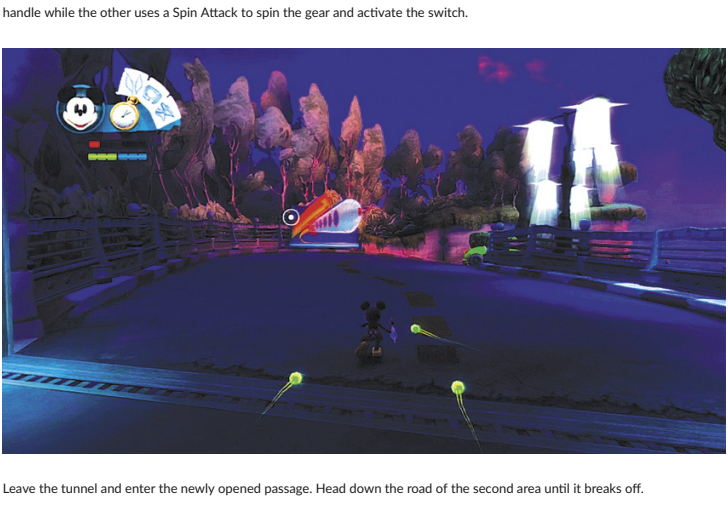
Surprisingly, Blotworx Rockers fill Autotopia. You can stop to deal with them or just ignore them and run past in most areas. If you do take down a Rocker, consider using Paint so that they can watch your back after you befriend them.



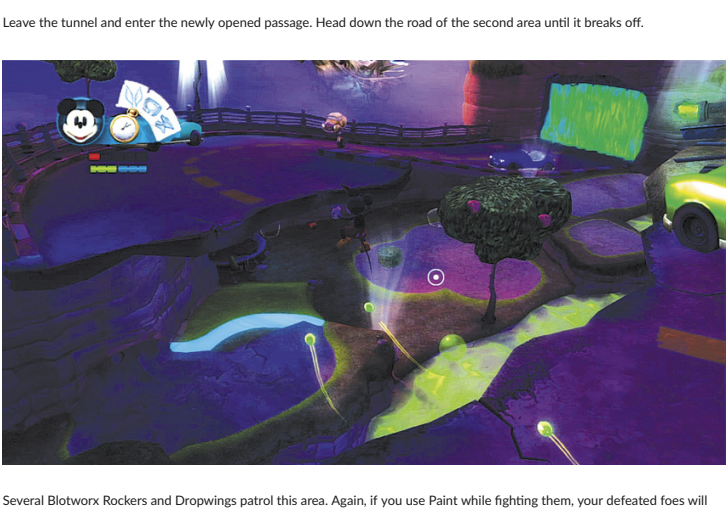
Continue down the tunnel and turn right into the passage. Several pools inside have geysers that spew Thinner into the air. Jump past these Thinner pools when they calm down. You can also paint over them, but the eruptions will thin the cover off again quickly.



A machine at the end of the passage opens the Thinner wall into the next area (and closes off the first area. One hero pulls the handle while the other uses a Spin Attack to spin the gear and activate the switch.



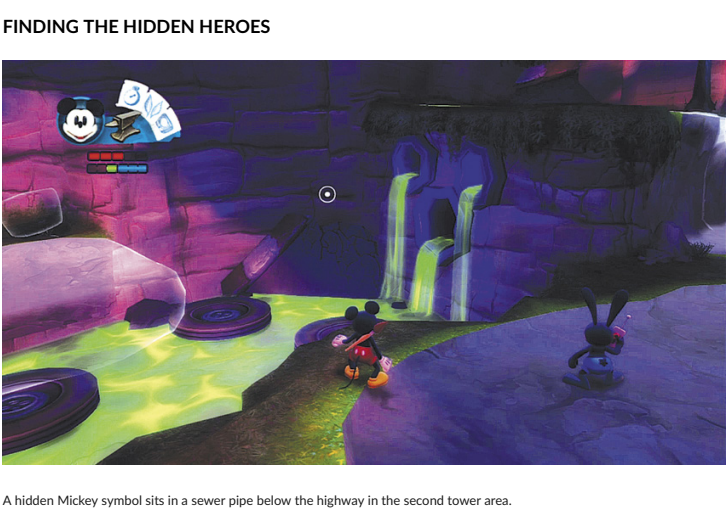
Leave the tunnel and enter the newly opened passage. Head down the road of the second area until it breaks off.



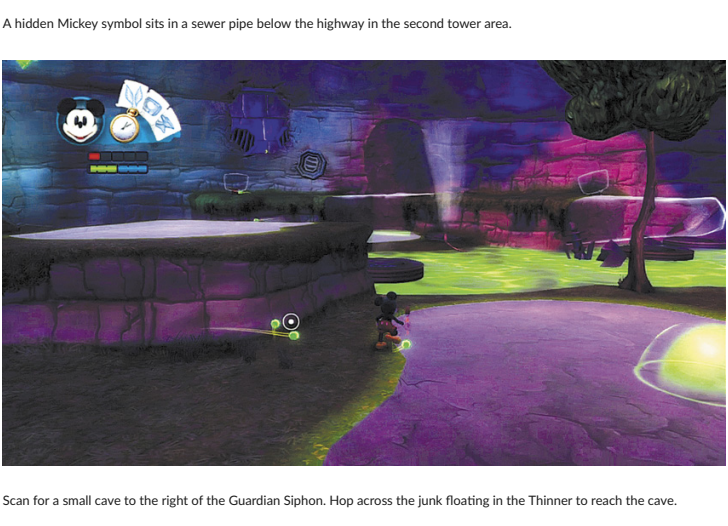
Several Blotworx Rockers and Dropwings patrol this area. Again, if you use Paint while fighting them, your defeated foes will convert to your side and help battle against the remaining enemies.

OPTIONAL QUEST

FINDING THE HIDDEN HEROES



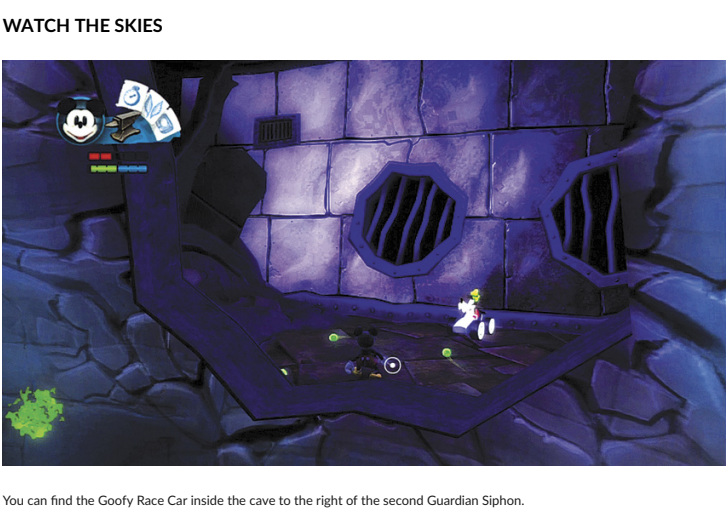
A hidden Mickey symbol sits in a sewer pipe below the highway in the second tower area.



Scan for a small cave to the right of the Guardian Siphon. Hop across the junk floating in the Thinner to reach the cave.

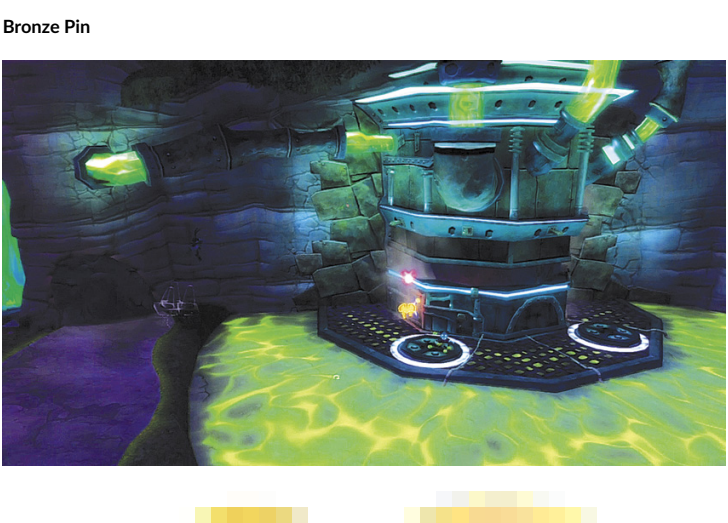
OPTIONAL QUEST

WATCH THE SKIES

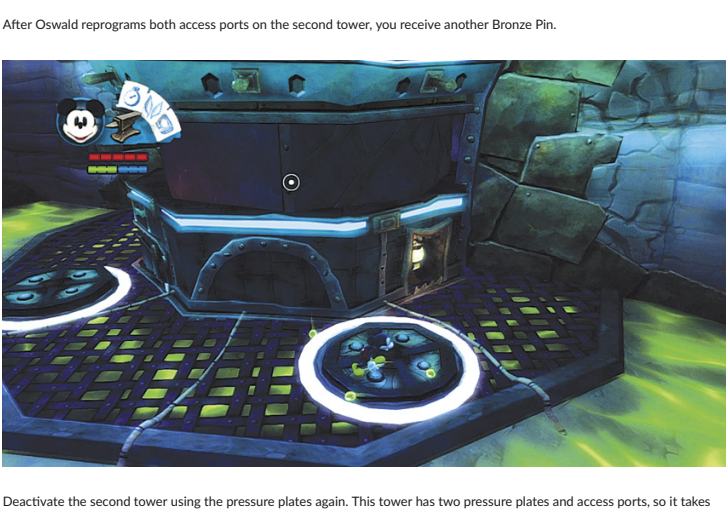


You can find the Goofy Race Car inside the cave to the right of the second Guardian Siphon.

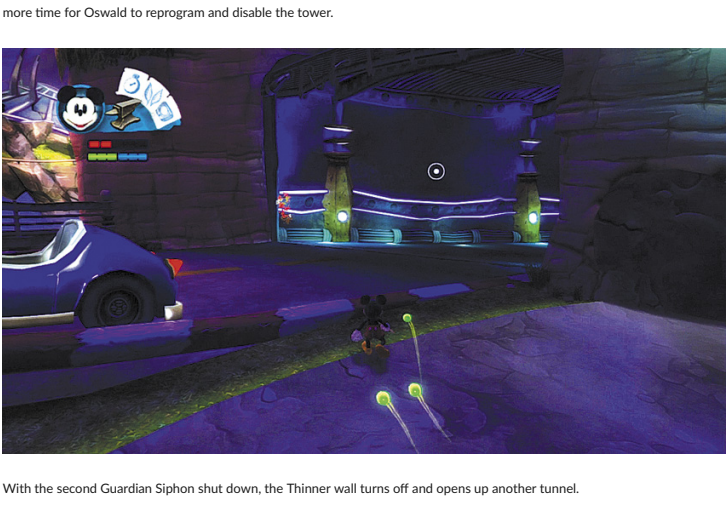
Bronze Pin



After Oswald reprograms both access ports on the second tower, you receive another Bronze Pin.

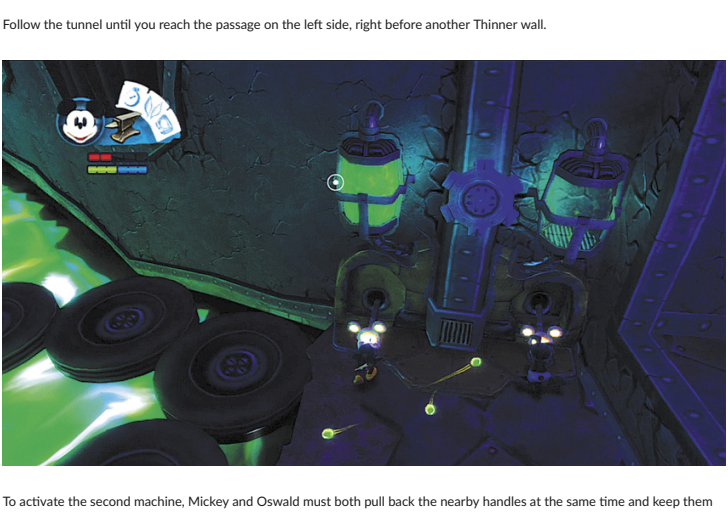


Deactivate the second tower using the pressure plates again. This tower has two pressure plates and access ports, so it takes more time for Oswald to reprogram and disable the tower.



With the second Guardian Siphon shut down, the Thinner wall turns off and opens up another tunnel.

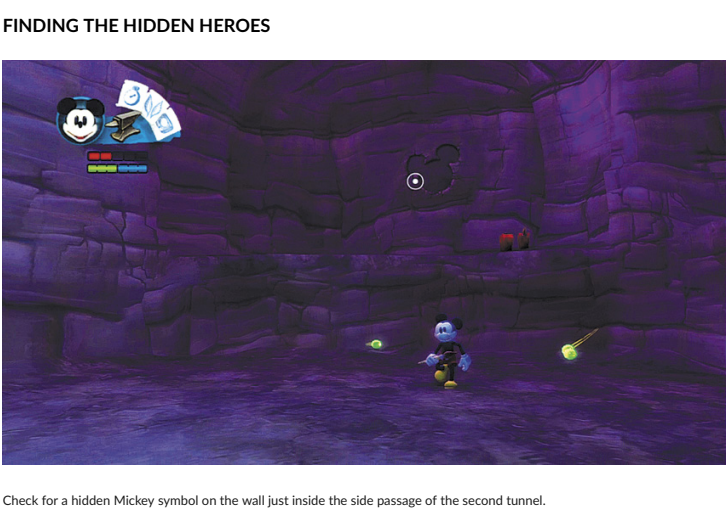
Follow the tunnel until you reach the passage on the left side, right before another Thinner wall.



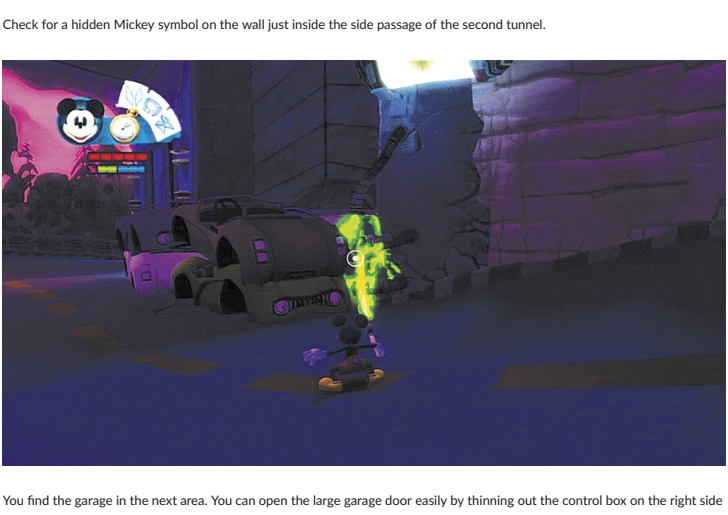
To activate the second machine, Mickey and Oswald must both pull back the nearby handles at the same time and keep them held back for a few seconds until the Thinner starts pumping into the empty tank.

OPTIONAL QUEST

FINDING THE HIDDEN HEROES

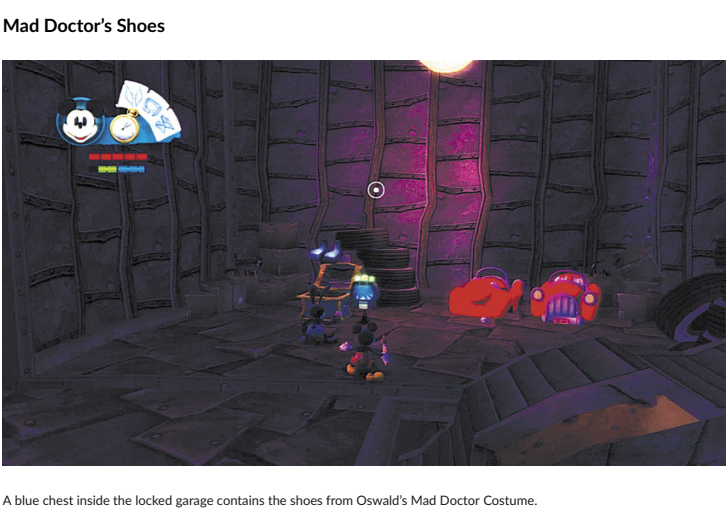


Check for a hidden Mickey symbol on the wall just inside the side passage of the second tunnel.



You find the garage in the next area. You can open the large garage door easily by thinning out the control box on the right side and having Oswald reprogram the console. This will cause some damage that costs you Scrap Metal to repair if you restore the race track in the second visit. The alternative is to spin the large wheel in front of the door and push the slider below into the tumblers to pick the lock.

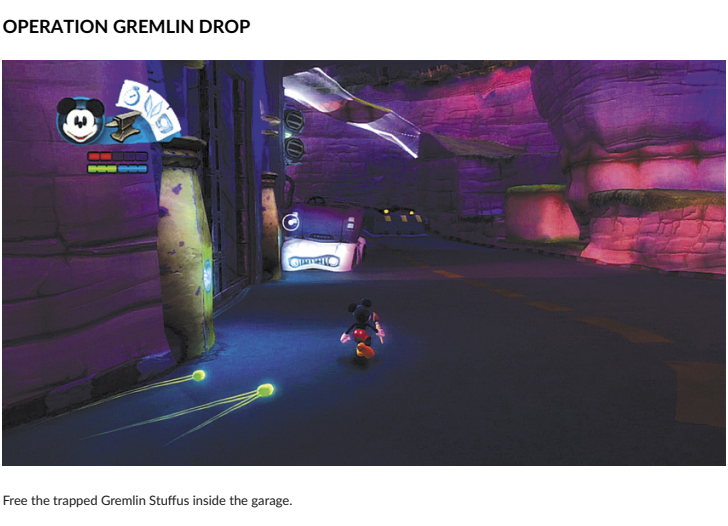
Mad Doctor's Shoes



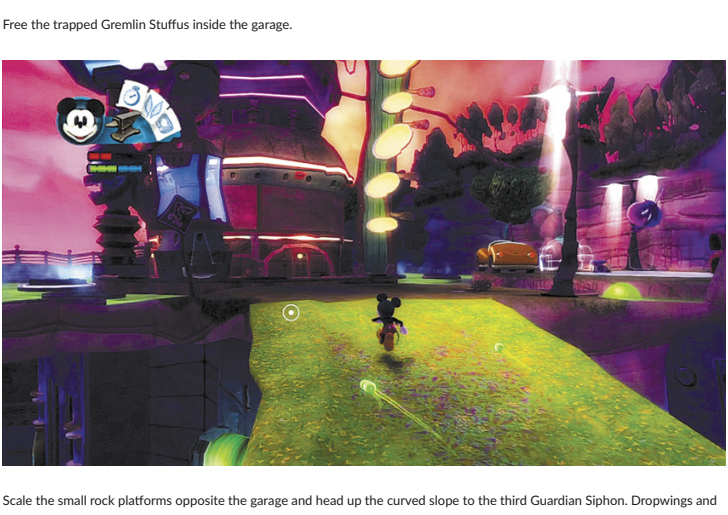
A blue chest inside the locked garage contains the shoes from Oswald's Mad Doctor Costume.

OPTIONAL QUEST

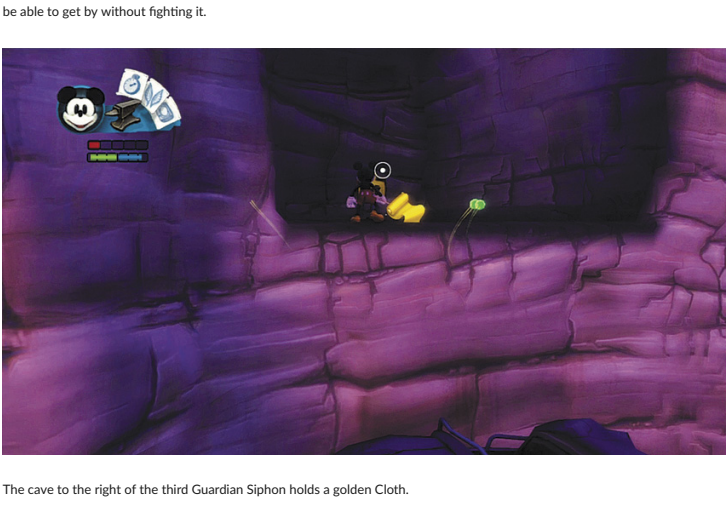
OPERATION GREMLIN DROP



Free the trapped Gremlin Stuffus inside the garage.



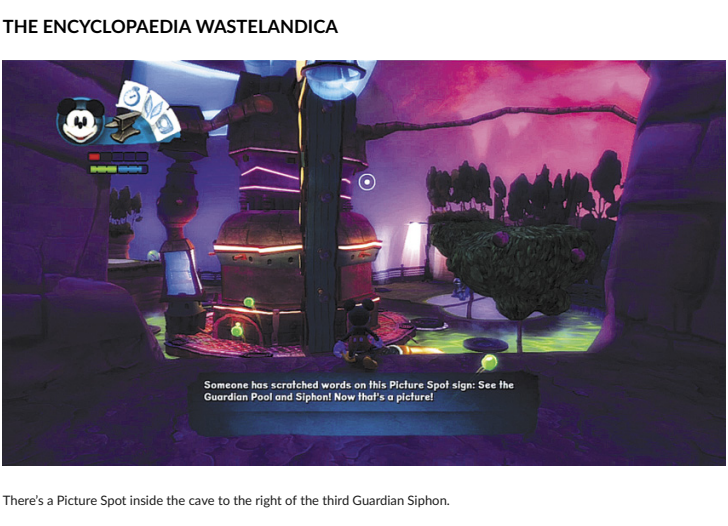
Scale the small rock platforms opposite the garage and head up the curved slope to the third Guardian Siphon. Dropwings and a Blotworx Shocker scour the area. The Shocker zooms around the pressure plates and can present a problem, though you may be able to get by without fighting it.



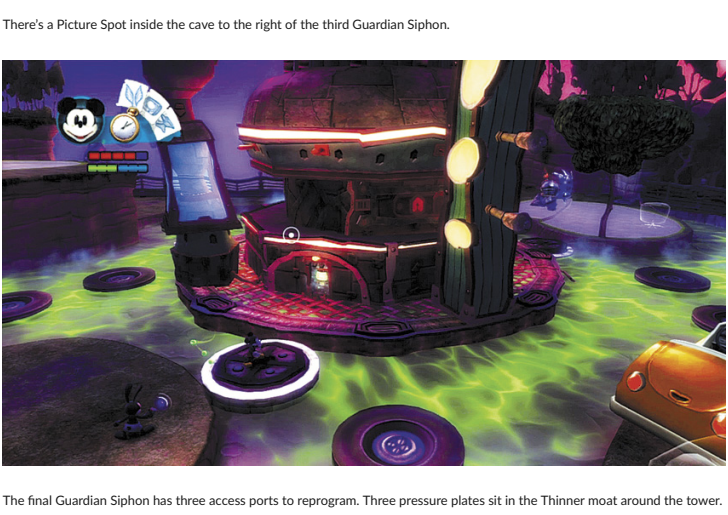
The cave to the right of the third Guardian Siphon holds a golden Cloth.

OPTIONAL QUEST

THE ENCYCLOPAEDIA WASTELANDICA

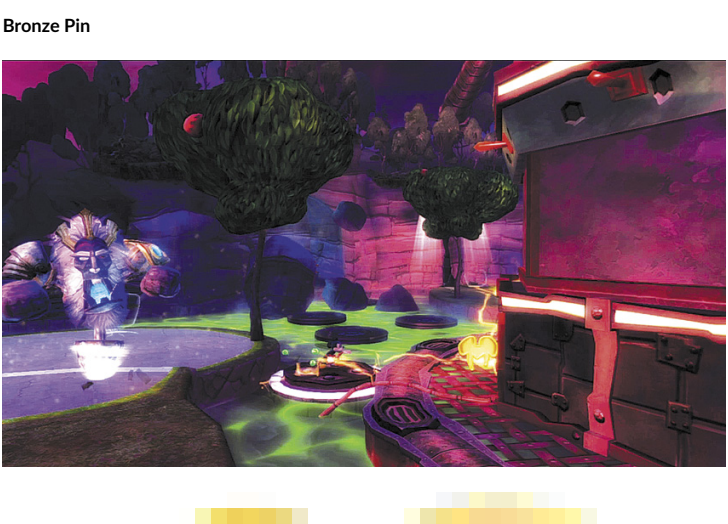

Someone has scratched words on this Picture Spot sign: See the Guardian Pool and Siphon! Now that's a picture!

There's a Picture Spot inside the cave to the right of the third Guardian Siphon.



The final Guardian Siphon has three access ports to reprogram. Three pressure plates sit in the Thinner moat around the tower. To defeat it, knock its mask off and then wait for it to attack and jump on the head.

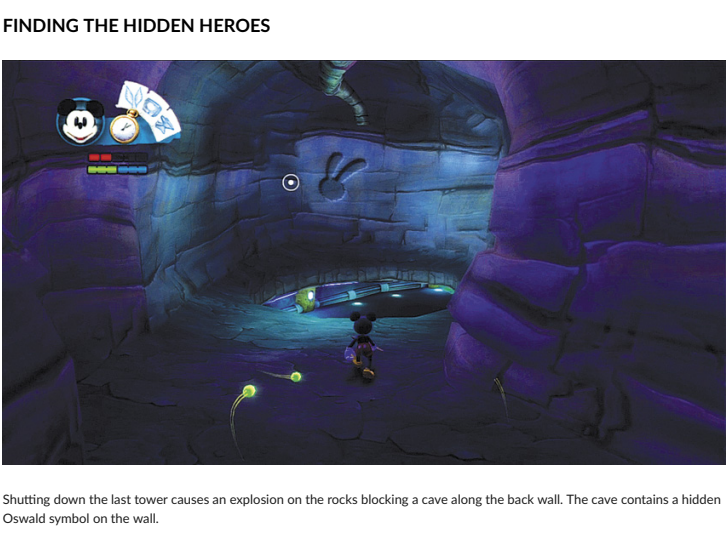
Bronze Pin



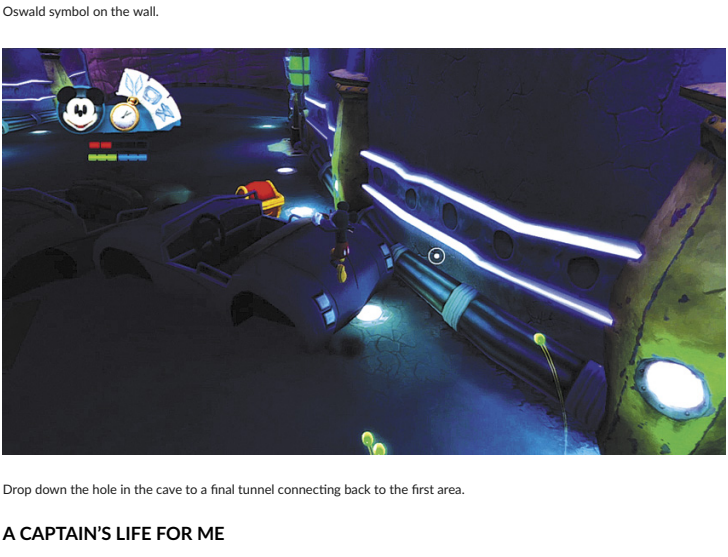
After you disable the final Guardian Siphon using the pressure plates, you receive another Bronze Pin.

OPTIONAL QUESTS

FINDING THE HIDDEN HEROES

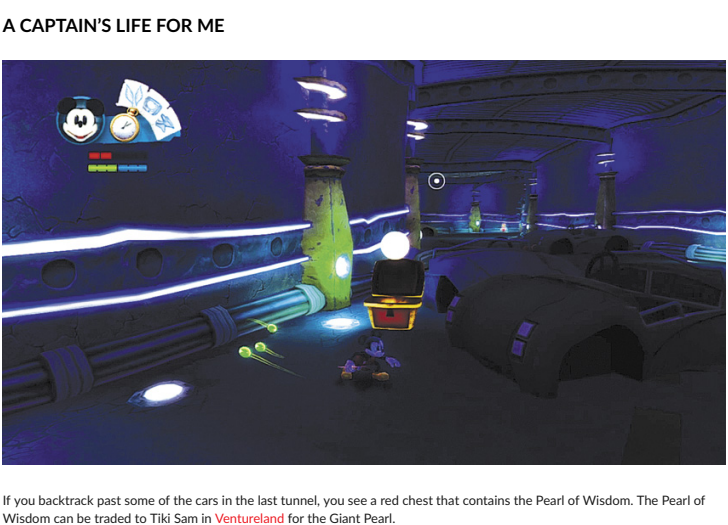


Shutting down the last tower causes an explosion on the rocks blocking a cave along the back wall. The cave contains a hidden Oswald symbol on the wall.

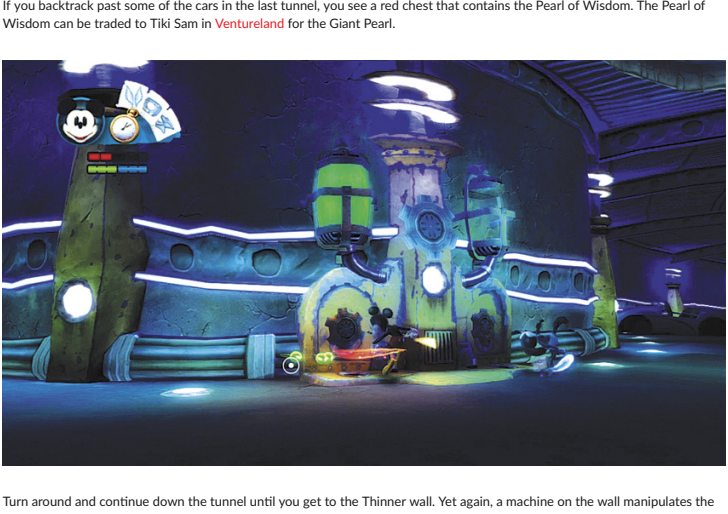


Drop down the hole in the cave to a final tunnel connecting back to the first area.

A CAPTAIN'S LIFE FOR ME



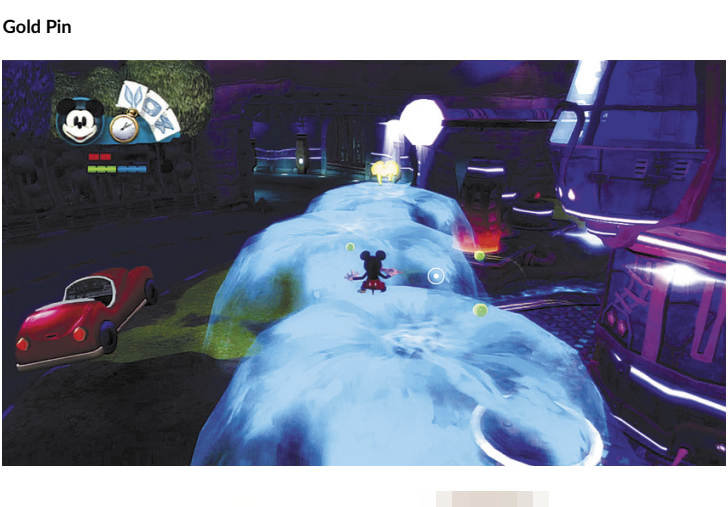
If you backtrack past some of the cars in the last tunnel, you see a red chest that contains the Pearl of Wisdom. The Pearl of Wisdom can be traded to Tiki Sam in Ventureland for the Giant Pearl.



Turn around and continue down the tunnel until you get to the Thinner wall. Yet again, a machine on the wall manipulates the Thinner walls. If Mickey and Oswald hit the gears at the same time, the Thinner wall ahead disappears.

When you return to the first area after having disabled all the Guardian Siphons, Oswald activates the first tower and releases the trapped Guardians. After they are freed, the Guardians restore the area.

Gold Pin



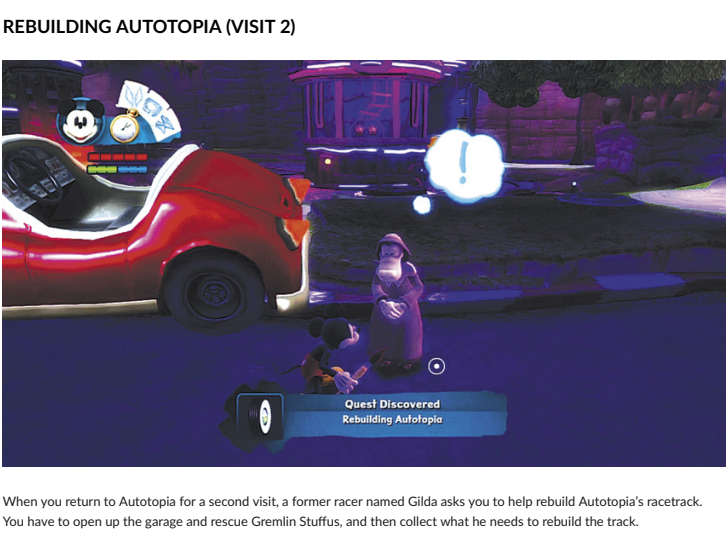
Once the Guardians restore Autotopia, you can climb up on the water spouts to retrieve the Gold Pin.

WORLD OF EVIL
This leads to the Mad Doctor's old Attic? How odd! Well, shall we?
No
Yes

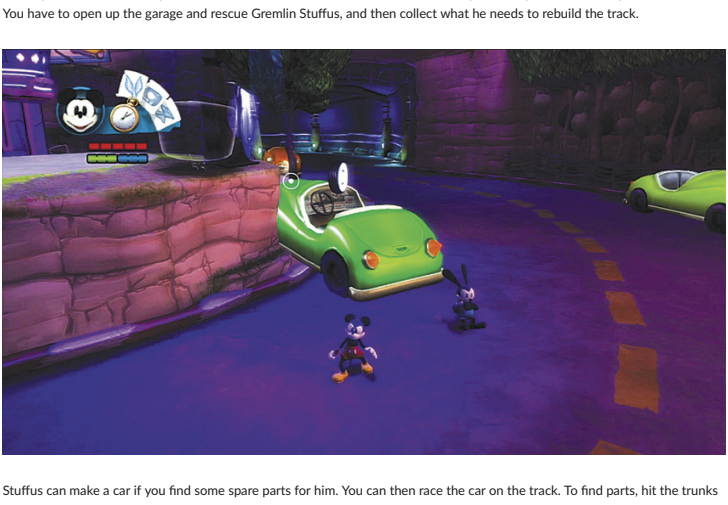
When the Guardians are released, the top of the tower blows open to reveal a projector. Jump up along the walkways around the tower until you get to the top. When you are ready to leave, take the Mad Doctor's World of Evil projector to get a better idea of what's been going on.

OPTIONAL QUEST

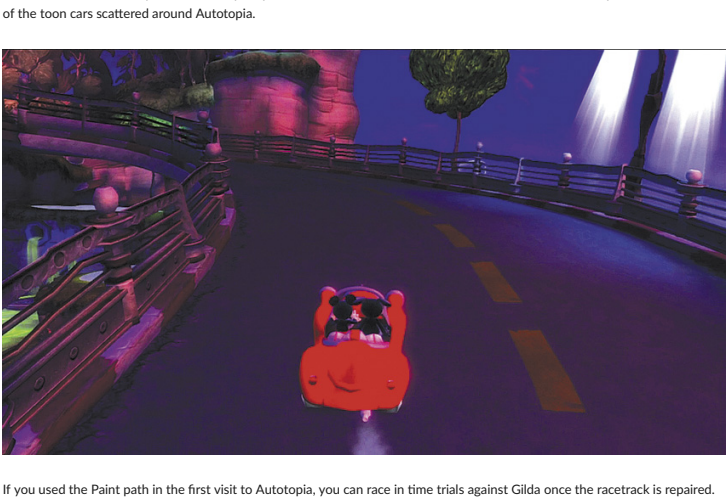
REBUILDING AUTOTOPIA (VISIT 2)



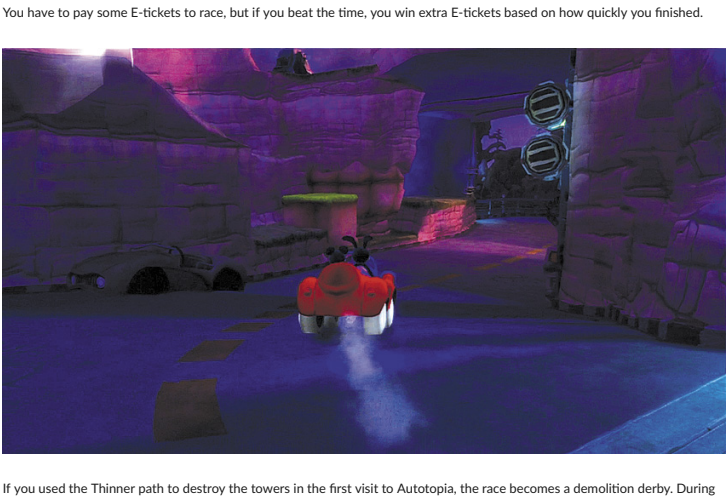
When you return to Autotopia for a second visit, a former racer named Gilda asks you to help rebuild Autotopia's racetrack. You have to open up the garage and rescue Gremlin Stuffus, and then collect what he needs to rebuild the track.



Stuffus can make a car if you find some spare parts for him. You can then race the car on the track. To find parts, hit the trunks of the toon cars scattered around Autotopia.



If you used the Paint path in the first visit to Autotopia, you can race in time trials against Gilda once the racetrack is repaired. You have to pay some E-tickets to race, but if you beat the time, you win extra E-tickets based on how quickly you finished.



If you used the Thinner path to destroy the towers in the first visit to Autotopia, the race becomes a demolition derby. During the derby race, you must smash various objects on the track to collect Scrap Metal.

Aggressive Driver Pin (visit 2)

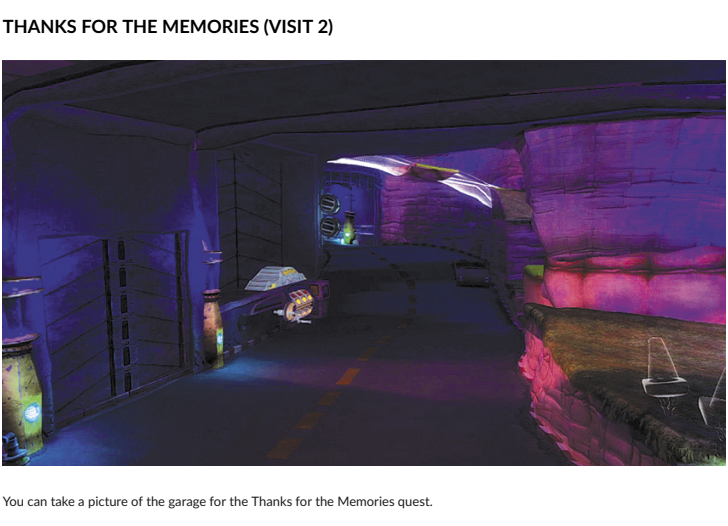
If you beat the time on the demolition derby race, you win the Aggressive Driver Pin.

Pedal to the Metal Pin (visit 2)

If you finish the time trial race successfully, you gain the Pedal to the Metal Pin.

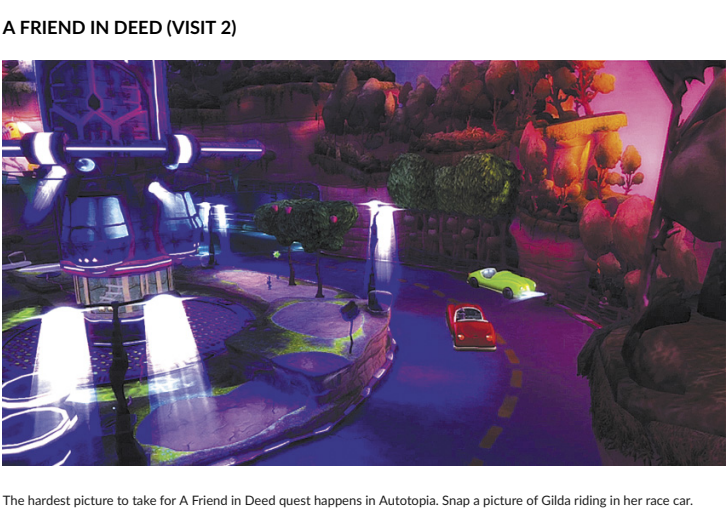
OPTIONAL QUESTS

THANKS FOR THE MEMORIES (VISIT 2)

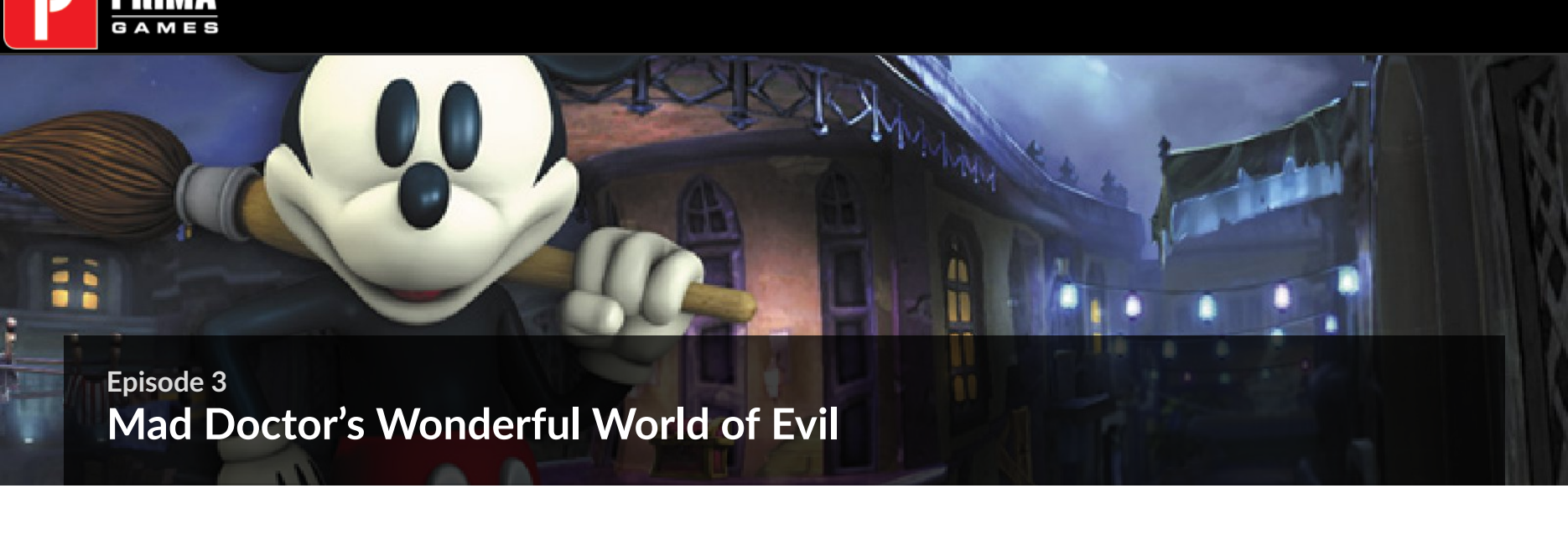


You can take a picture of the garage for the Thanks for the Memories quest.

A FRIEND IN DEED (VISIT 2)



The hardest picture to take for A Friend in Deed quest happens in Autotopia. Snap a picture of Gilda riding in her race car.



Episode 3

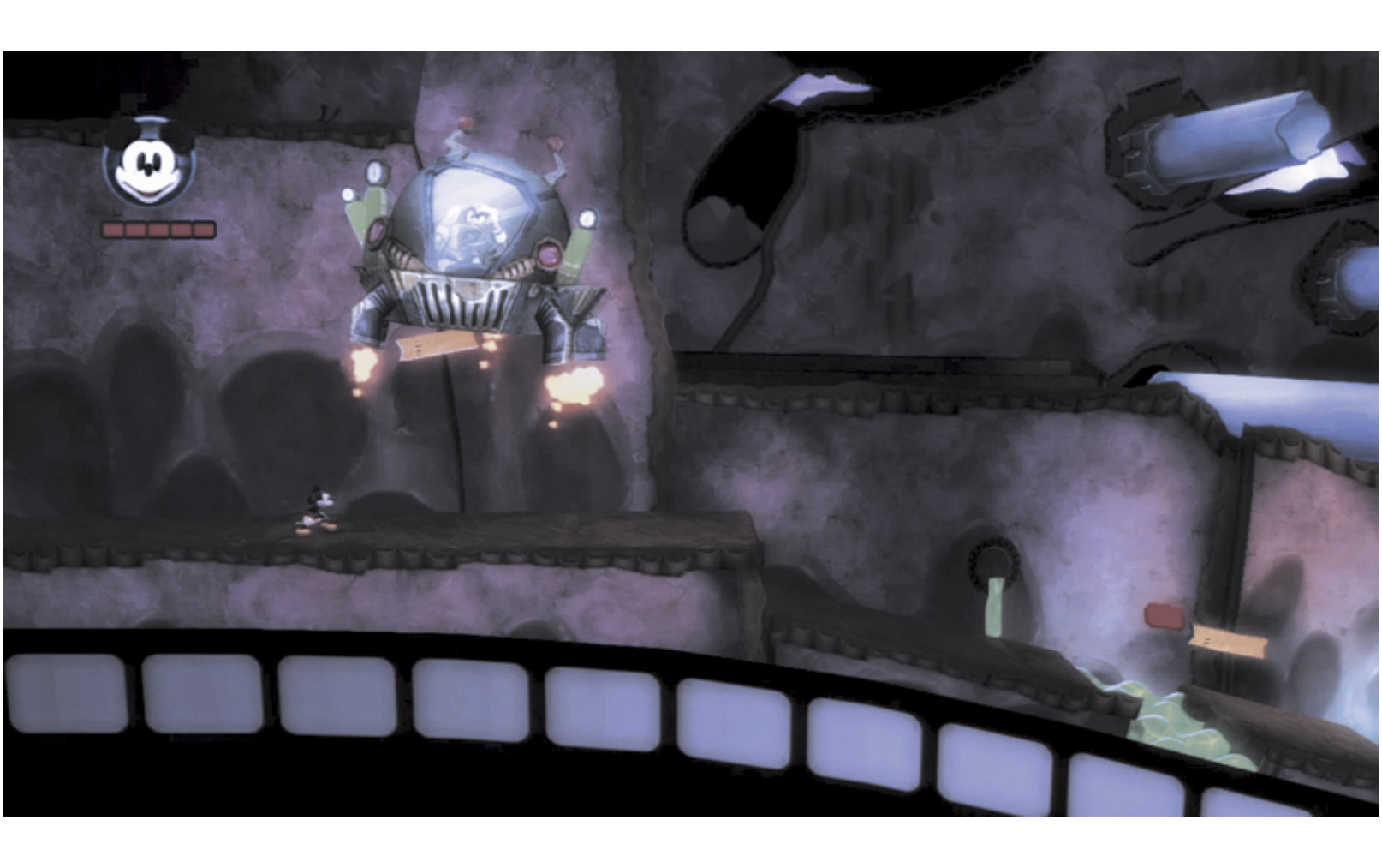
Mad Doctor's Wonderful World of Evil

LEVEL BREAKDOWN

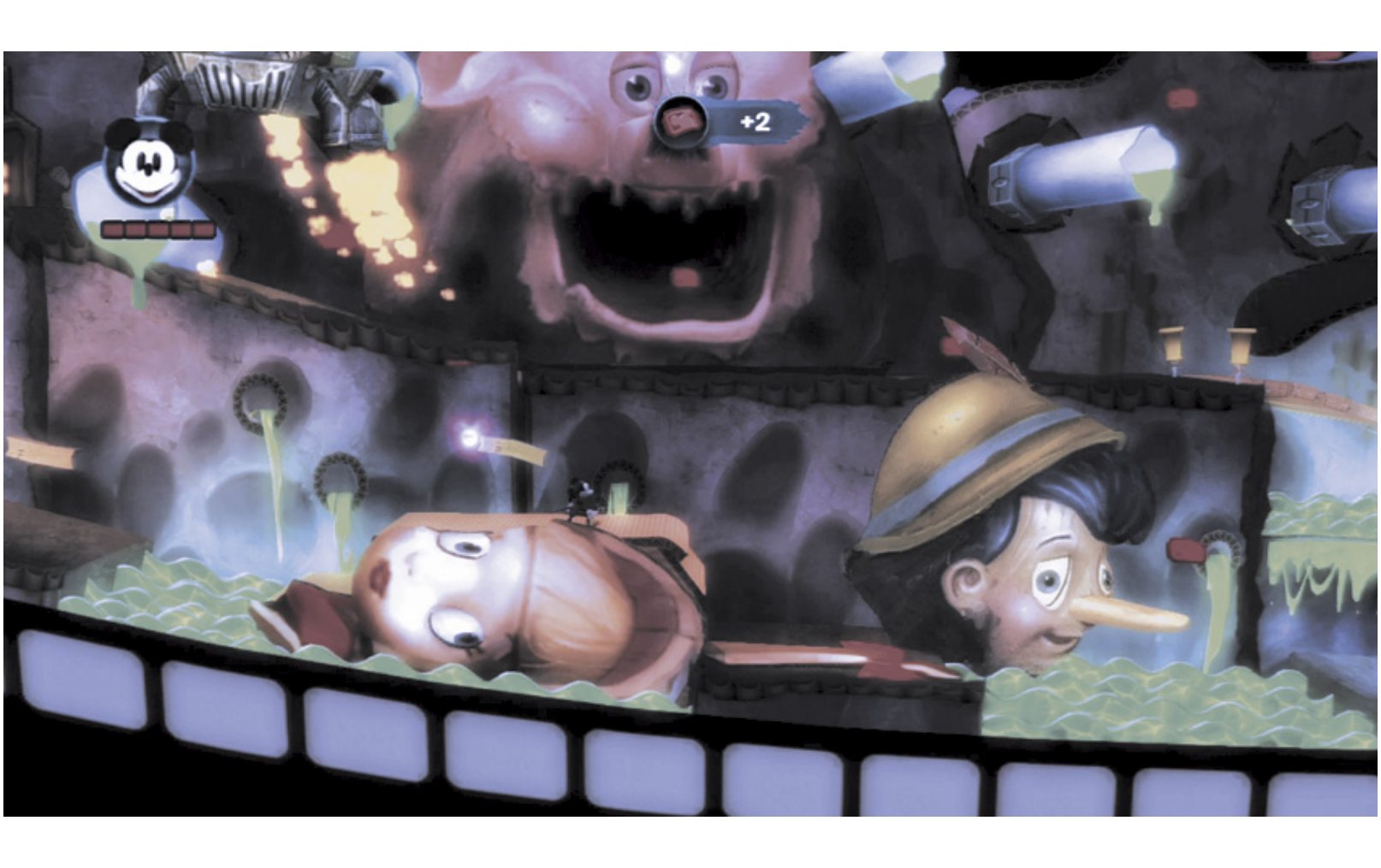
Collectibles

- Film Reel
- Golden E-ticket (x2)
- Gold Pin

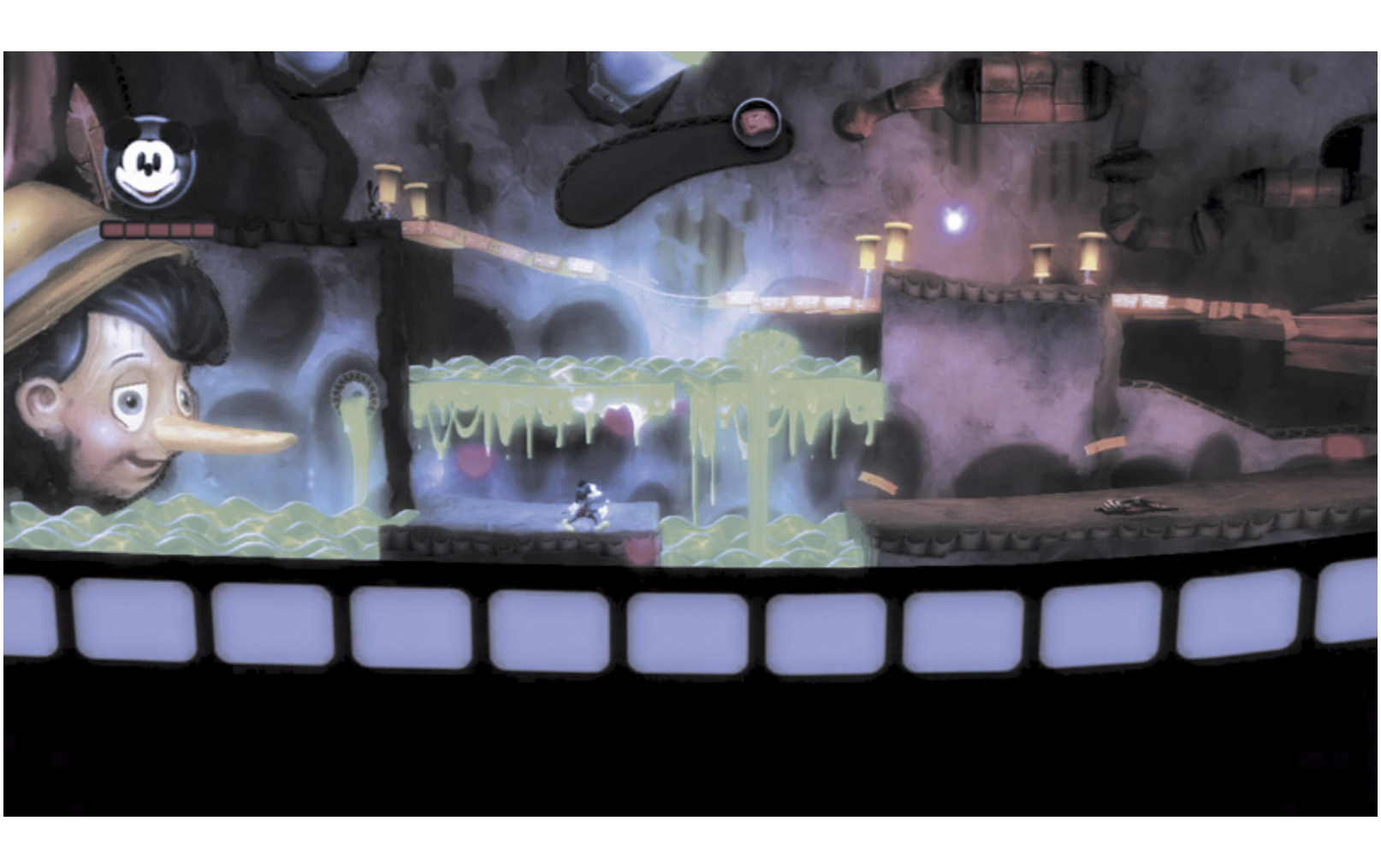
Note: The World of Evil projector is a musical level that takes you from Autotopia to the Mad Doc's Attic.



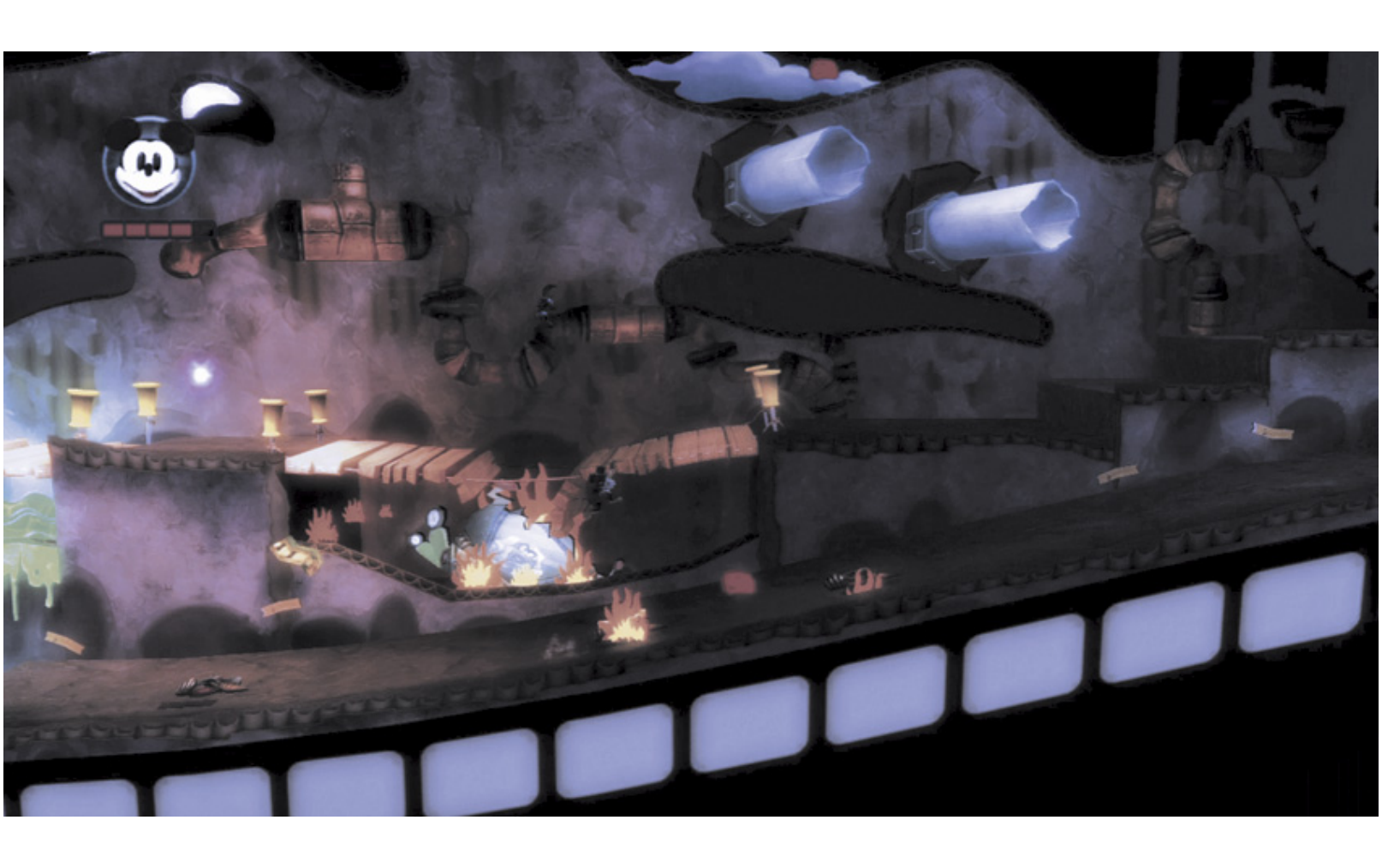
The Mad Doctor hovers around in his ship and sings a tune to you during this level.



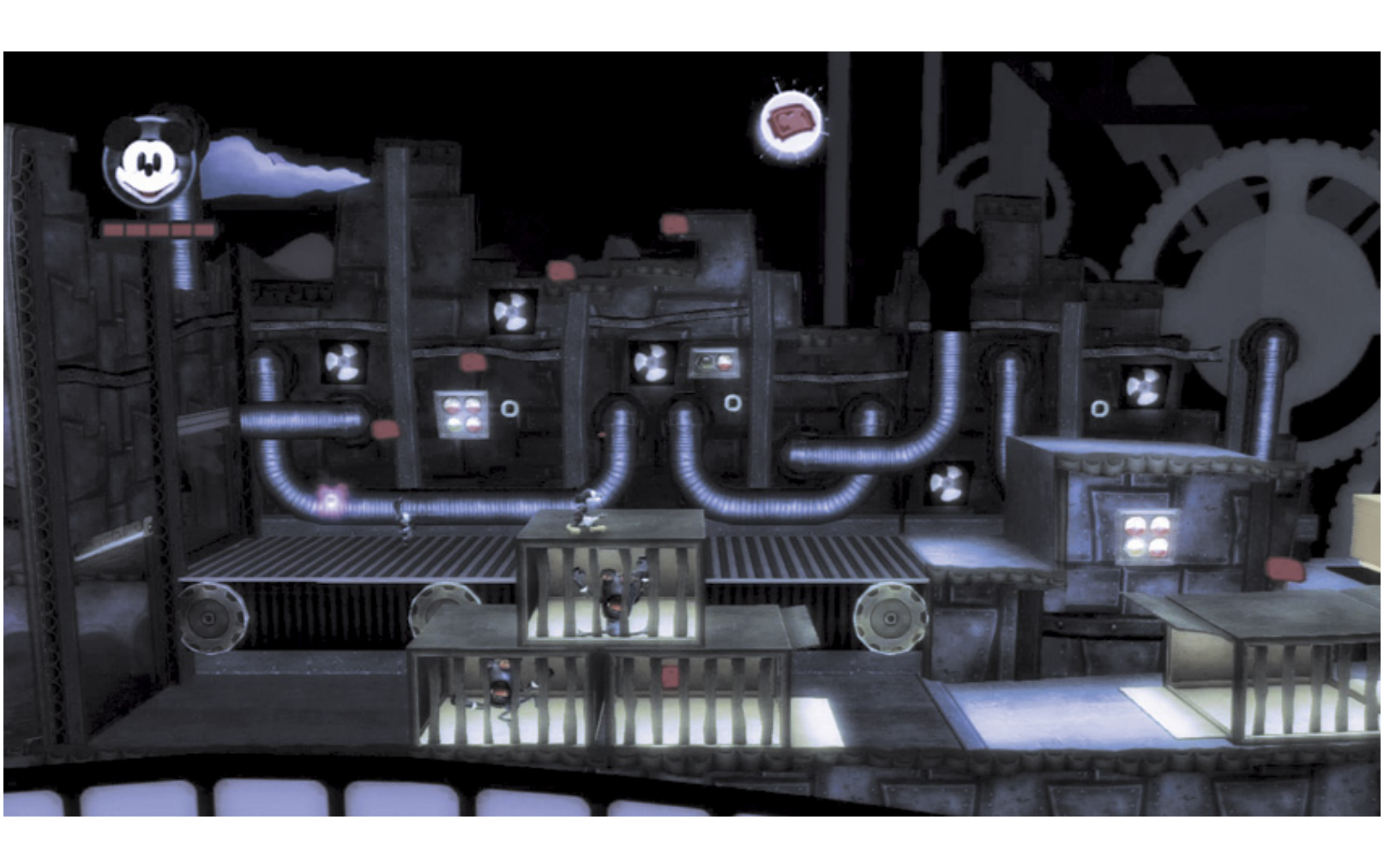
To start the lower path, jump over some pools of Thinner using the cardboard cutouts.



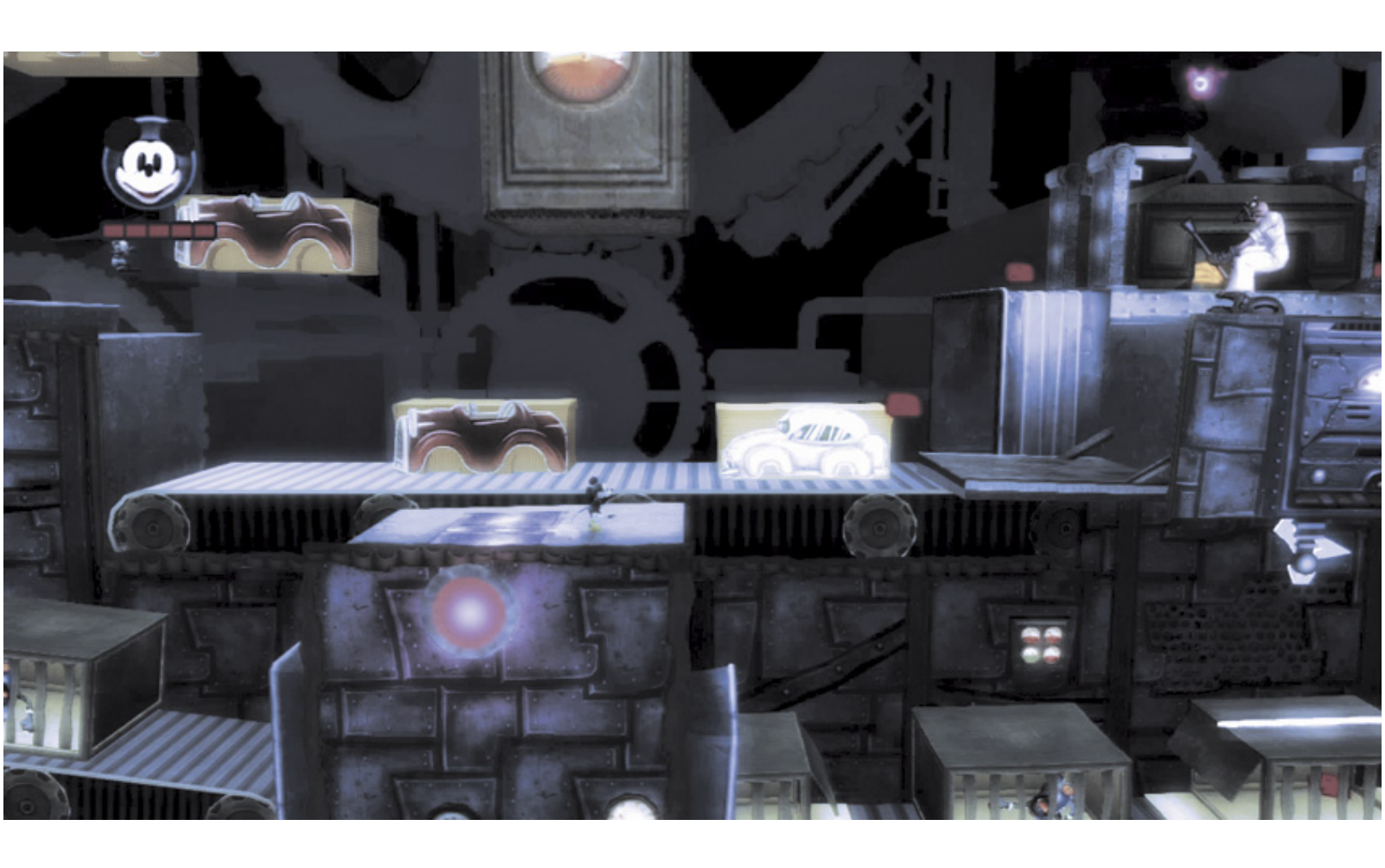
The next pool of Thinner has waterspouts shooting up. Jump past while they recharge. Also look out for Thinner dripping from the pipes above.

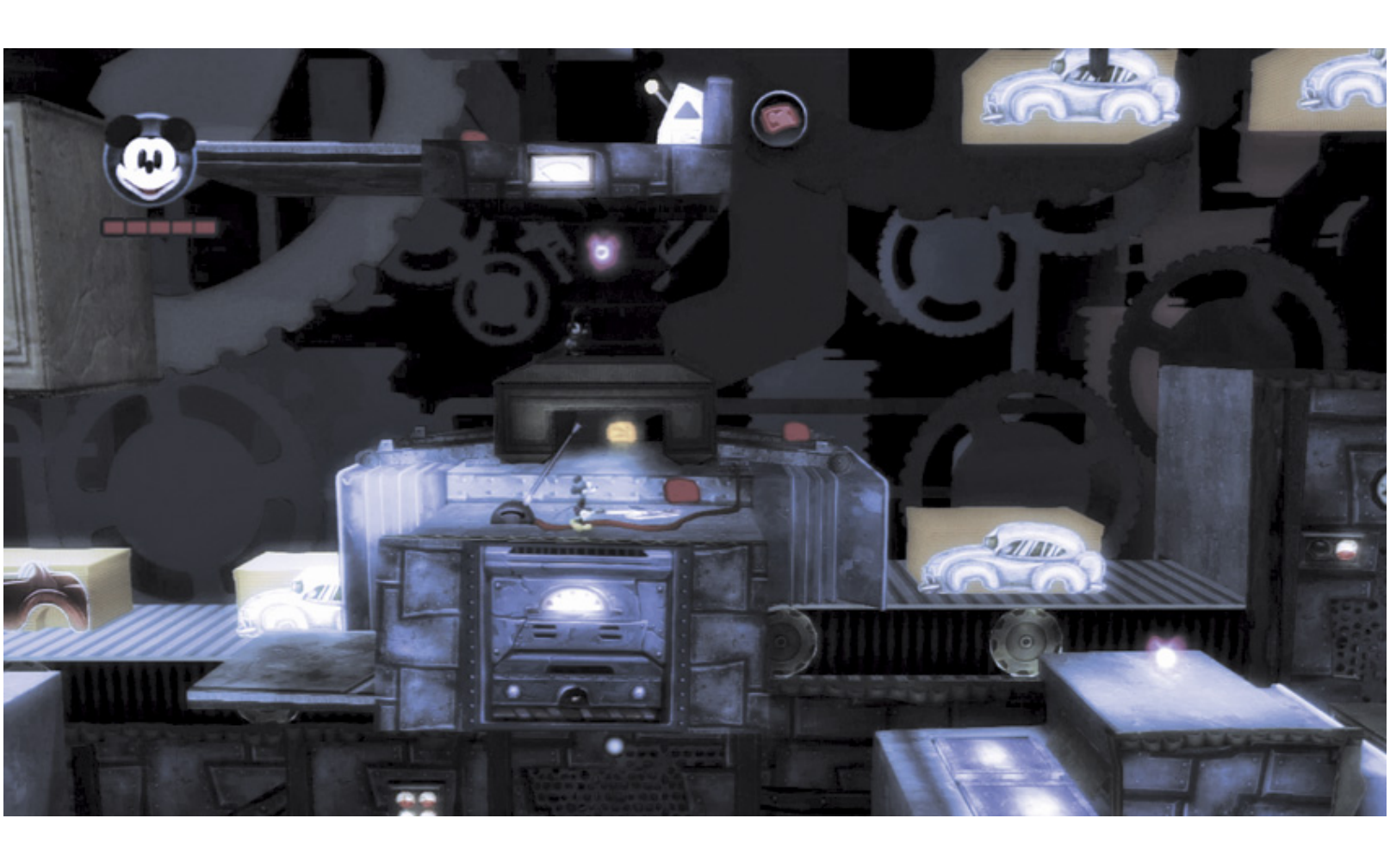


The Mad Doctor's Snowglobe crashes in the background and catch fire. You must hurdle the flames tossed out on the ground or you'll get roasted.

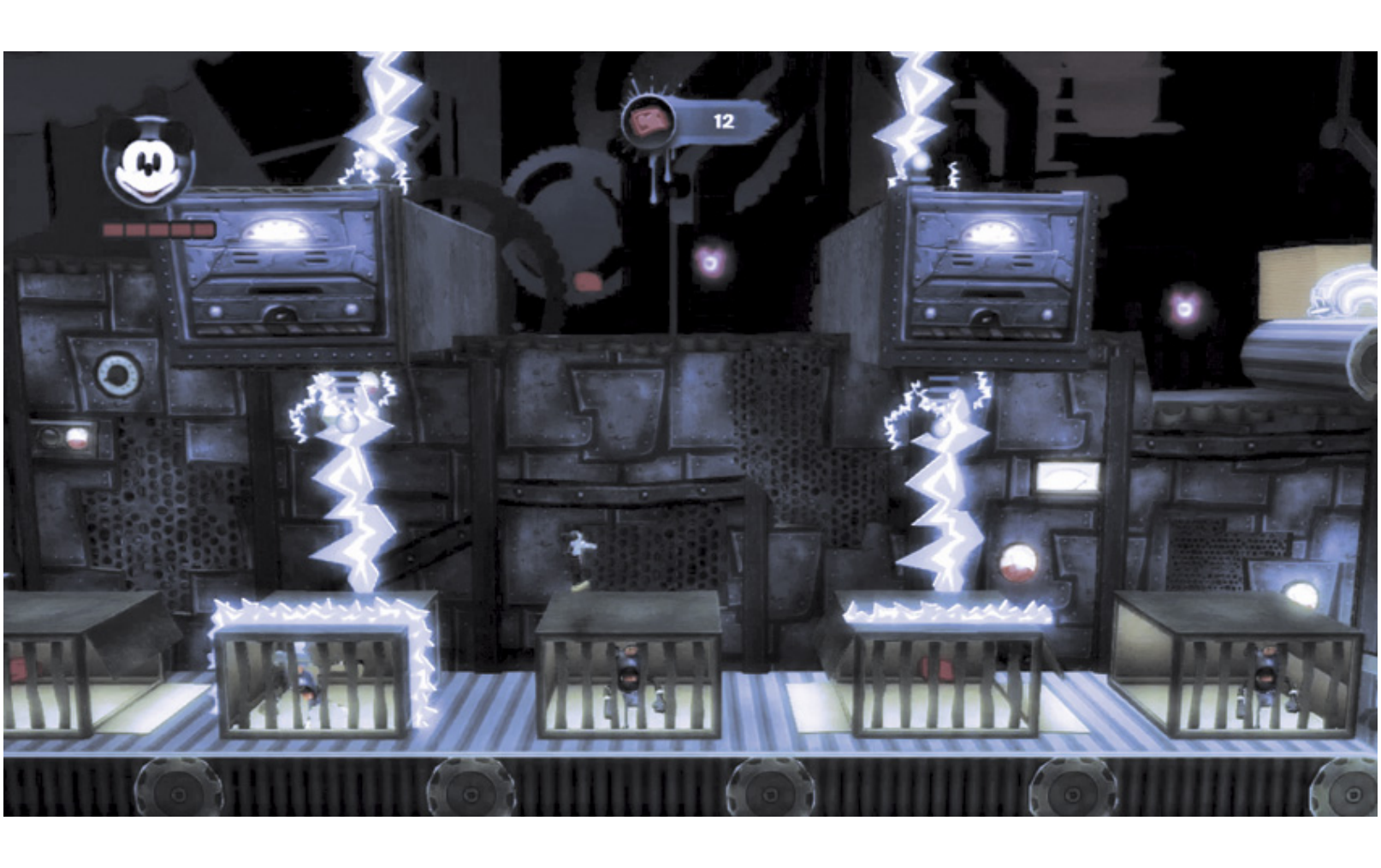


Next you enter a factory for the Mad Doctor. Ride along on the conveyor belts and boxes while keeping an eye out so you don't get caught in the packing machinery.

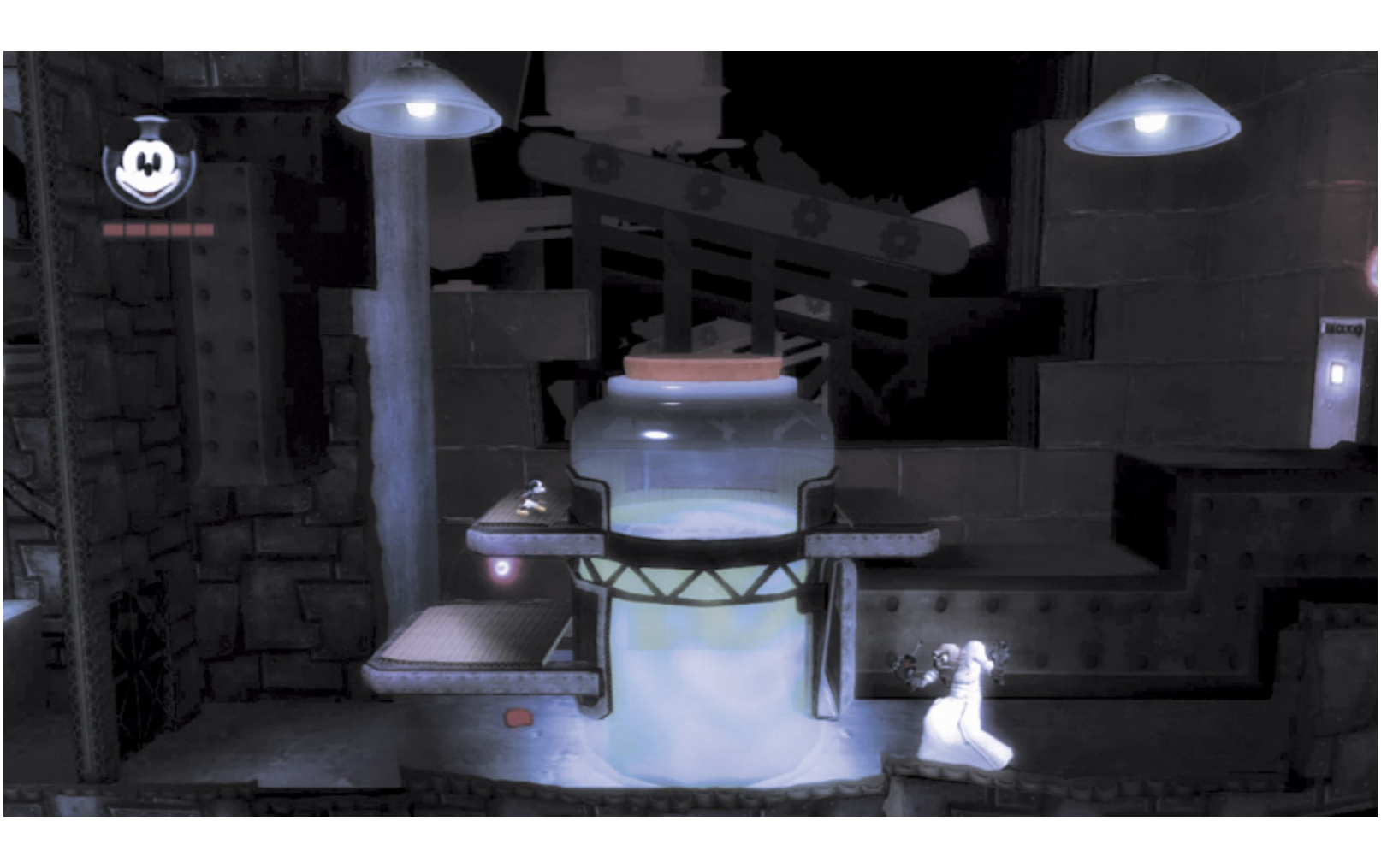




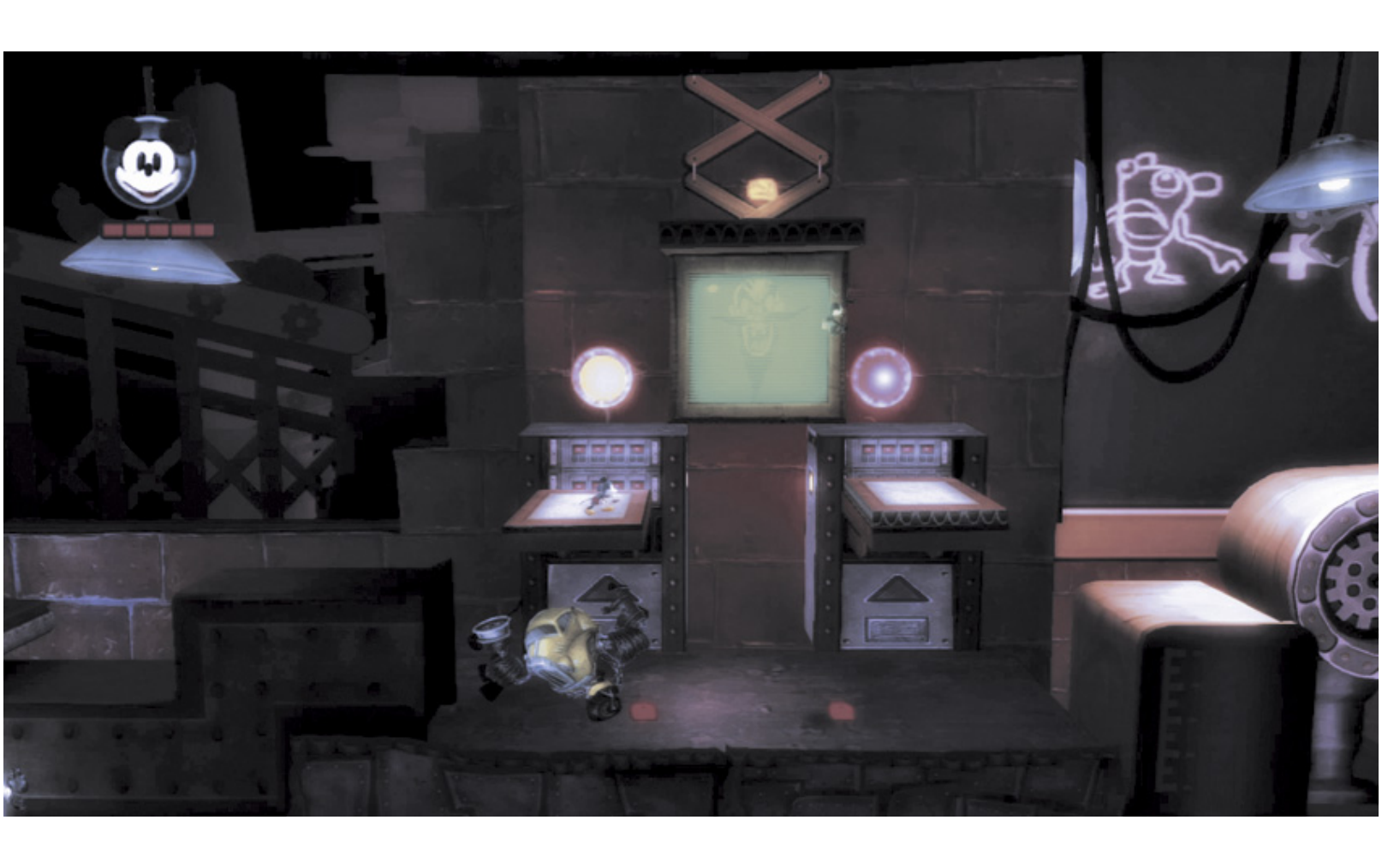
If you jump on the control mechanism floating in the middle, you can flip a switch to release the locking clamps on a structure in the background. If a second player is controlling Oswald, they can backtrack to the last loading bay for the car boxes and ride a box up to the top of the masher. From there, they can jump to the top platform and flip another switch to free the golden E-ticket on the upper path for them.



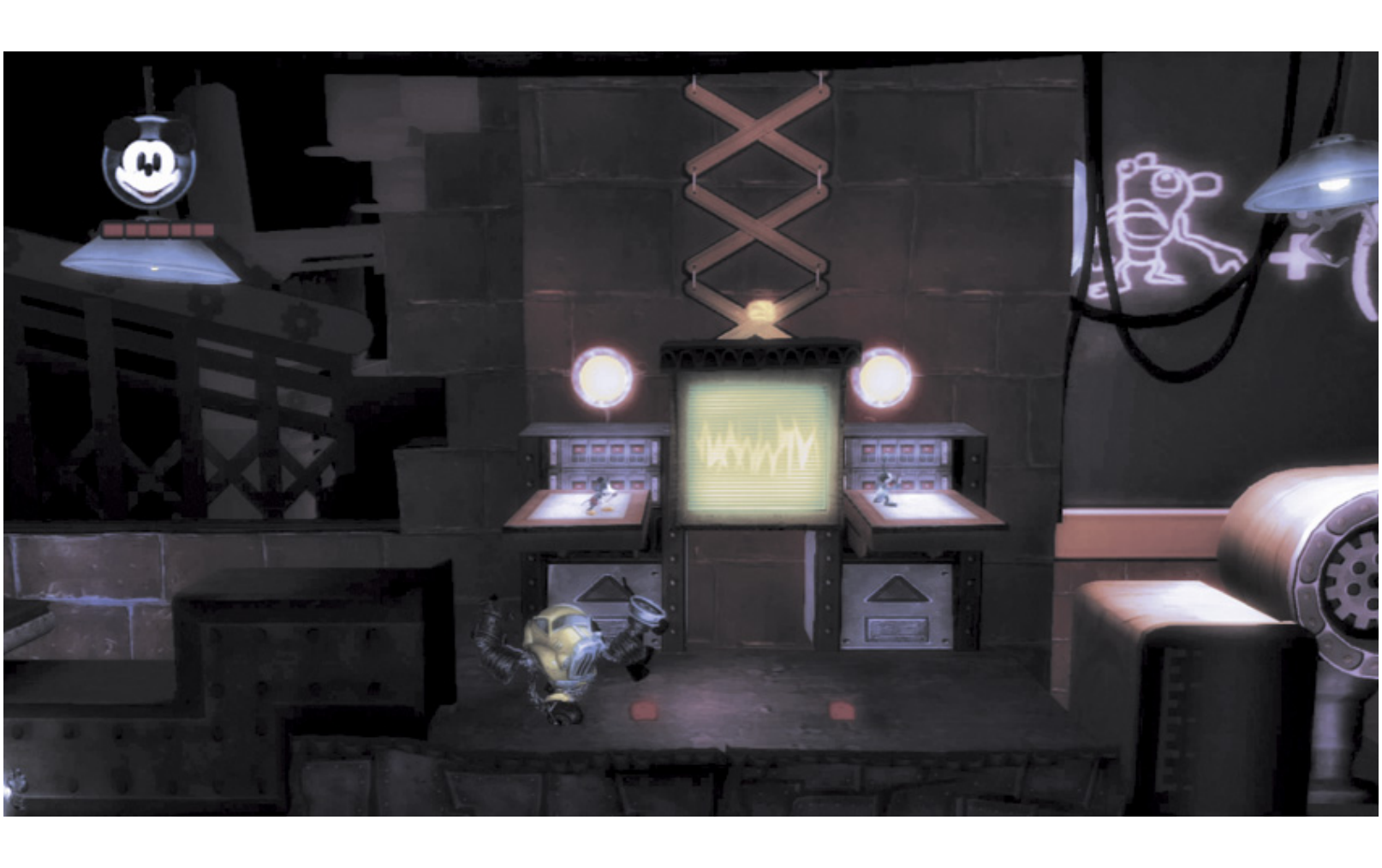
Continue along the conveyor belt and dodge bolts of electricity from the machines zapping the cages.



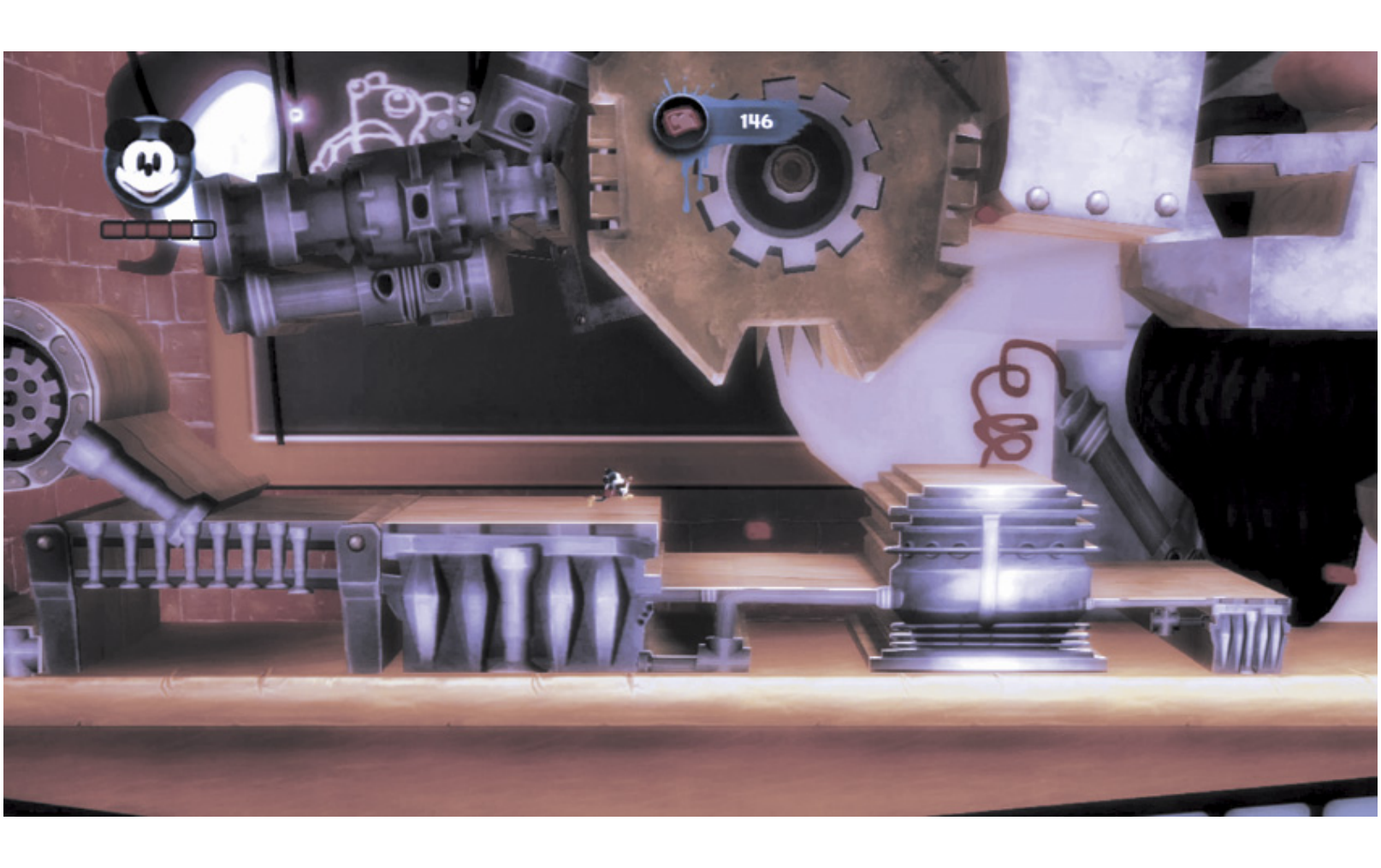
At the end of the factory is a big bottle of Thinner. If you have the Steamboat Willie Costume, there is a Gold Pin near the bottle.



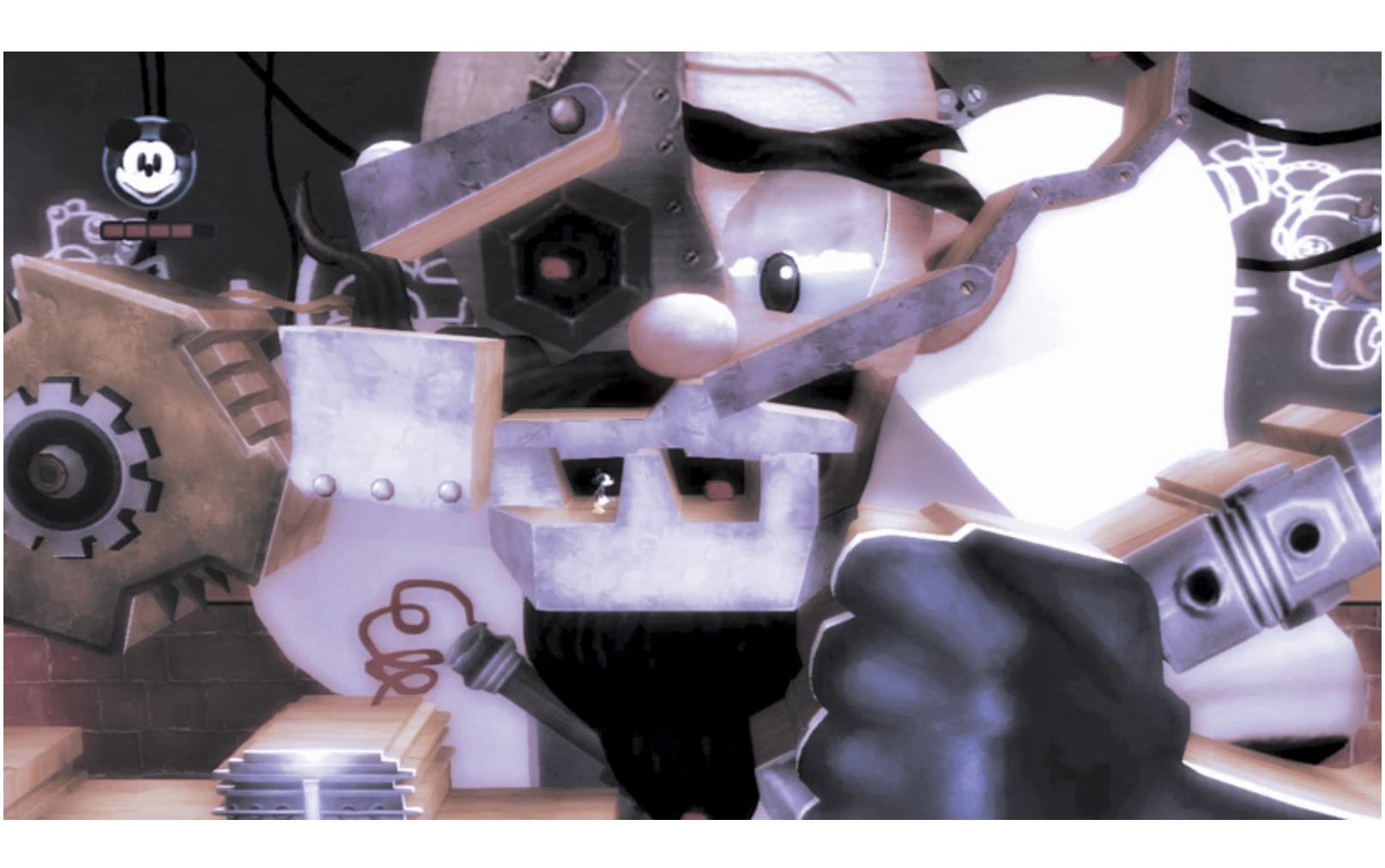
Continue along the conveyor belt and dodge bolts of electricity from the machines zapping the cages.

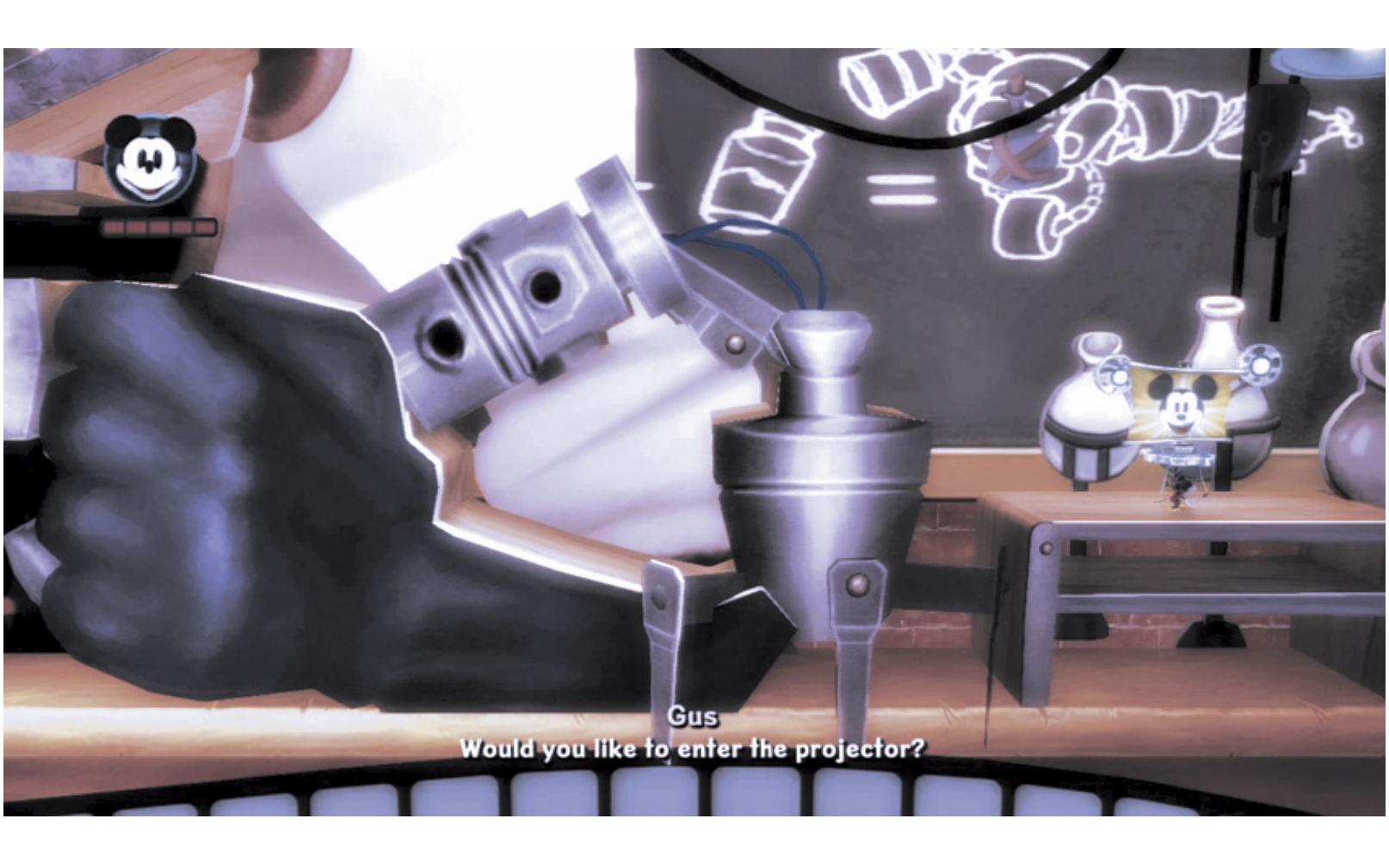


In the last room, the Mad Doctor activates an enormous machine created in his image. You can climb on top of it or go underneath. Both paths are about the same.



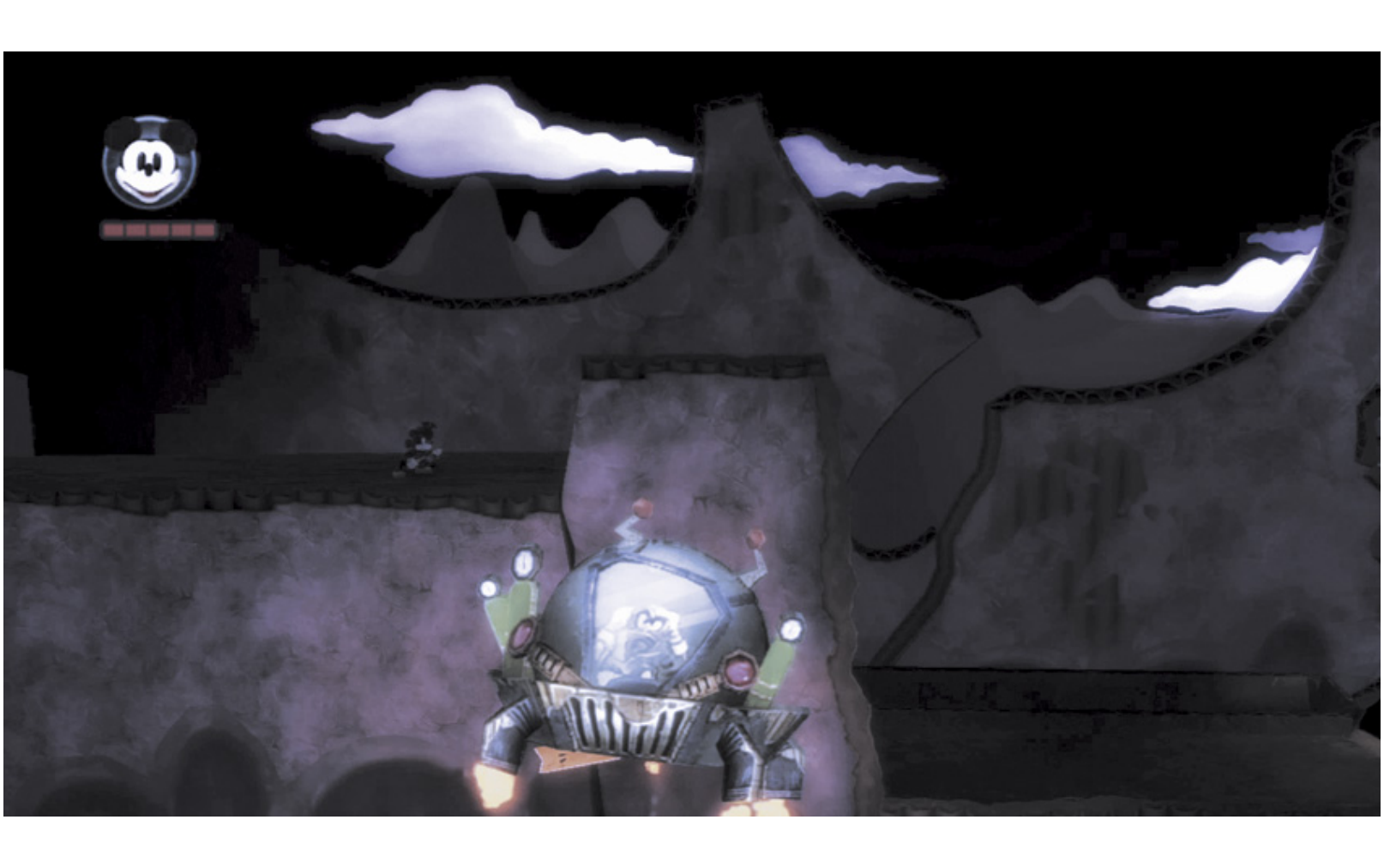
For the bottom path, run under his gun arm and up to his mouth.



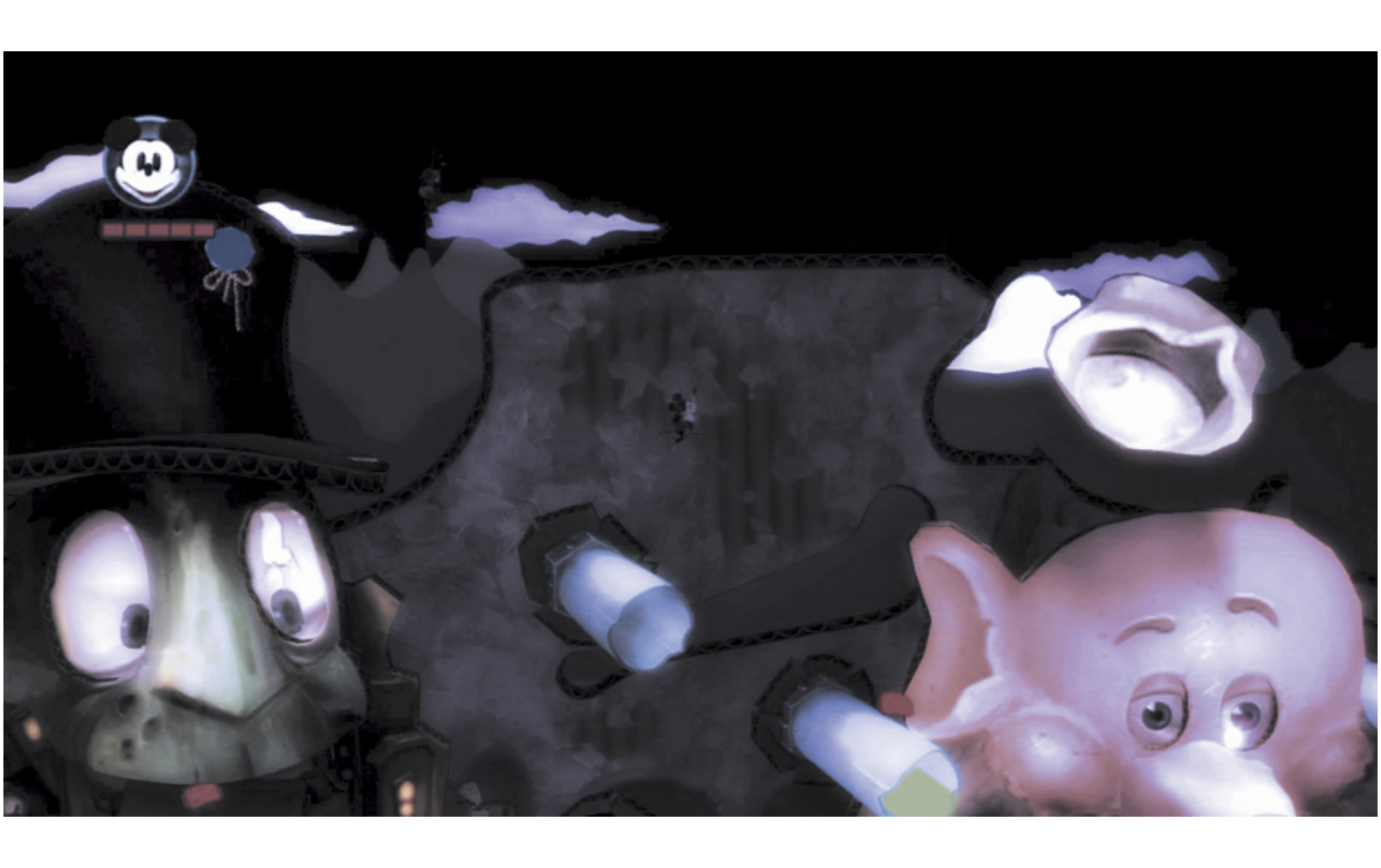


Gus
Would you like to enter the projector?

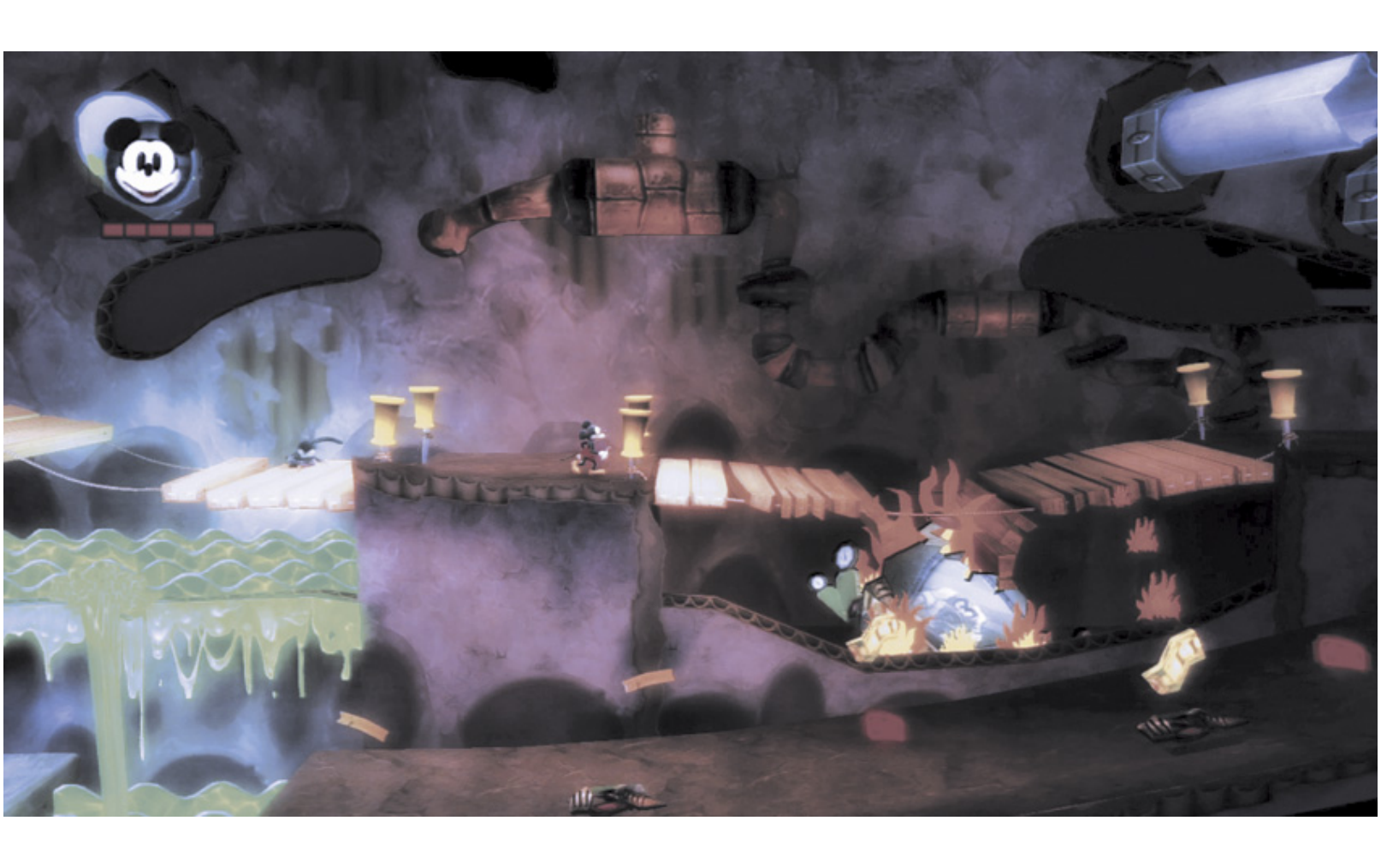
When you hop into his mouth, the jaws slam shut but the gap in his teeth saves you from being crushed. The machine starts "crying," and the tears land on the contraption. This causes a malfunction and opens the path to the exit projector.



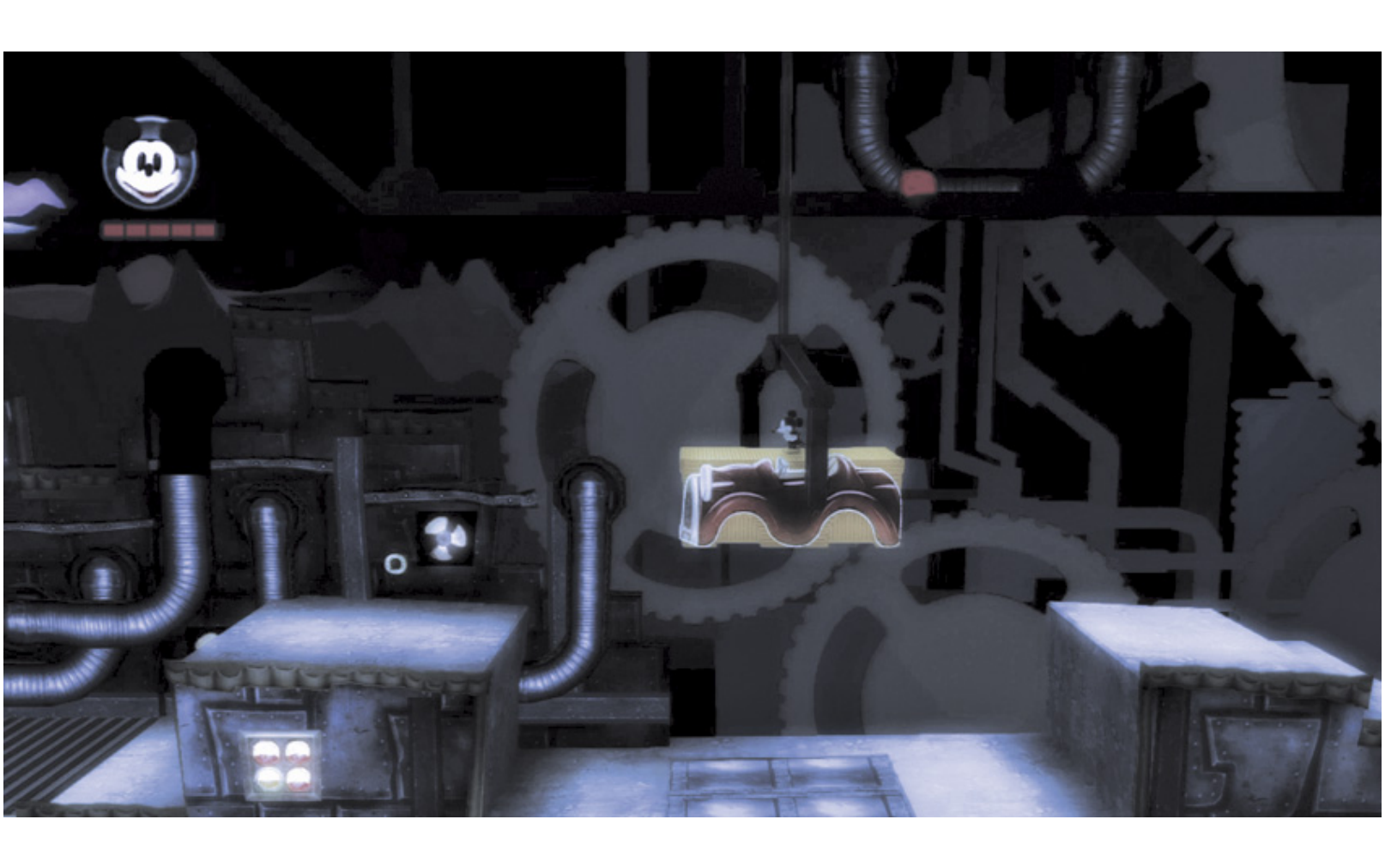
The upper path differs from the lower one for the first half of the level, but they meet up around the middle.

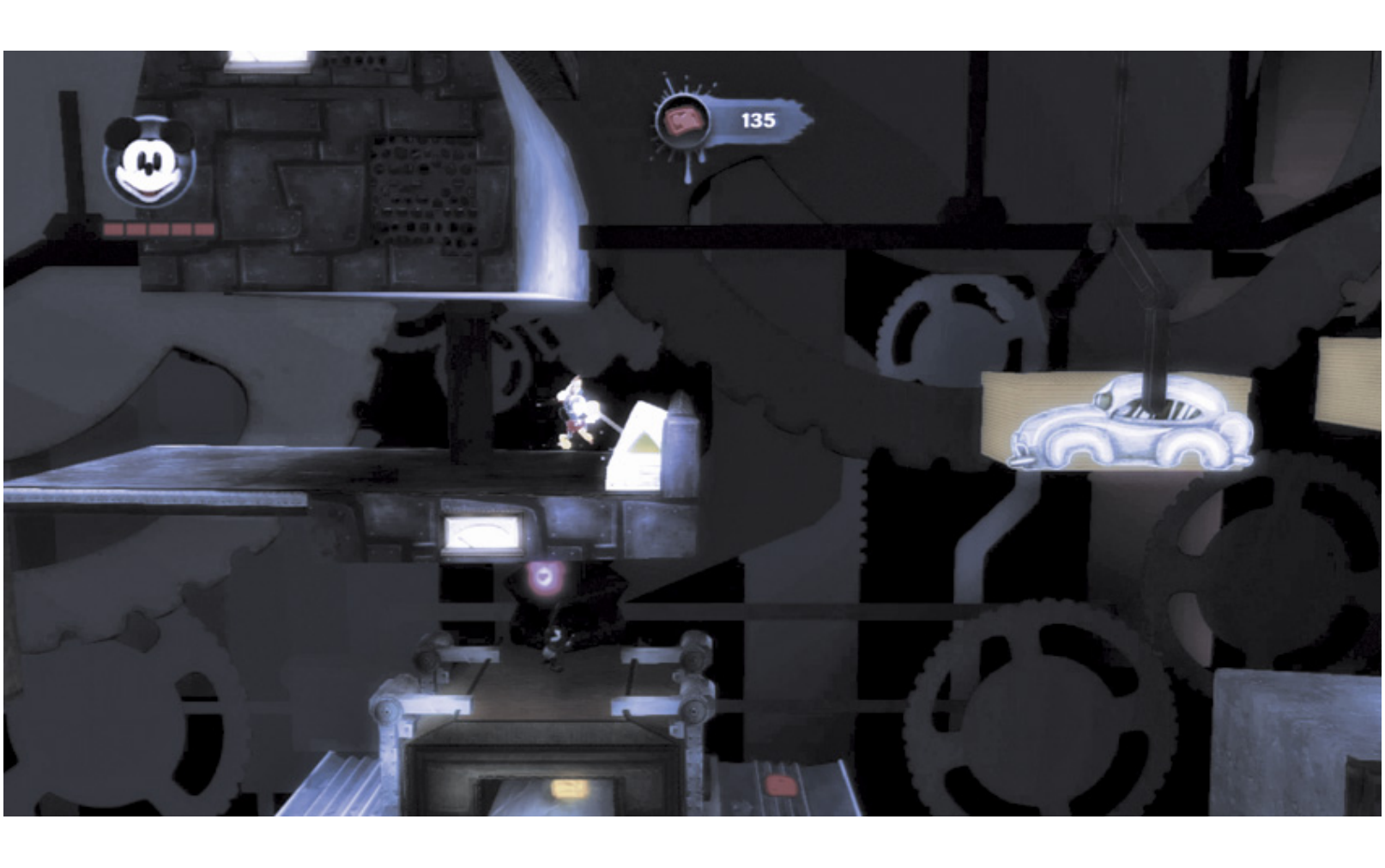


The first part of the upper path features a series of jumps between pipes and the figures in the background.

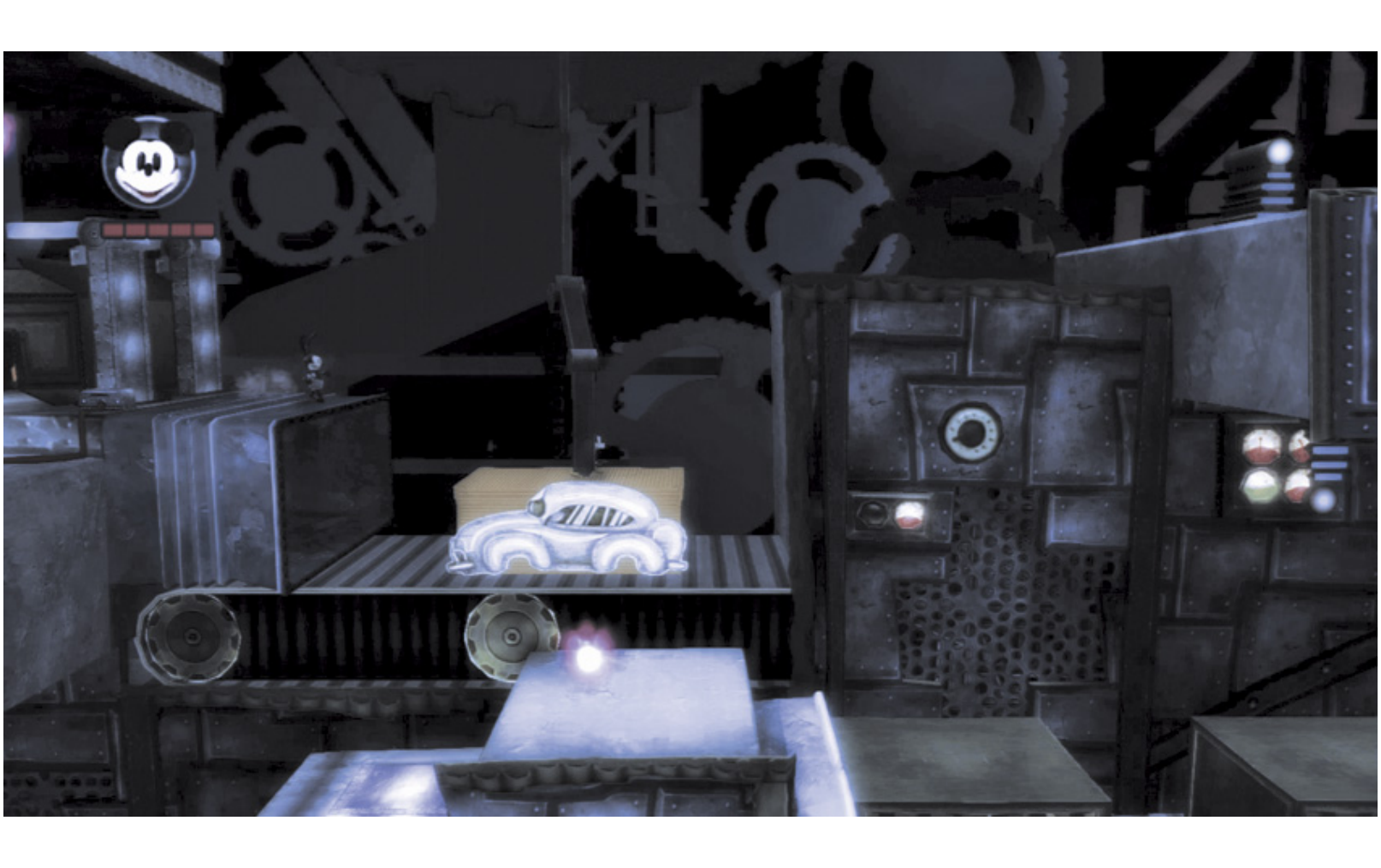


Eventually, you drop to the ground and encounter the burning machine. Leap over the gap in the bridge to escape the flames.

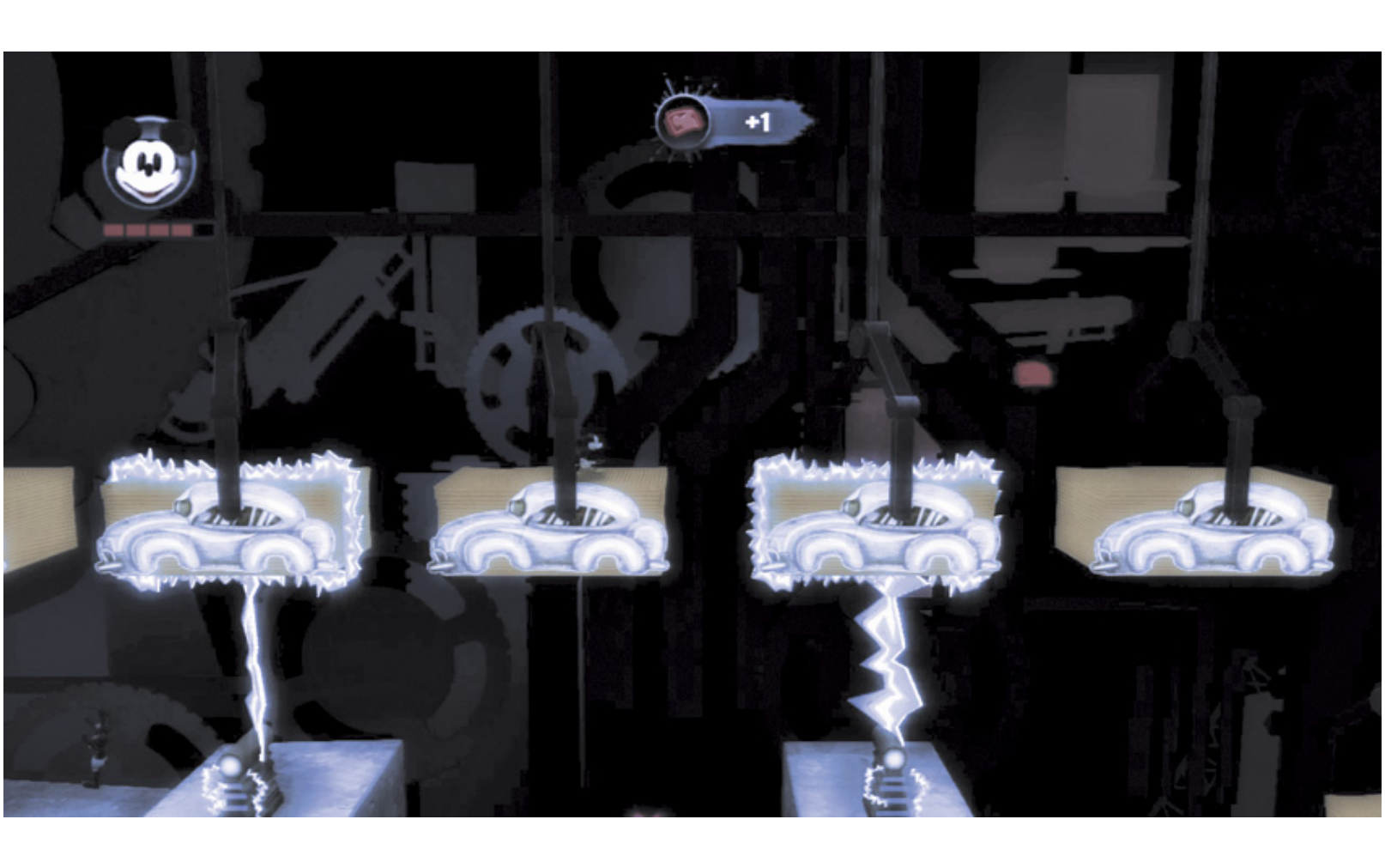


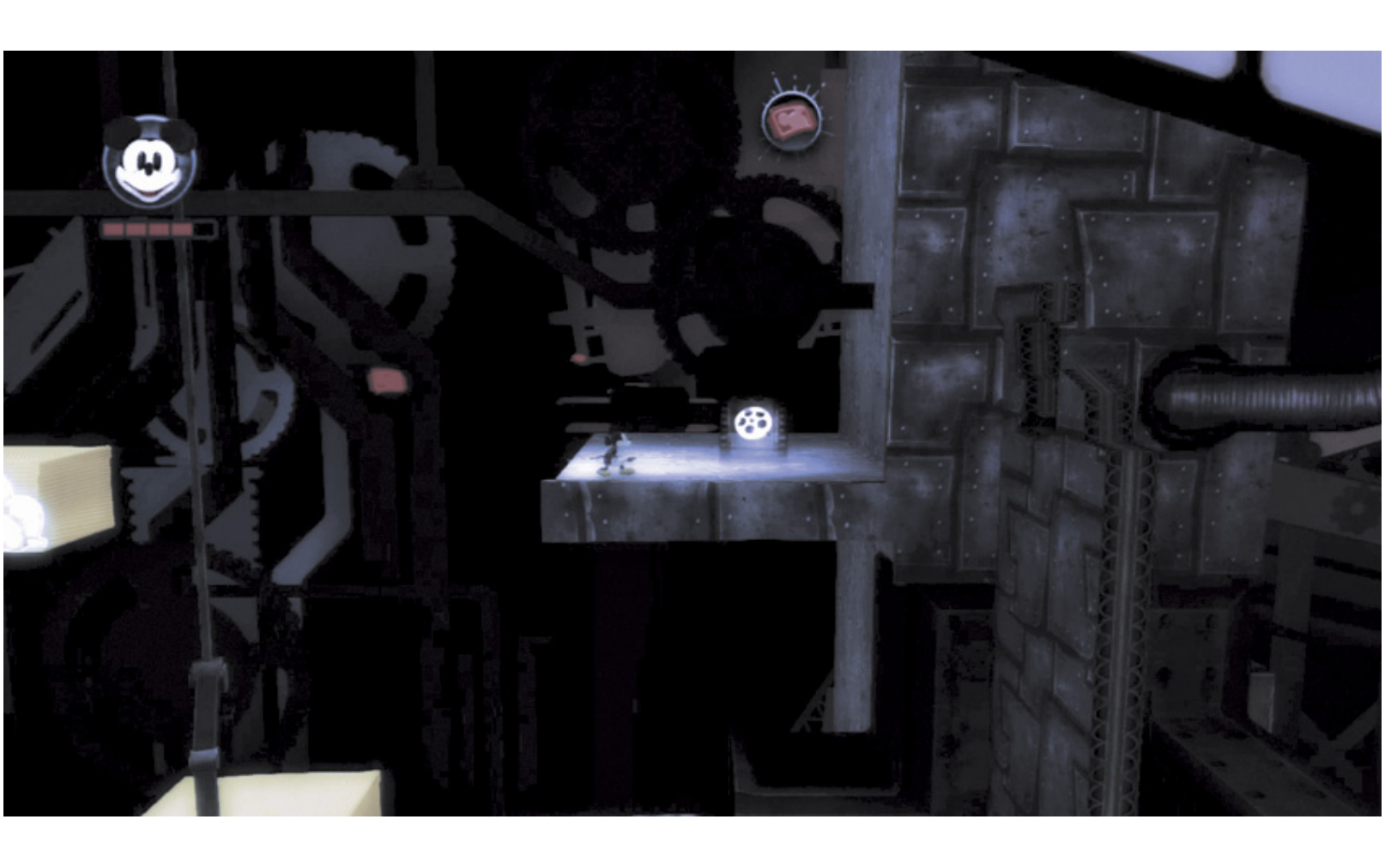


Continue inside the factory until you see a car box dispenser. Jump on the box and ride it until you see a big smashing piston. Hop on the piston and over the platform with the switch. If a second player controls Oswald on the other path, they can flip a switch to release the clamps on the machine below you. Once the clamps are free, you can flip the switch to free the golden E-ticket.

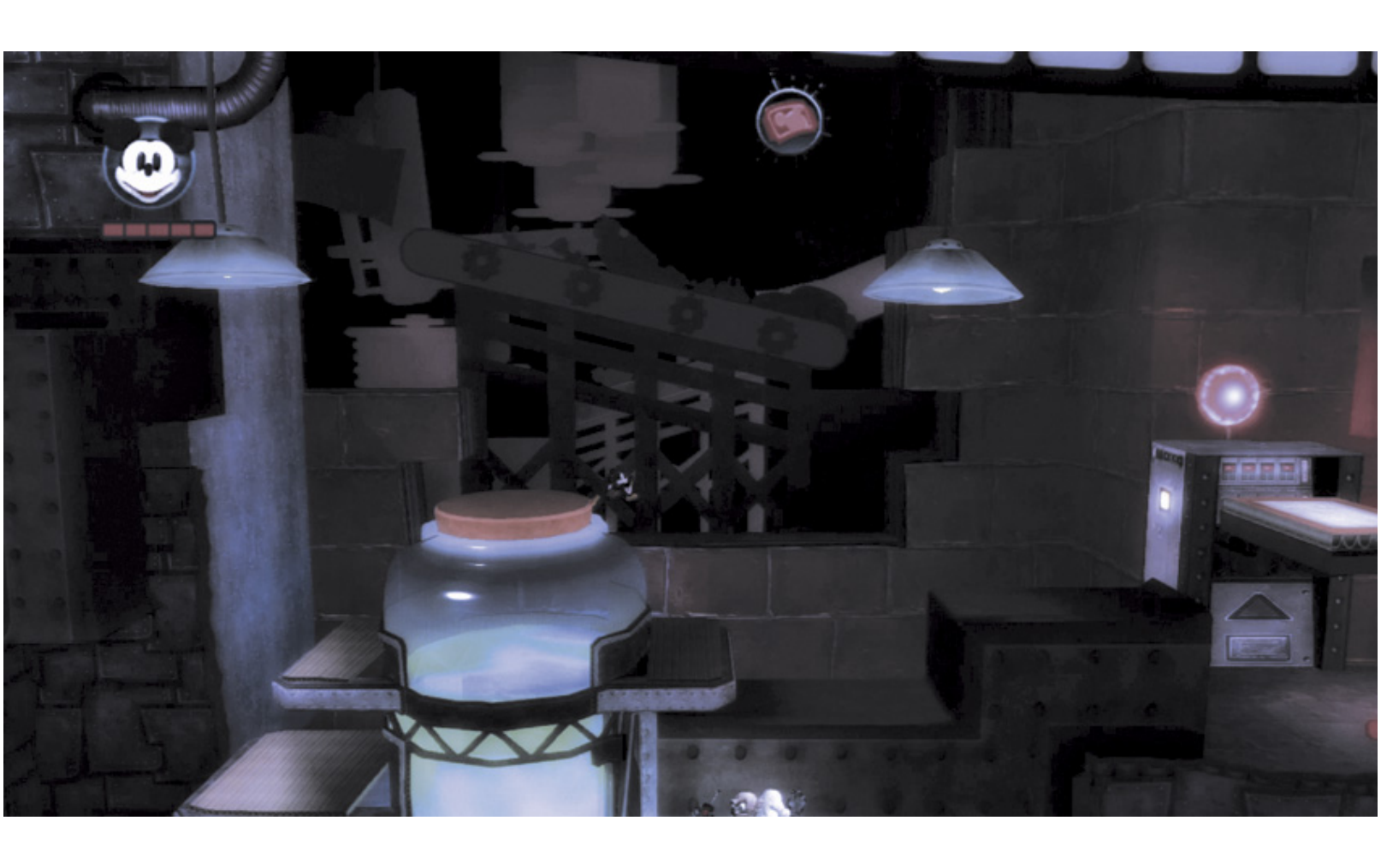


Move along until you find another car box dispenser.

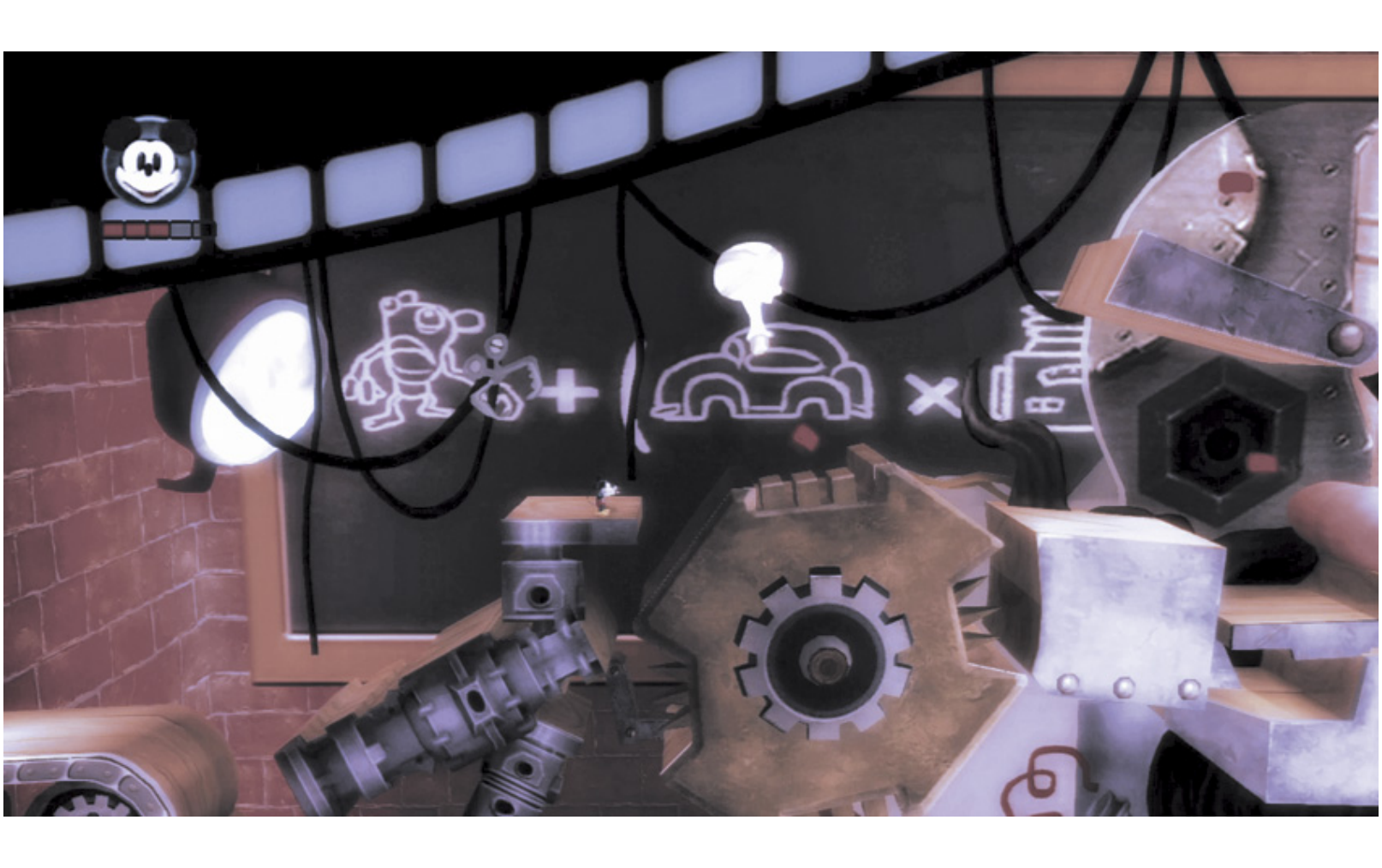




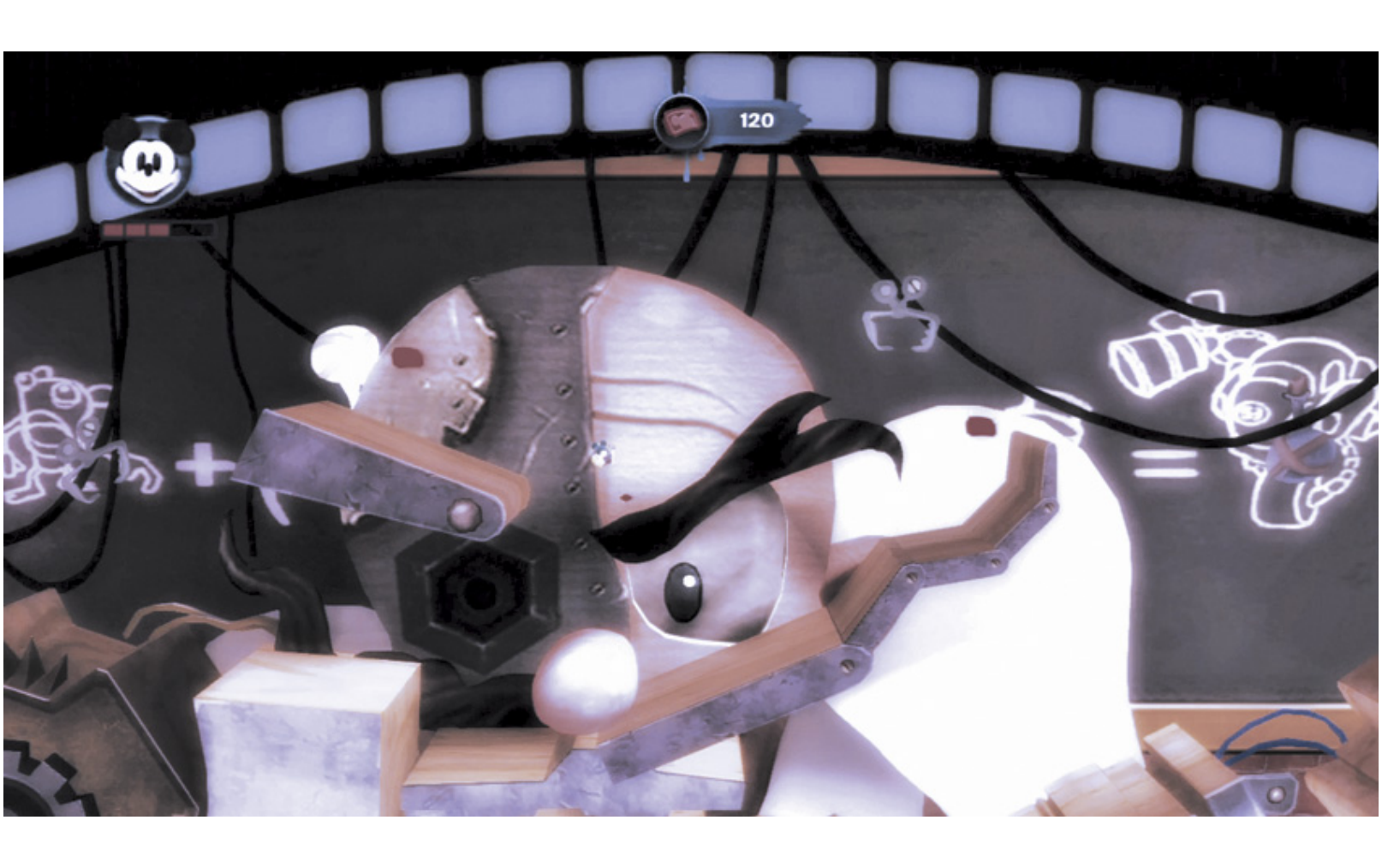
Ride on one of the boxes again. You travel along an assembly line with machines that shock the boxes. Jump to the next box before you get shocked. When the boxes start to fall, you can make a long leap over to the ledge with the Film Reel.



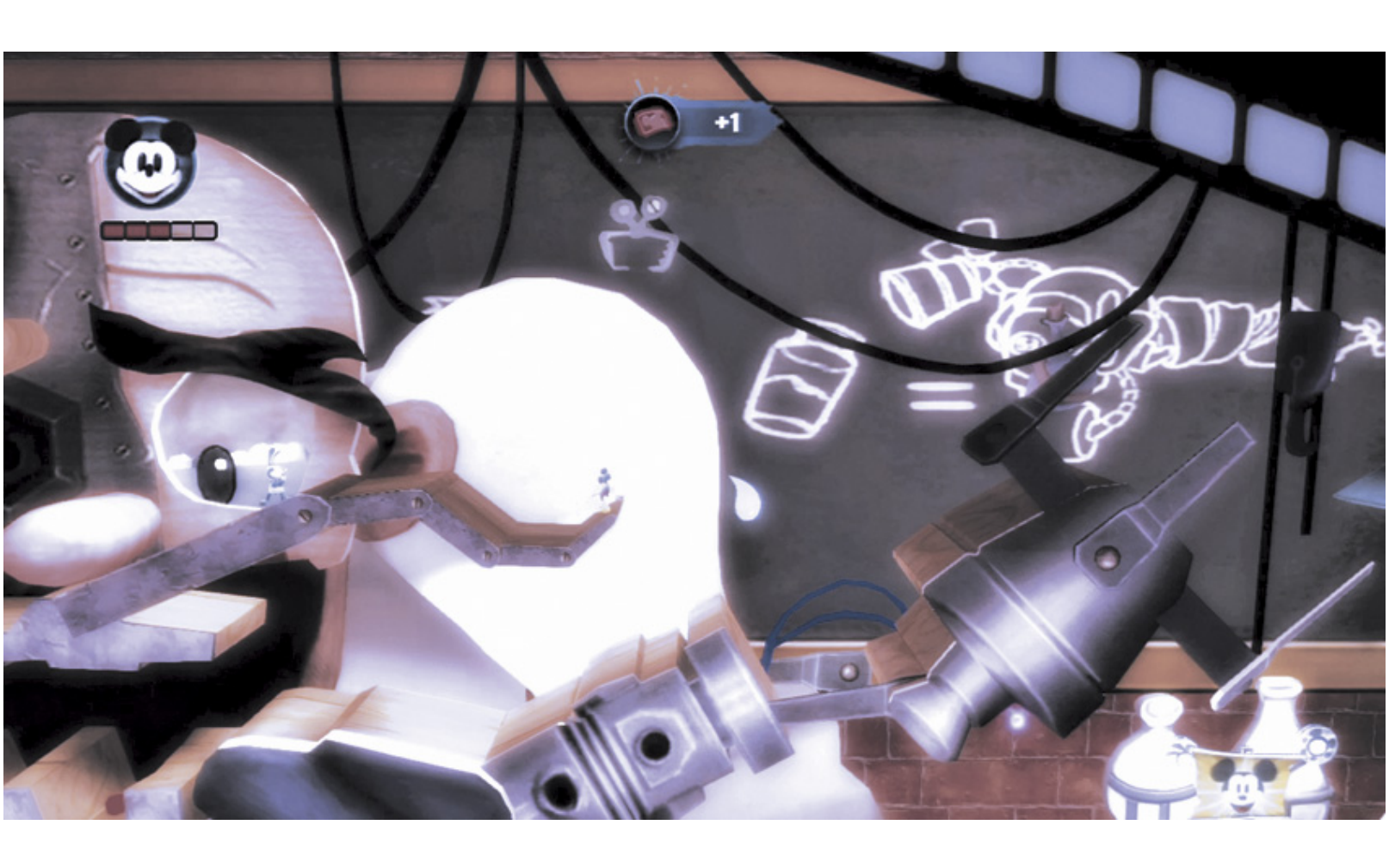
After this, you enter the room with the large bottle of Thinner. From this point, the path is the same as described for the lower path walkthrough.

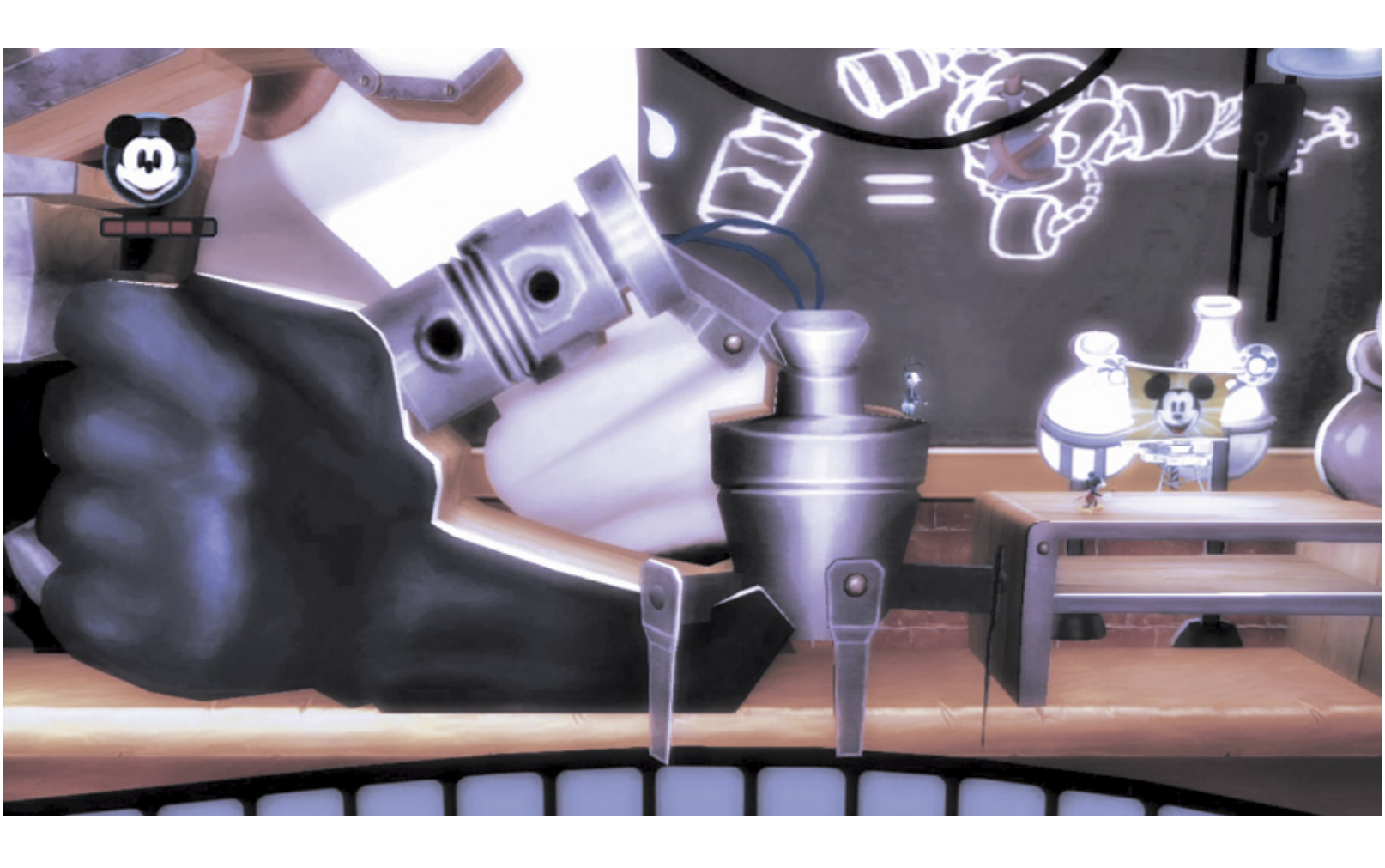


When you reach the giant Mad Doc machine at the end, you can take the top path this time.

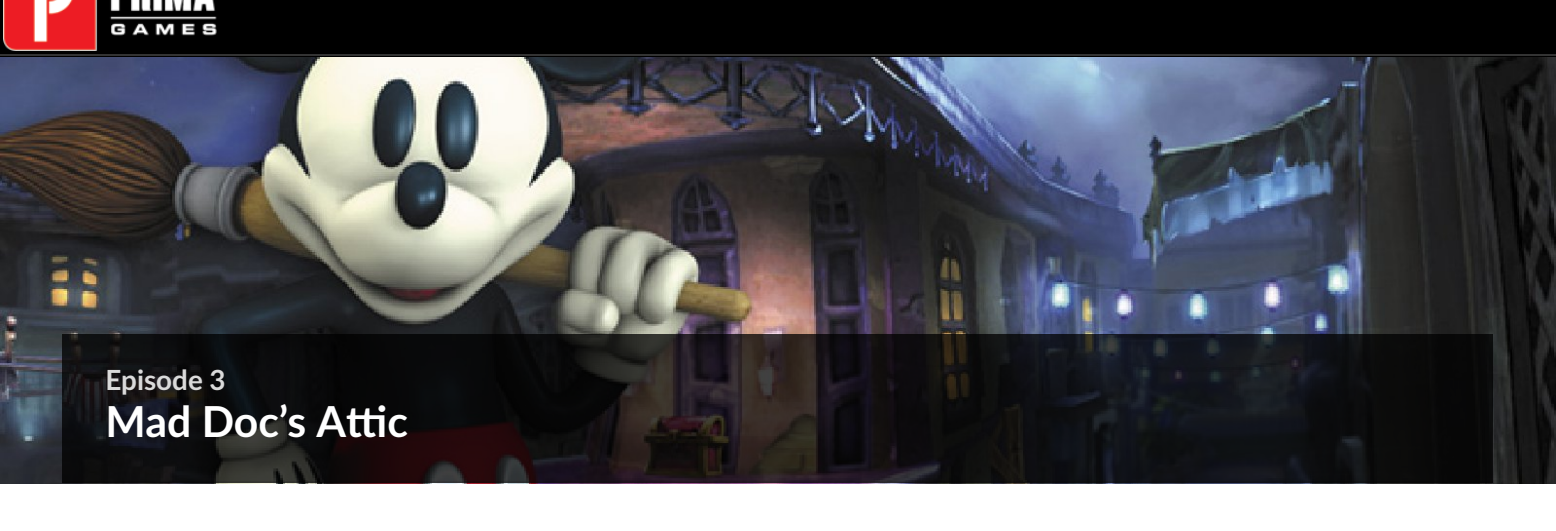


You can bounce on the Doc's nose and land on big lever acting as a high eyebrow. The lever falls and triggers his crying.





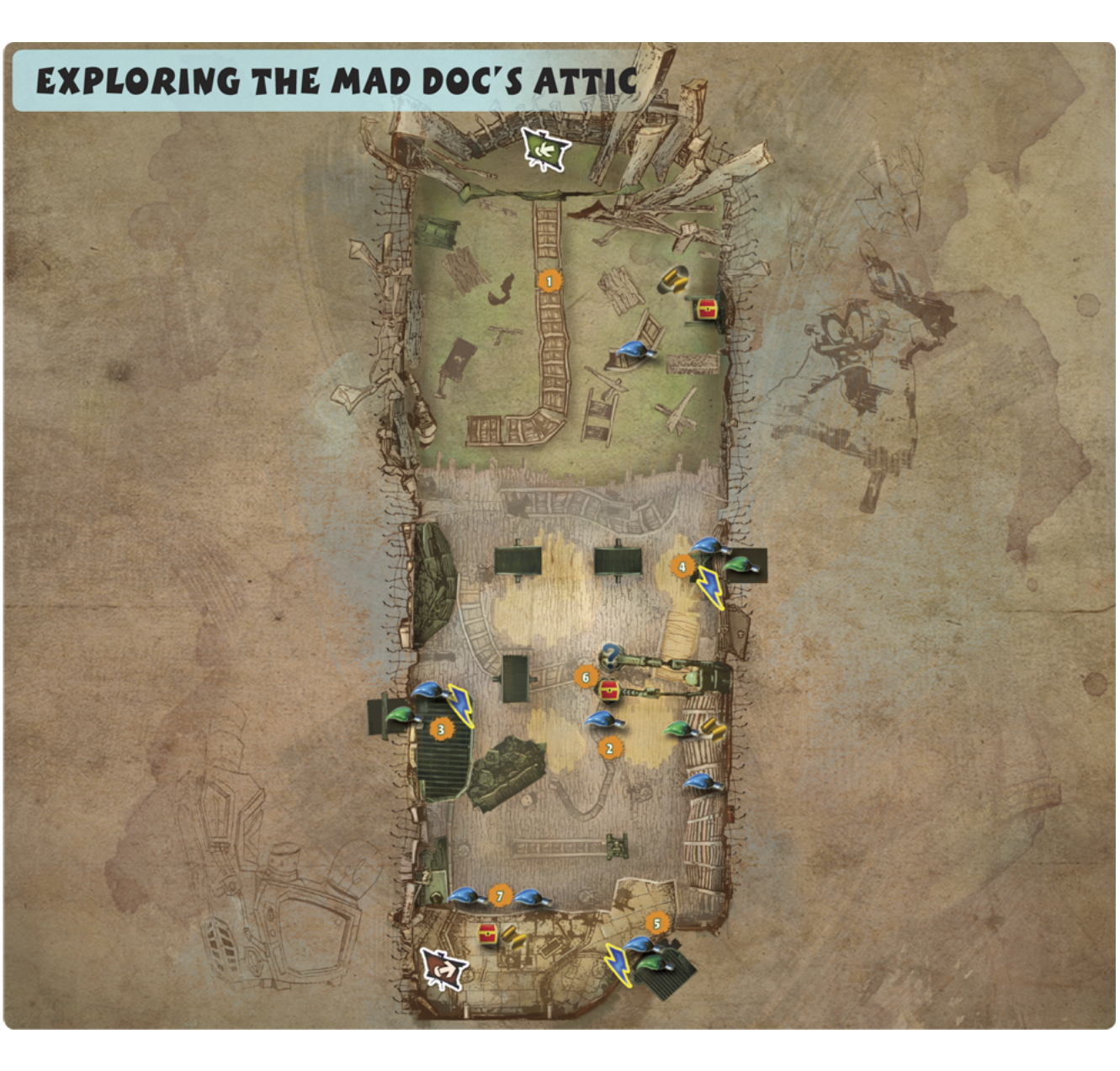
Just like the before, the tears short-circuit his arm, causing it to fall and clear the way for the exit projector.



Episode 3

Mad Doc's Attic

EXPLORING THE MAD DOC'S ATTIC



LEVEL OVERVIEW

Gus
How odd! This is the Mad Doctor's old Attic... but why is it connected to Autotopia?

The journey continues to the Attic of the Lonesome Manor, a place now modified to be a TV studio for the Mad Doc. Gremlin Jamface has been trapped here in some sort of hanging snow globe. You'll have to figure out a way to shut down the Beetleworx Replicators guarding the Attic and free Jamface from his spherical prison.

LEVEL BREAKDOWN

Challenges

- None

Collectibles

- Golden Cloth (x3)
- Gold Pin
- Gremlin Ballista Pin
- Ohana Pin
- Silver Pin

Enemies

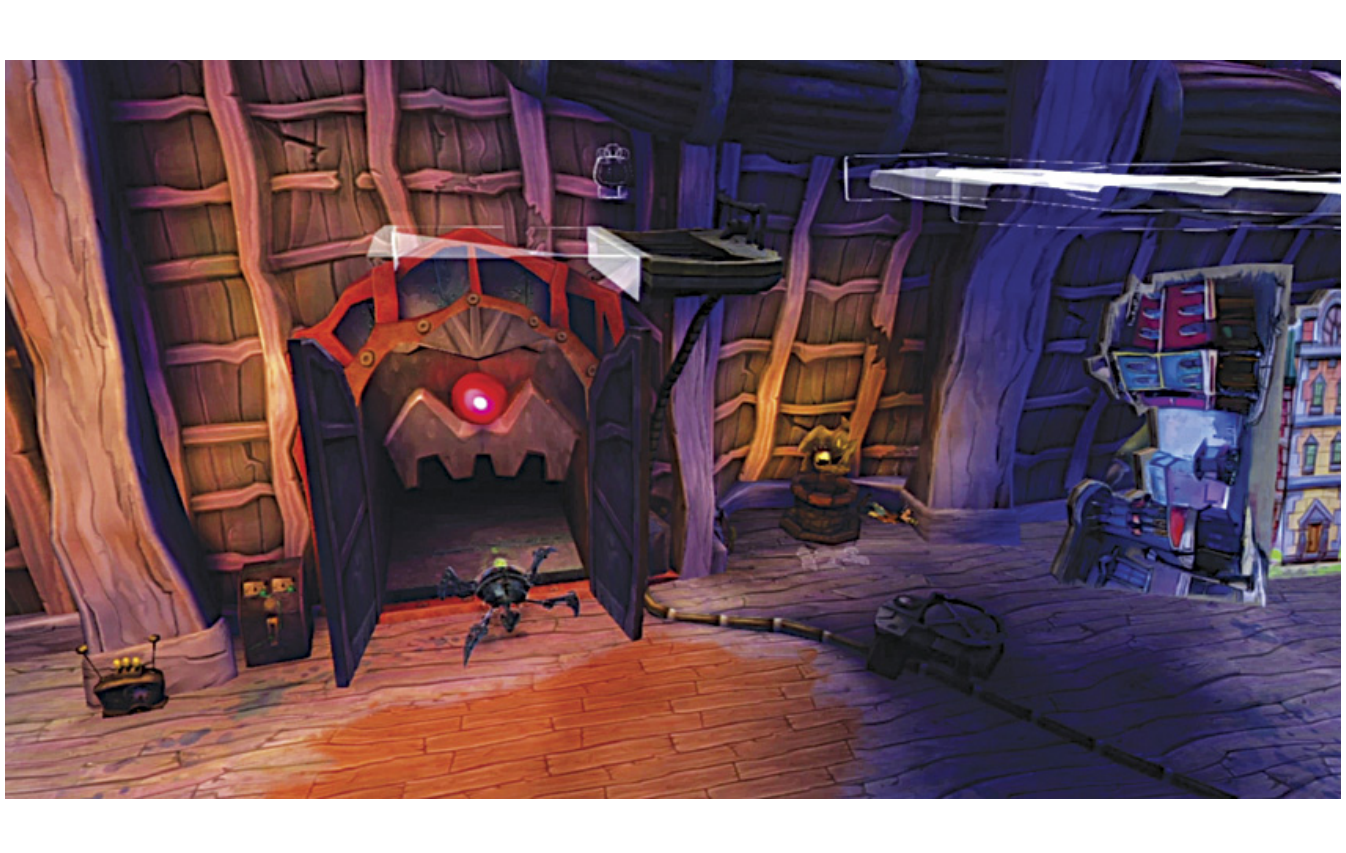
- Bashers
- Spinners
- Tankers

Quests

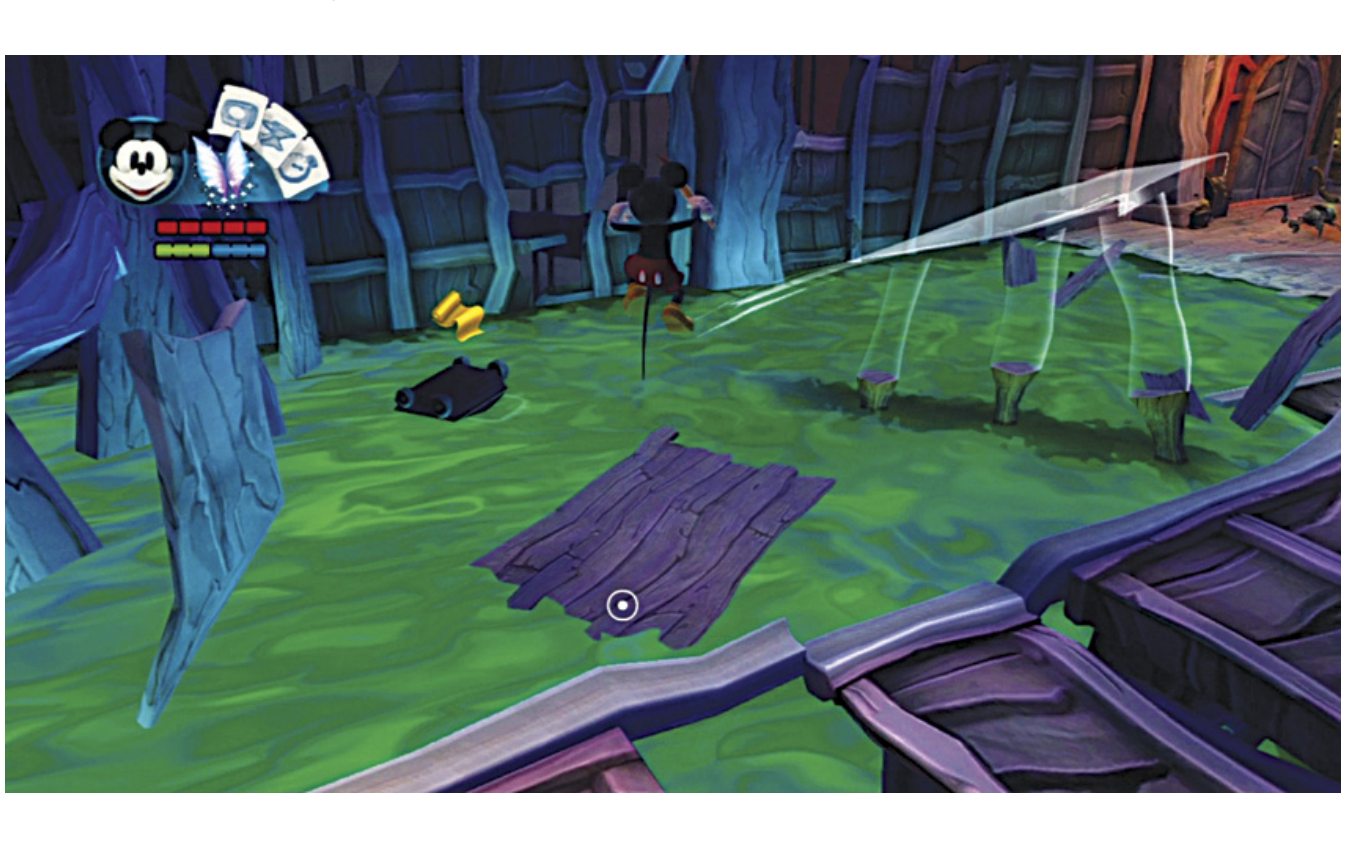
- Finding the Hidden Heroes
- Operation Gremlin Drop

Things to Do

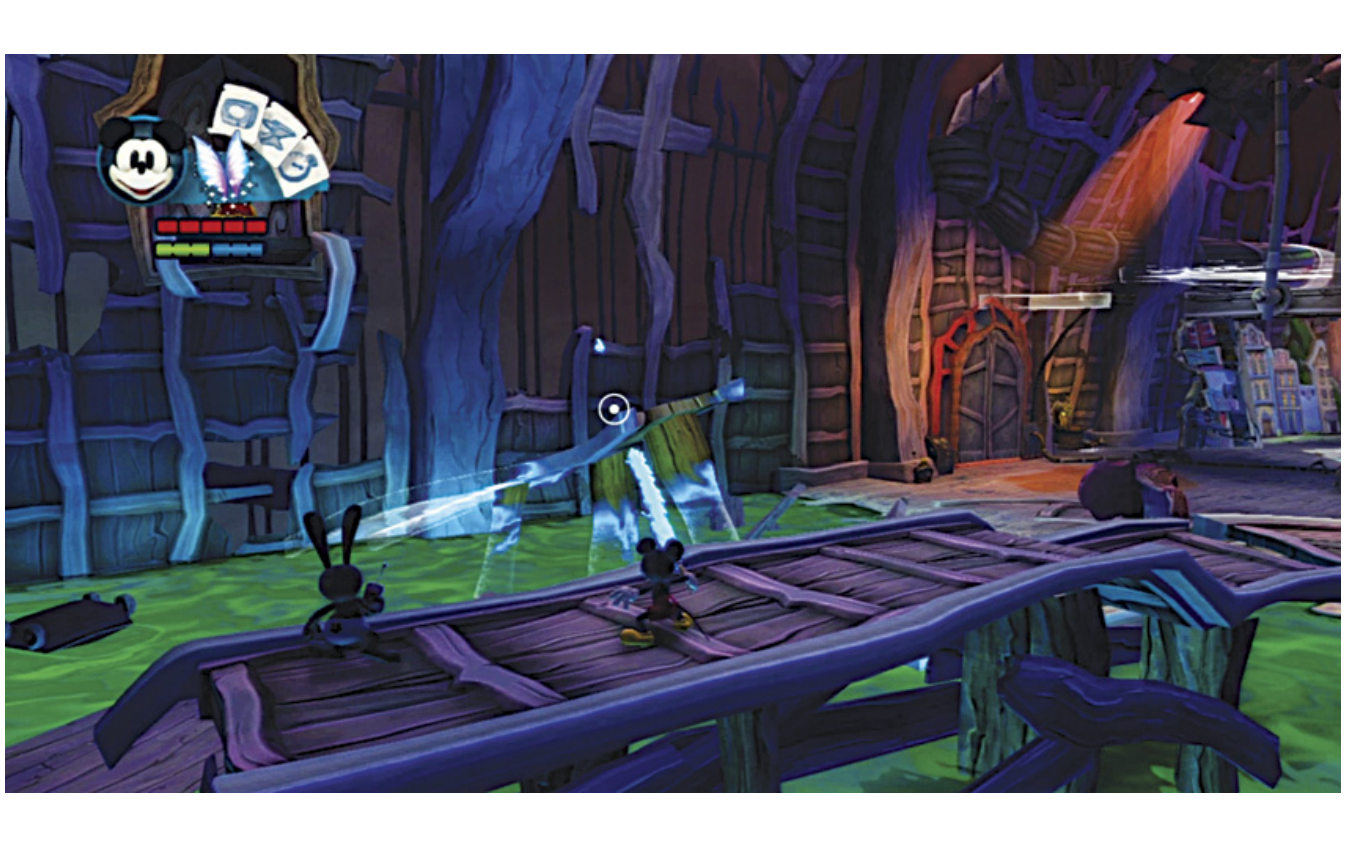
- Get the golden Cloth and Silver Pin
- Reprogram the Beetleworx control consoles or thin out the doors
- Find the second golden Cloth
- Free Jamface or the red chest in the snow globes
- Access the secret room above the large vault door.
- Use the final projector



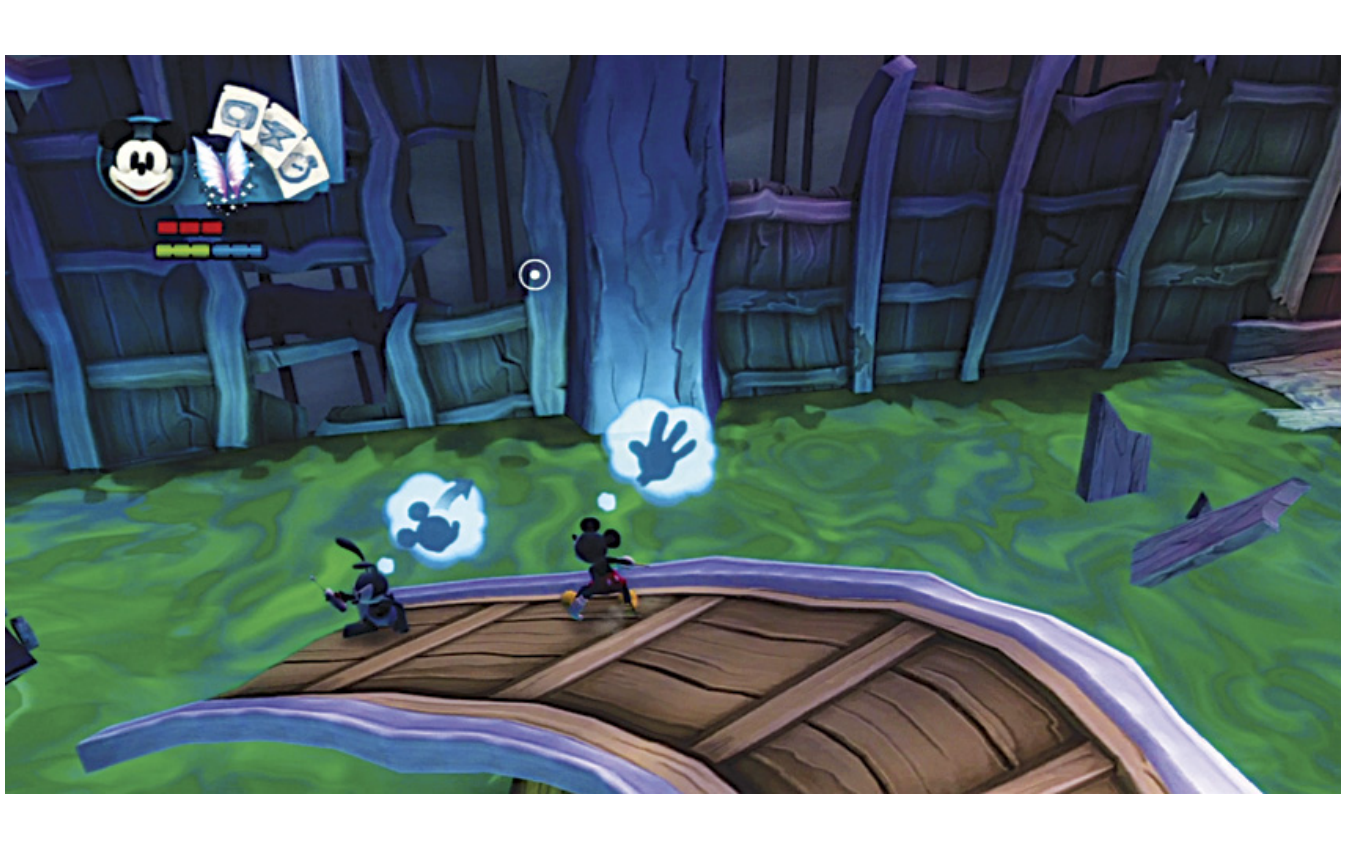
Three Beetleworx Replicators constantly pump out enemies in this area. You can either reprogram them using nearby consoles or thin out the red eye to destroy them. There is one for Spinners, another for Bashers, and the last one creates Tankers. You start out on a raised rail over a pool of Thinner that floods the Attic.



Jump from the starting rail to the mine cart floating in Thinner and retrieve the golden Cloth.

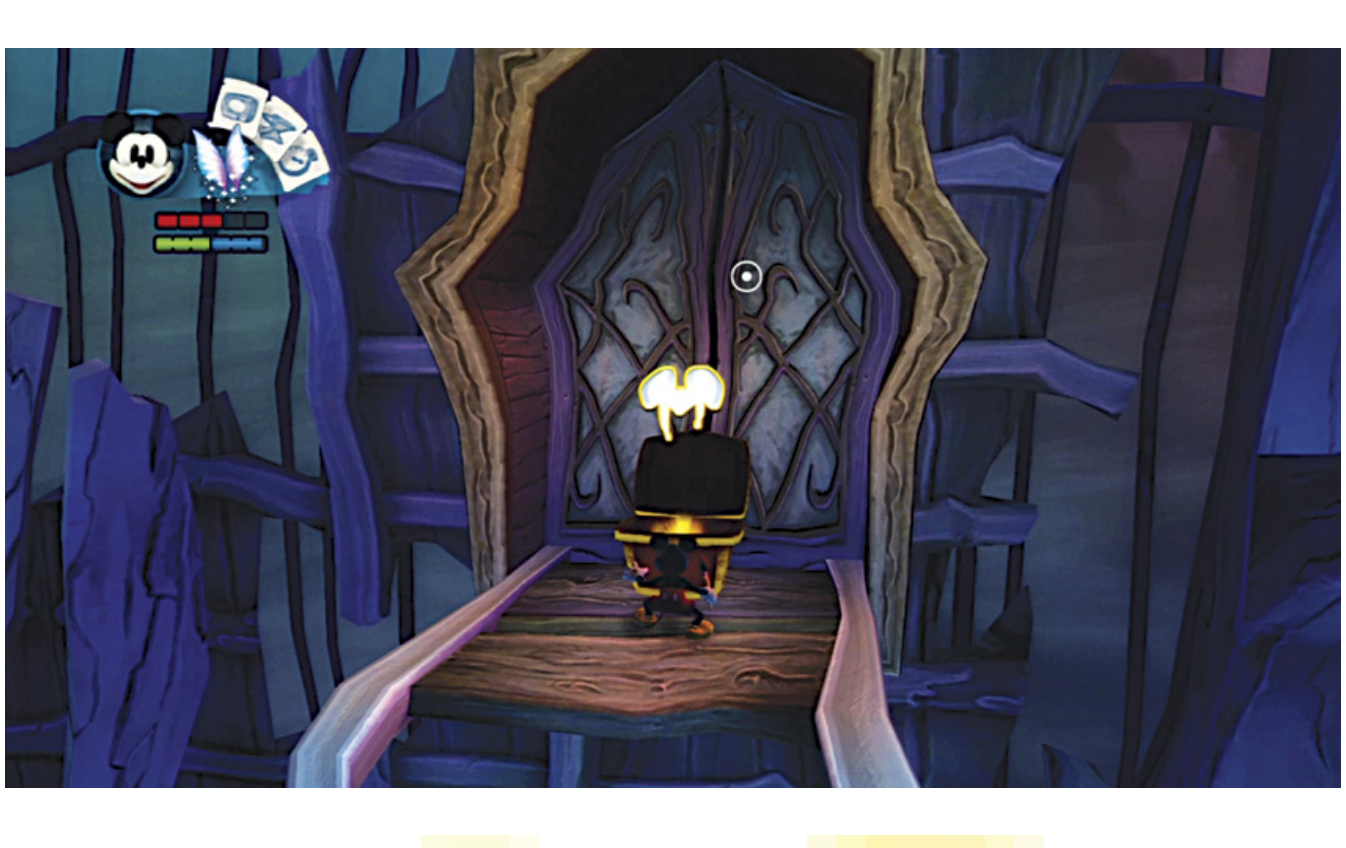


Next to the mine cart is a thinned-out piece of track standing on its own. Paint in the track and hop over.

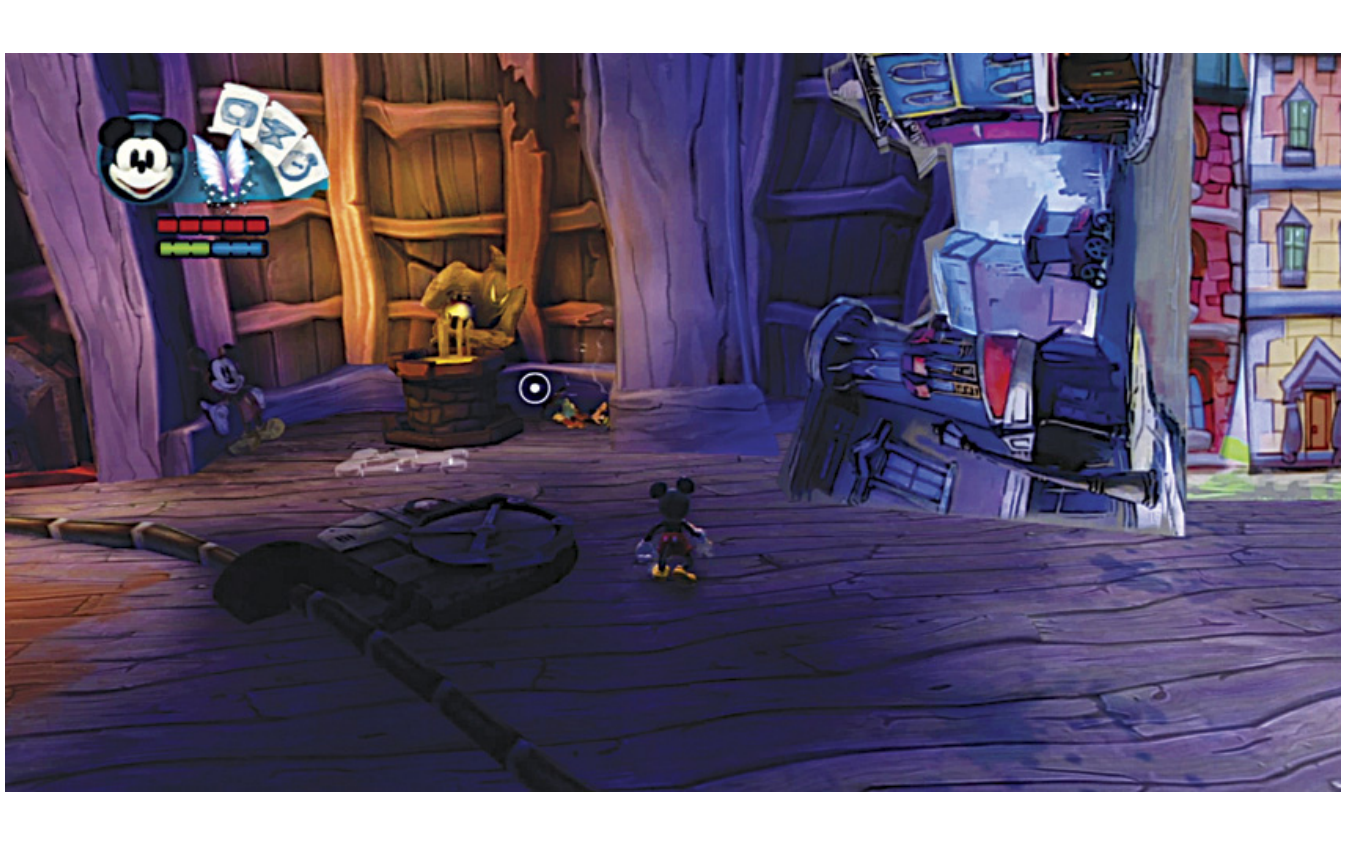


When you get on to the track, Oswald can toss Mickey up to the ledge above to grab a Silver Pin.

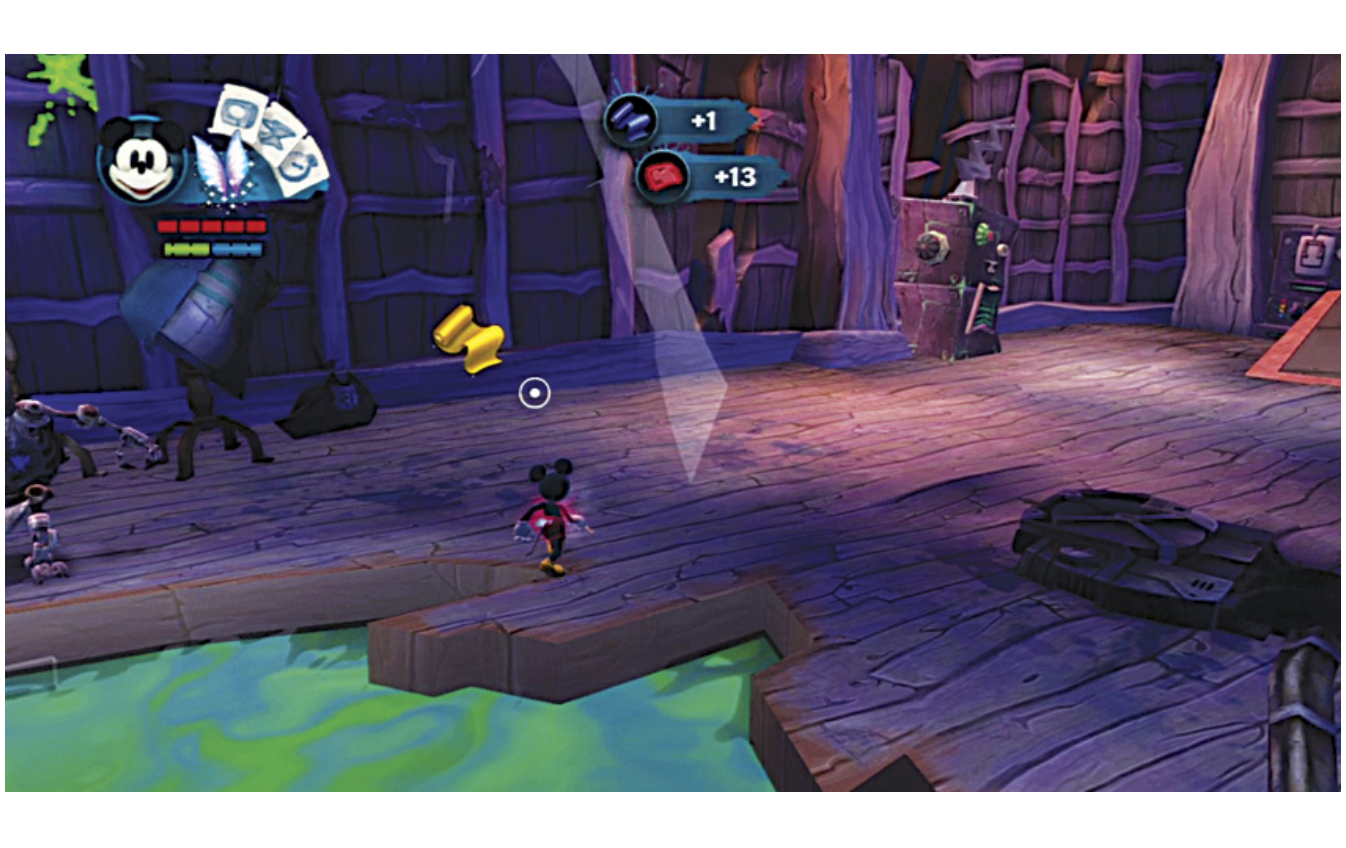
Silver Pin



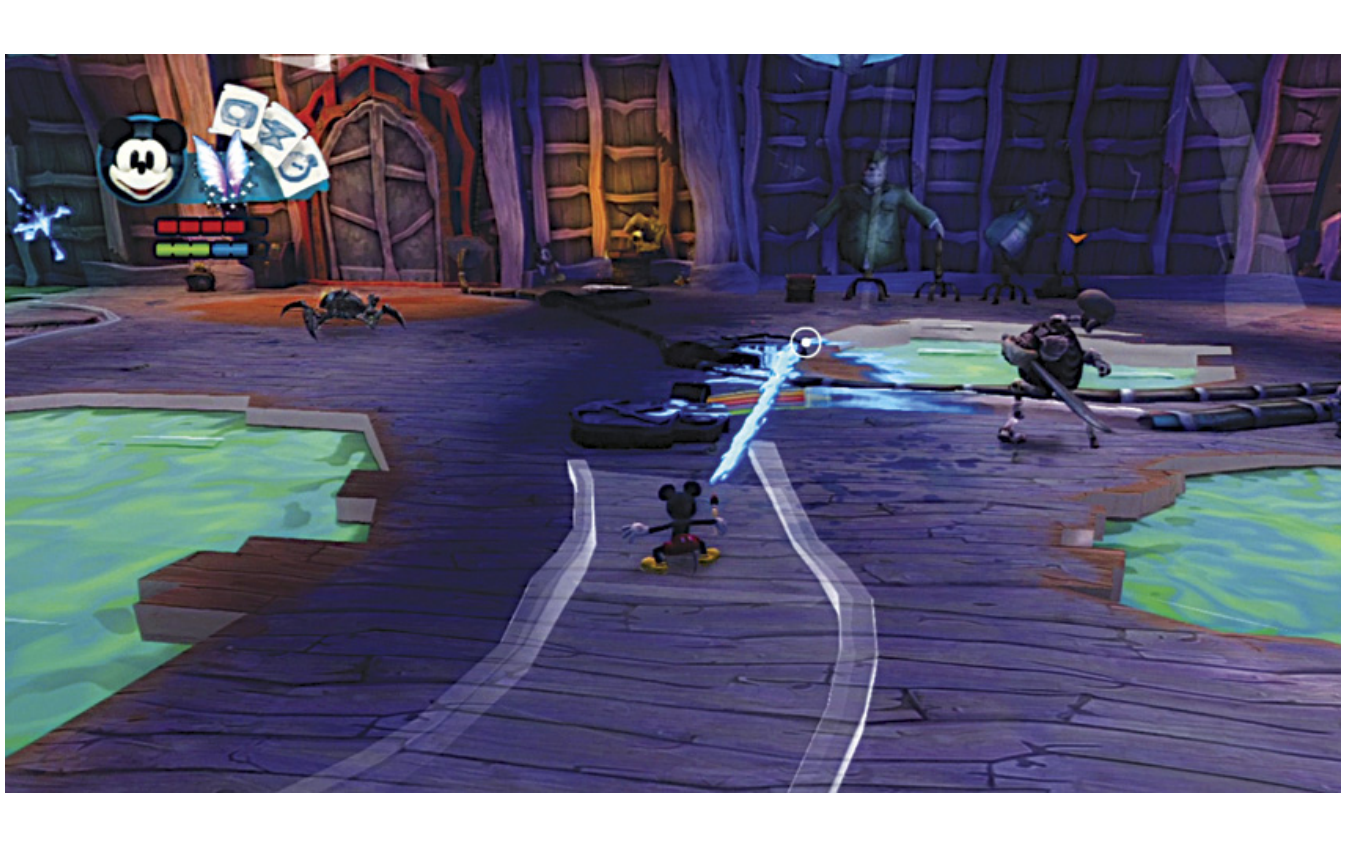
The ledge to left of the start has a red chest containing a Silver Pin. Oswald can toss Mickey up to grab it.



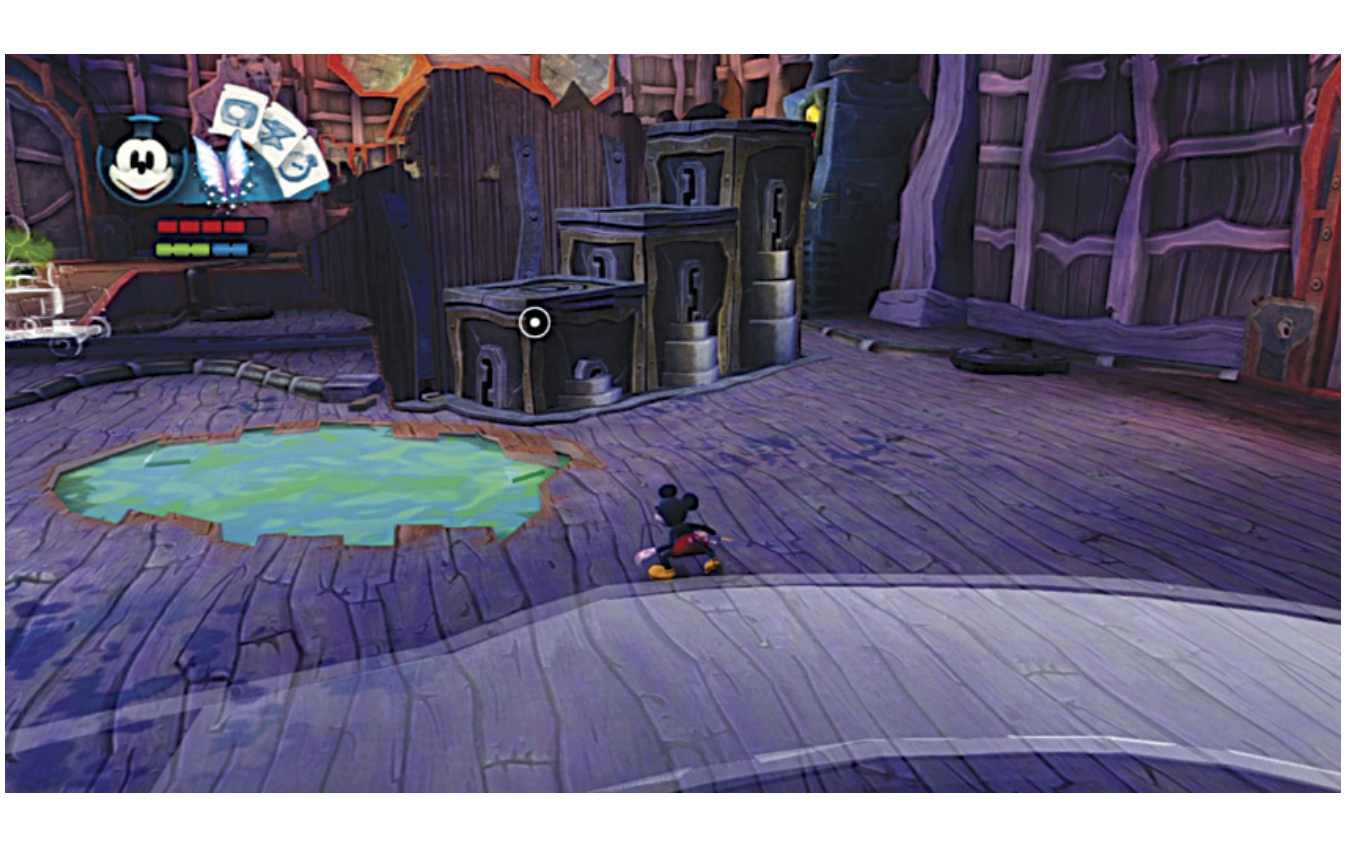
When you get to the floor of the Attic, various Beetleworx assault you. Search for the Ink Well on the left side if you need a coat of Indelible Ink as armor. If you follow the Paint path, you can just avoid the Beetleworx.



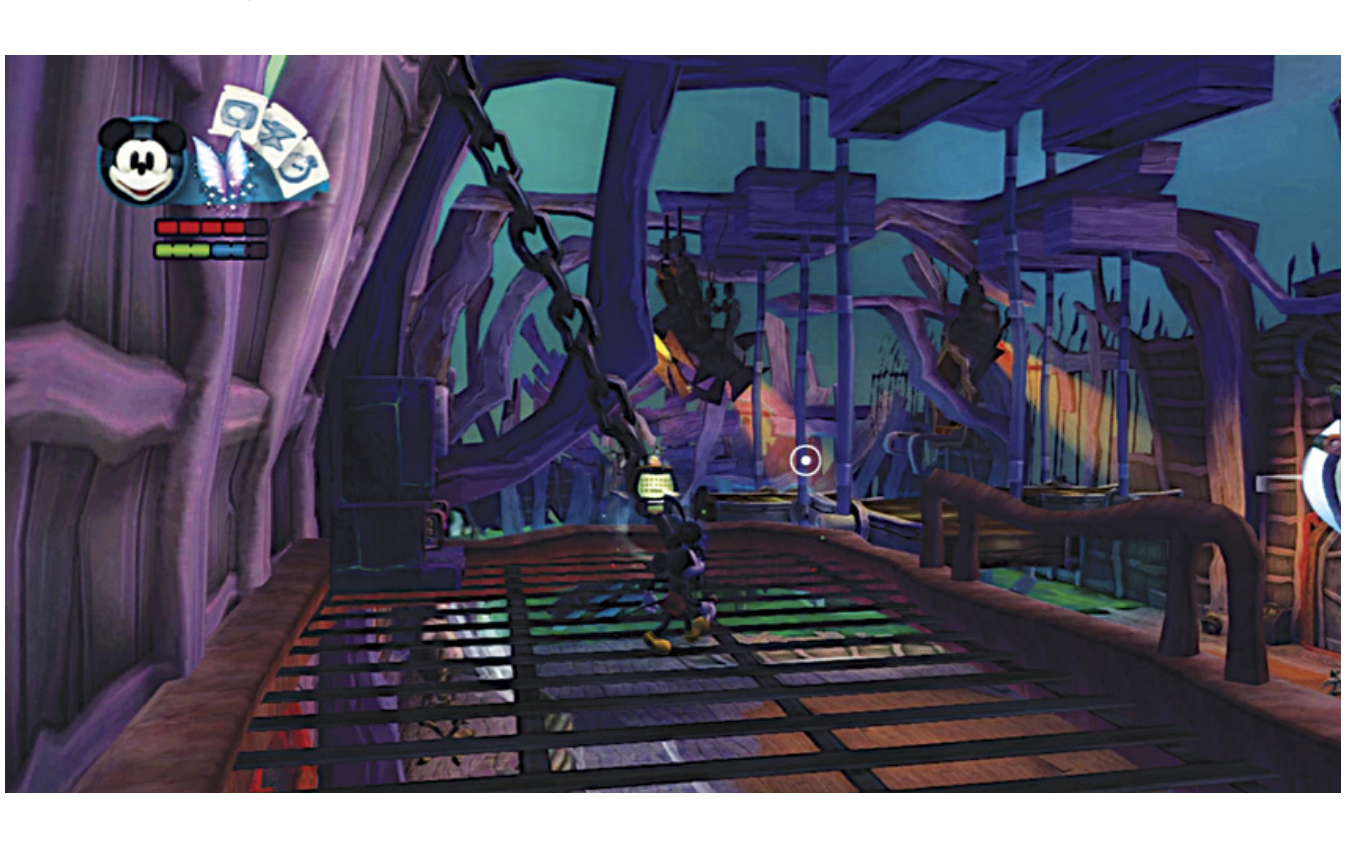
Thin out the cardboard display past the Ink Well along the left wall to reveal a second golden Cloth.



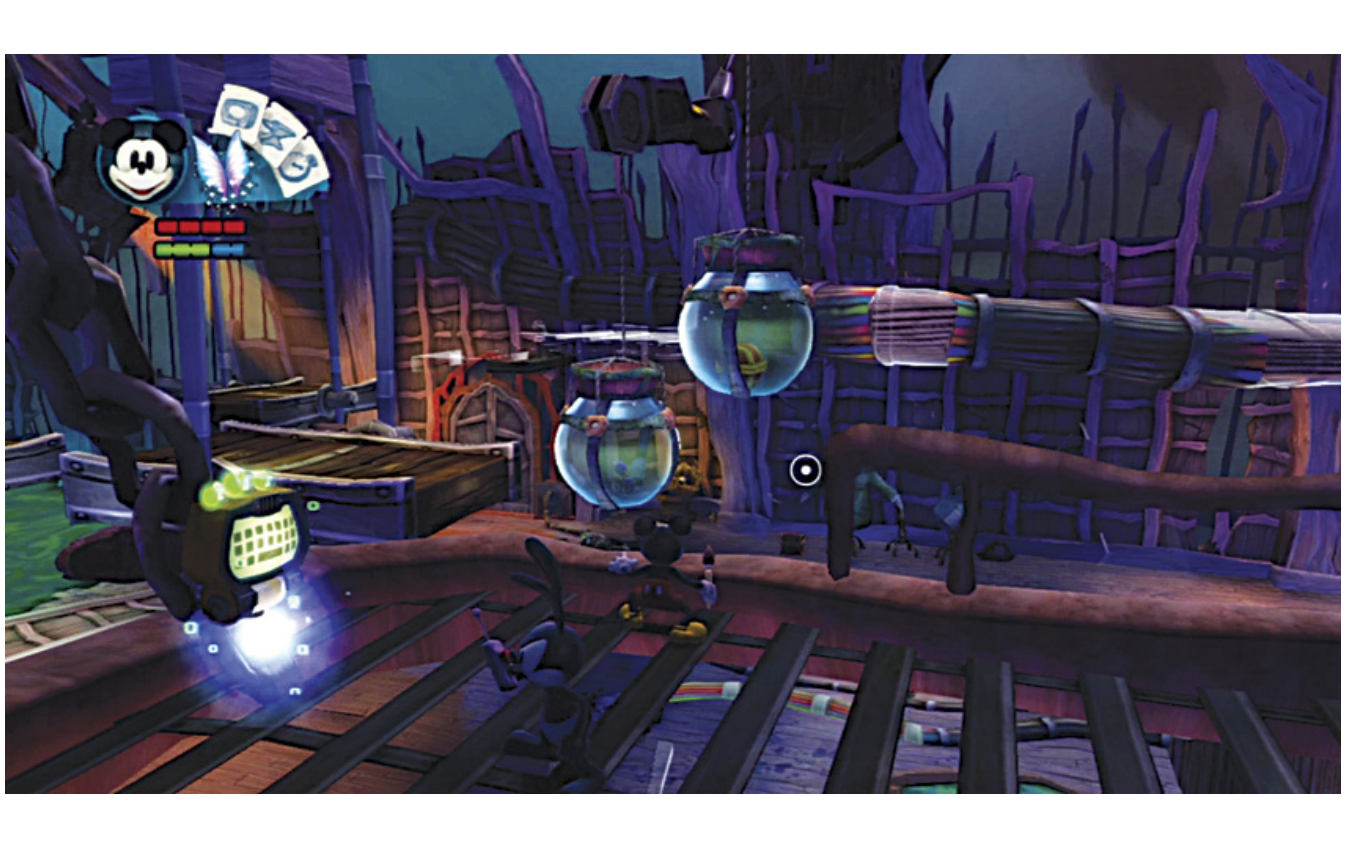
Several large wires run along the floor in the middle of the room. Paint in the missing section of the wire.



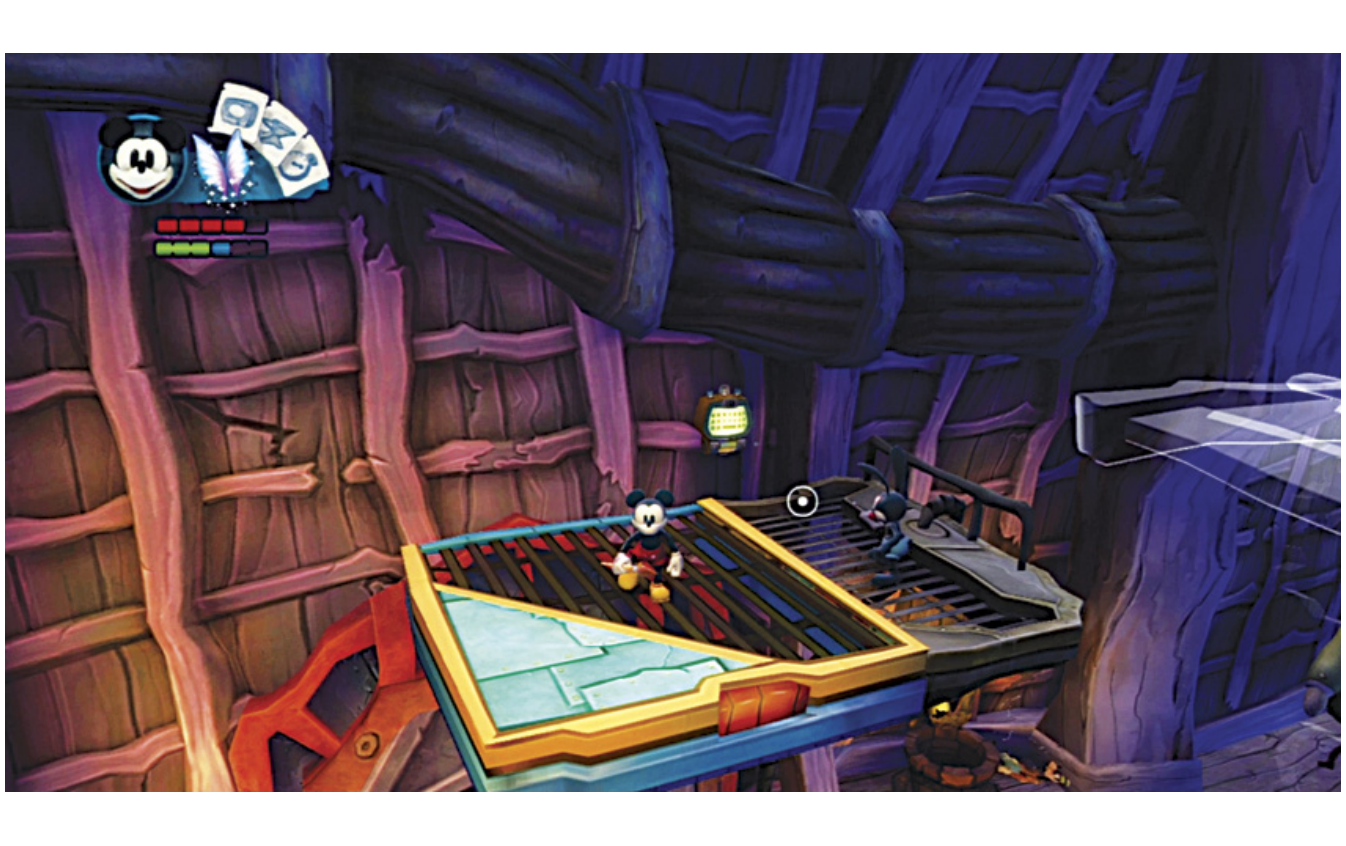
The repaired wire sends power to the cardboard display that is connected to it. Use the stack of boxes behind the display as stairs to reach a raised platform above.



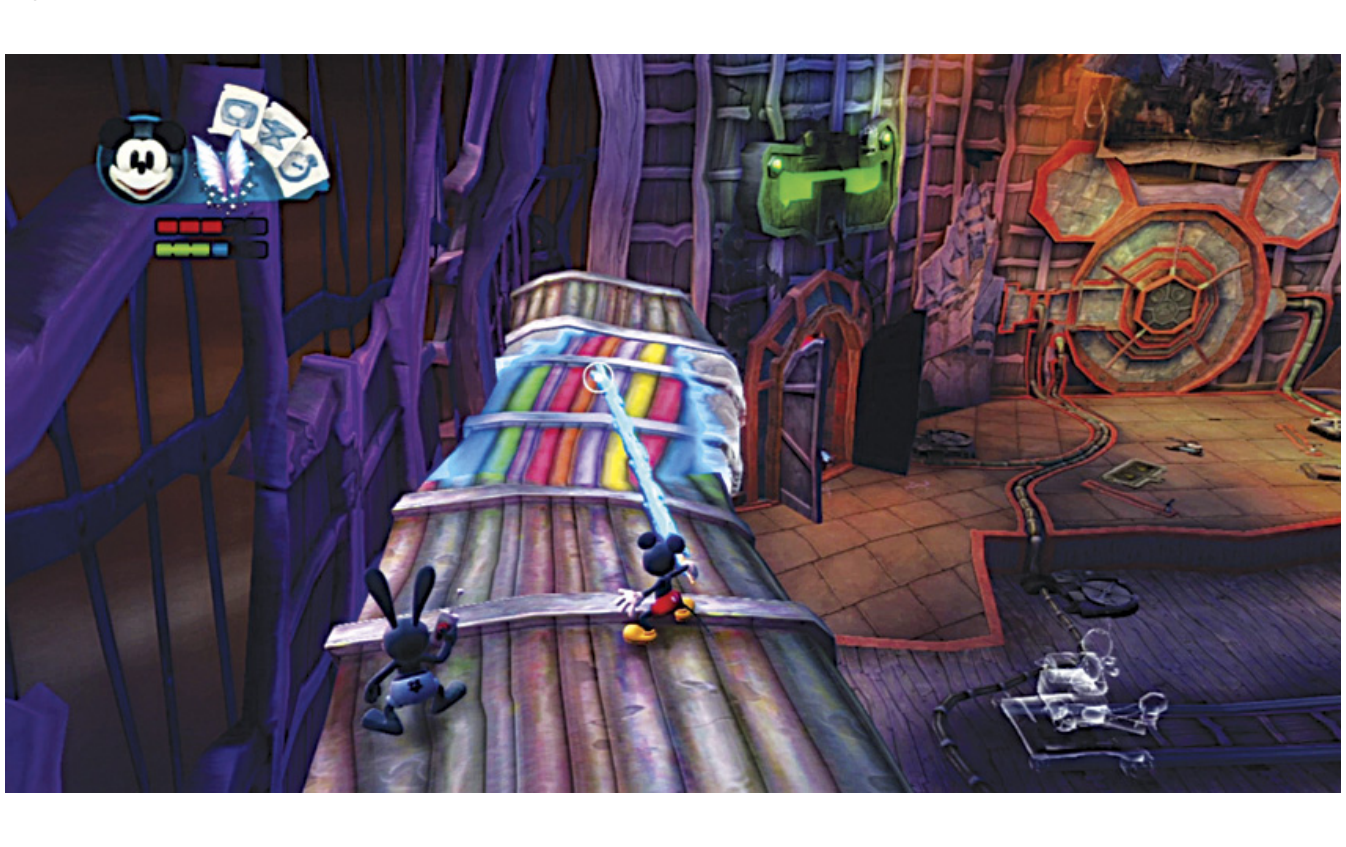
Paint in the access port on the platform above.Oswald can reprogram this box to disable the first Beetleworx Replicator.



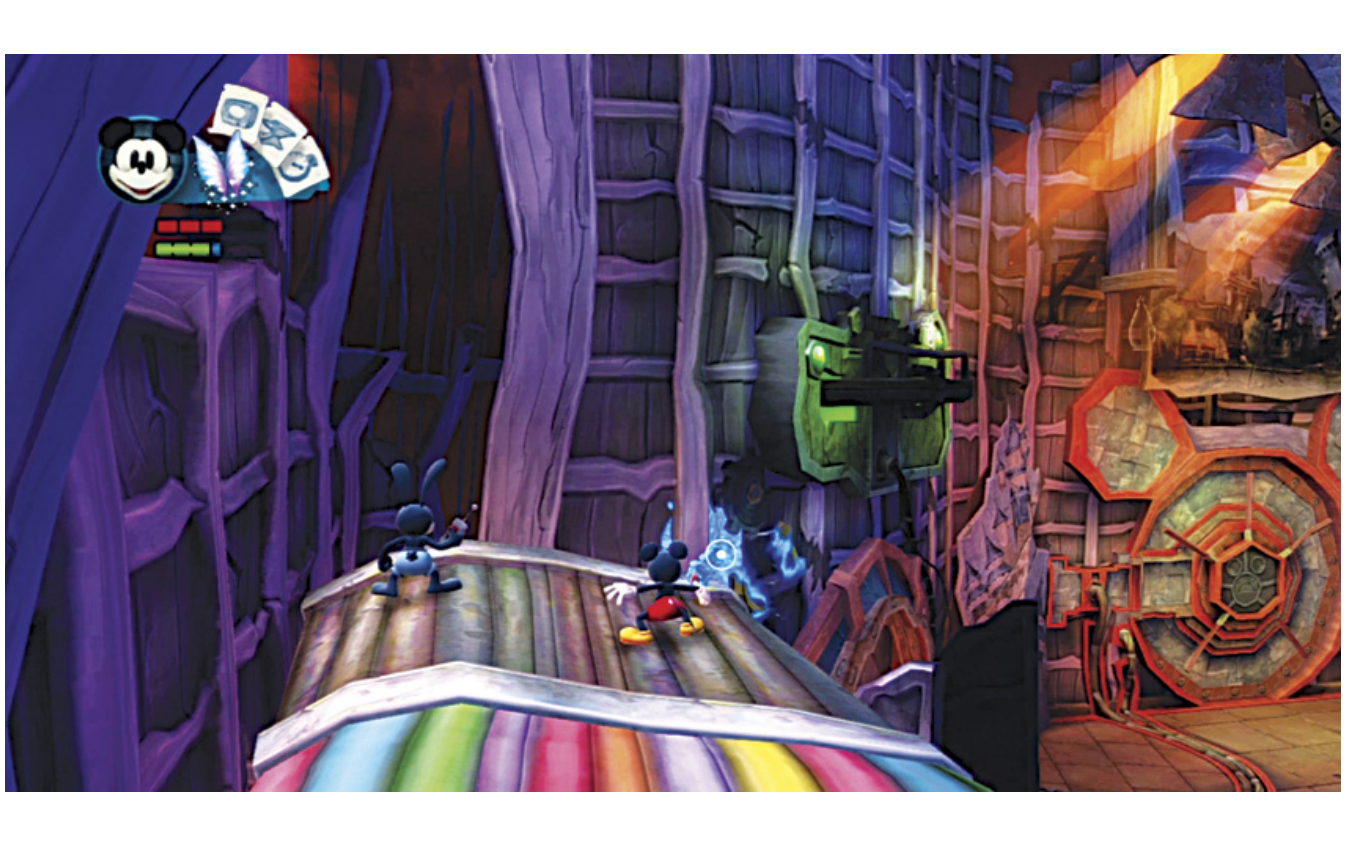
After you disable the first Beetleworx Replicator, notice that the snow globe contraption in the middle of the room moves. If you reprogram the Replicators, Jamface's globe moves closer to the ground. If you thin out the red eyes and destroy the Replicators, the globe with the red chest descends instead.



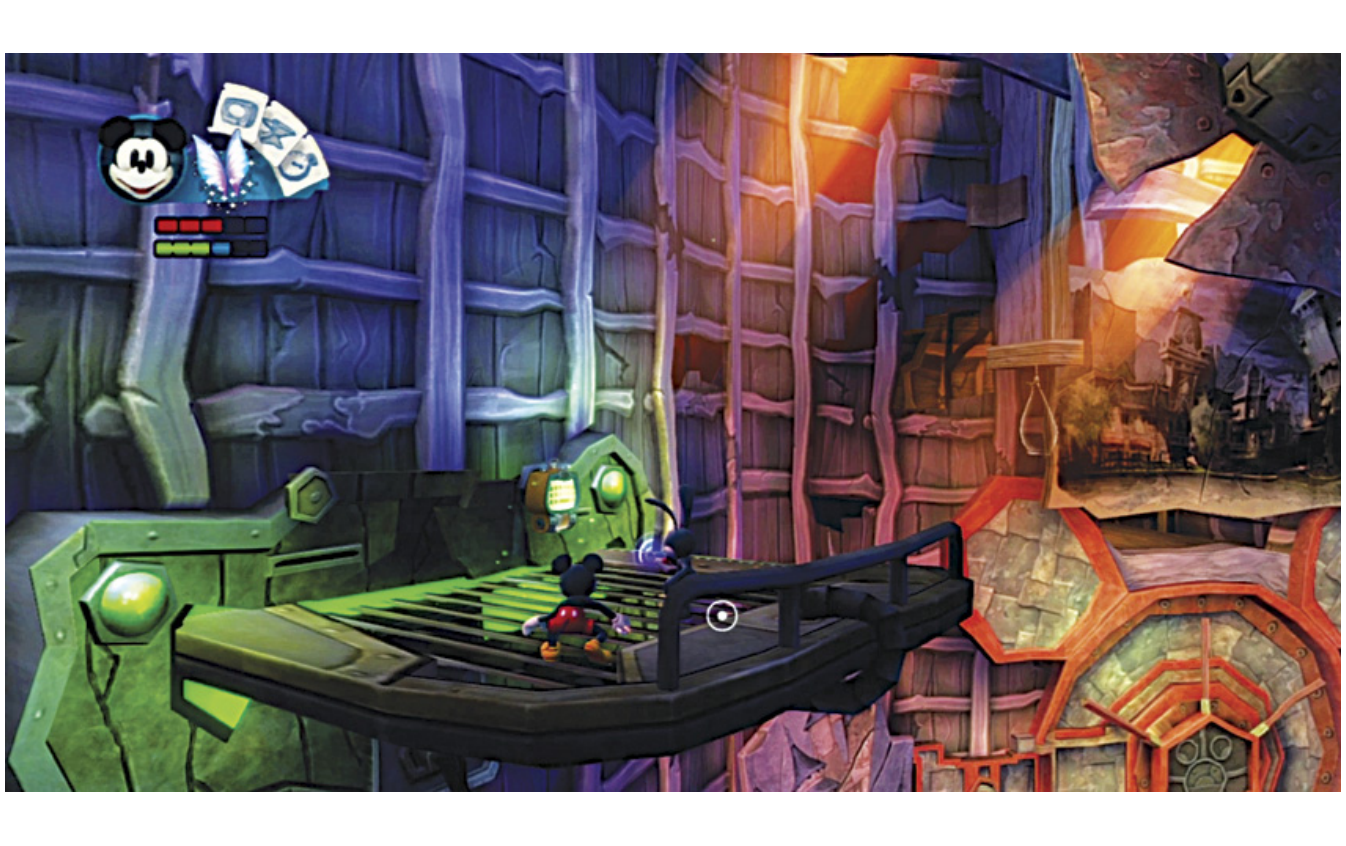
Jump across the hanging platforms until you reach the paintable platform above the Beetleworx Replicator on the opposite side of the room. Paint in this platform and the access port so that Oswald can work his magic again and disable another Replicator. Jamface will inch even closer to freedom.



A huge bundle of wires bunches up along the left wall. Sections of the wire have been stripped. If you touch the areas that don't have coverings, an electrical charge shocks you. Paint in the missing sections and jump up to the wire.



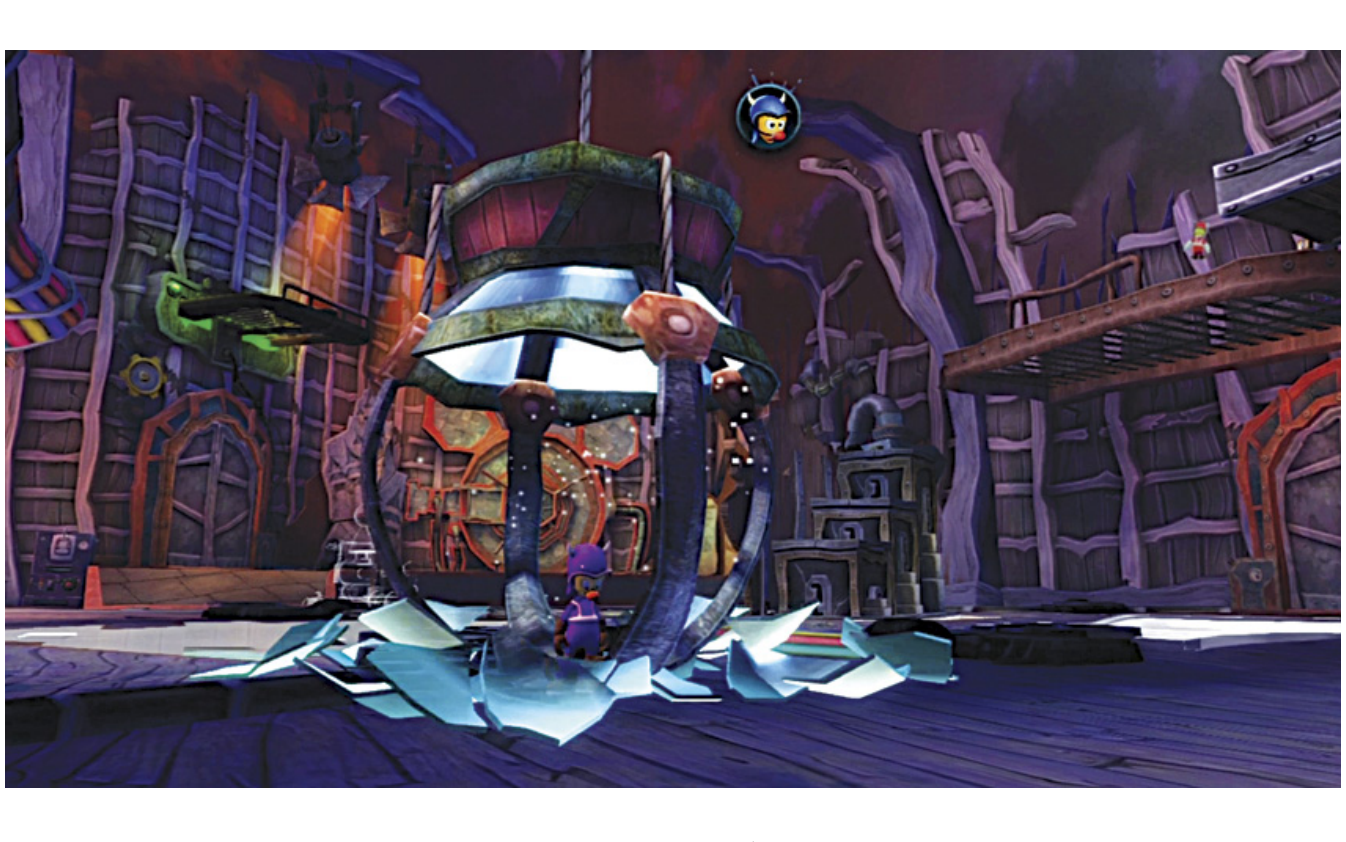
Follow the wire along the wall until you see the mechanism above the final Beetleworx Replicator. To fix the platform, paint in the missing gears on the bottom left corner of the mechanism.



This extends a platform that allows Oswald access, where he can reprogram the final Replicator.

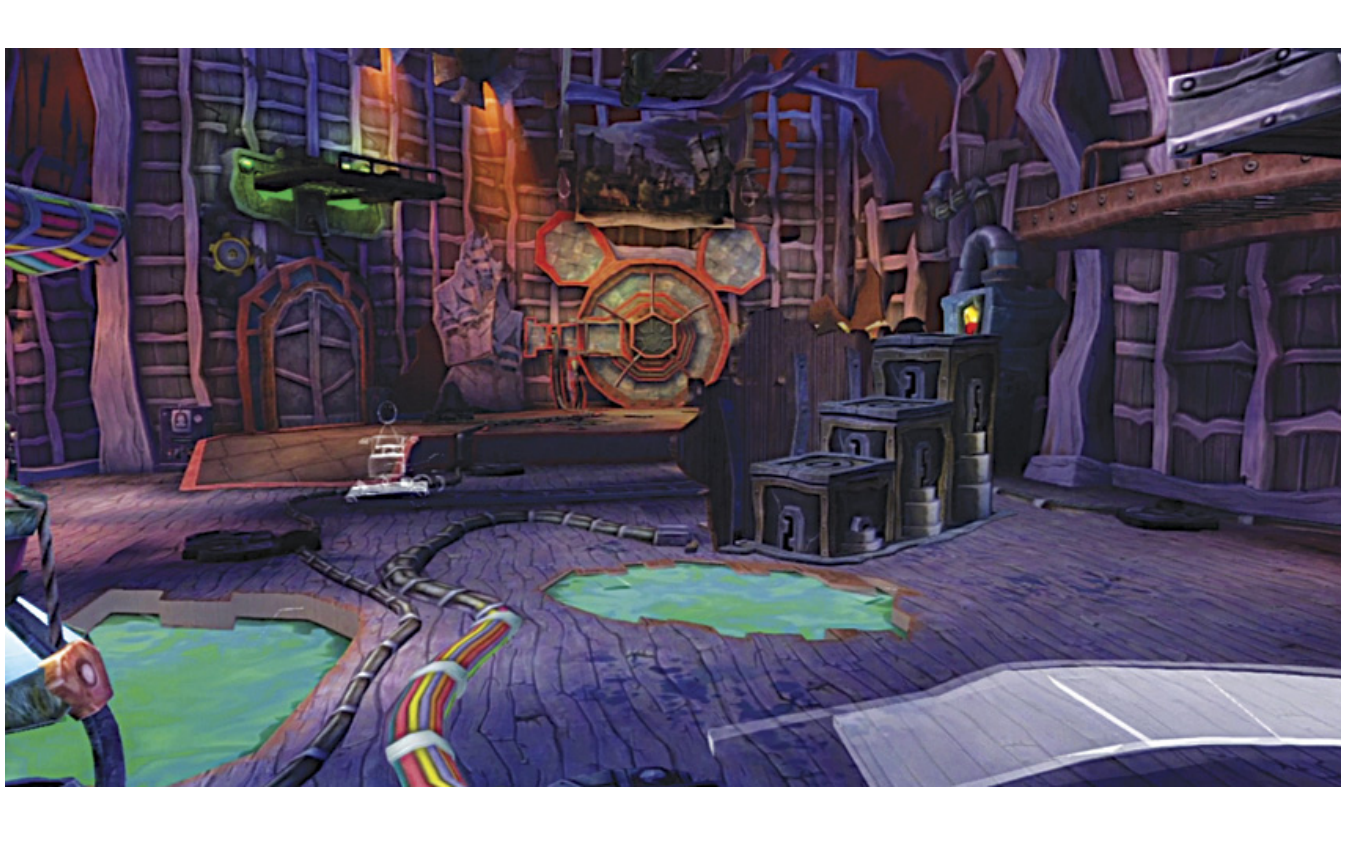
OPTIONAL QUESTS

OPERATION GREMLIN DROP



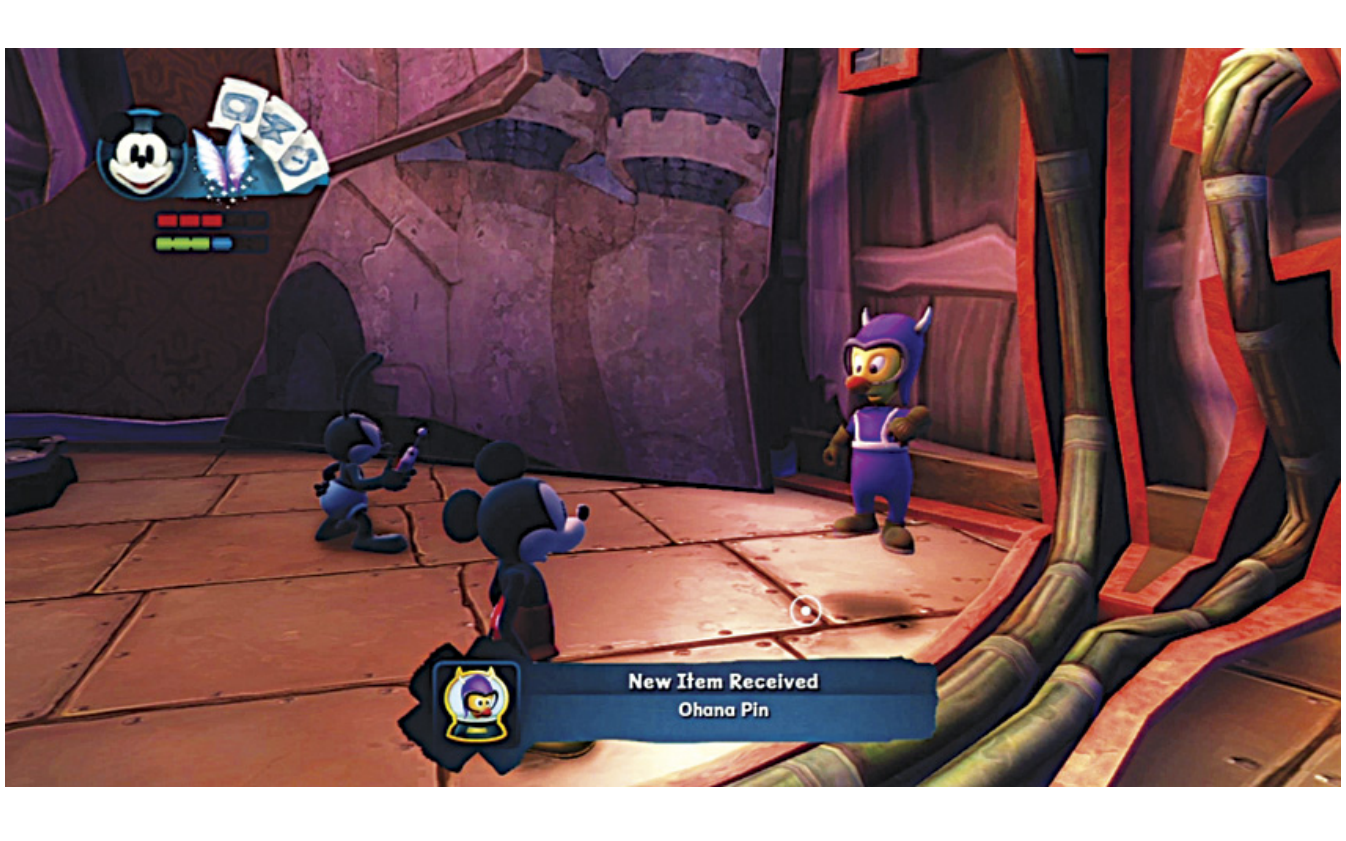
When you have reprogrammed the last Beetleworx Replicator, Jamface's snow globe crashes to the ground and breaks him free. He thanks you for freeing him and waits near the large vault door for you.

FINDING THE HIDDEN HEROES

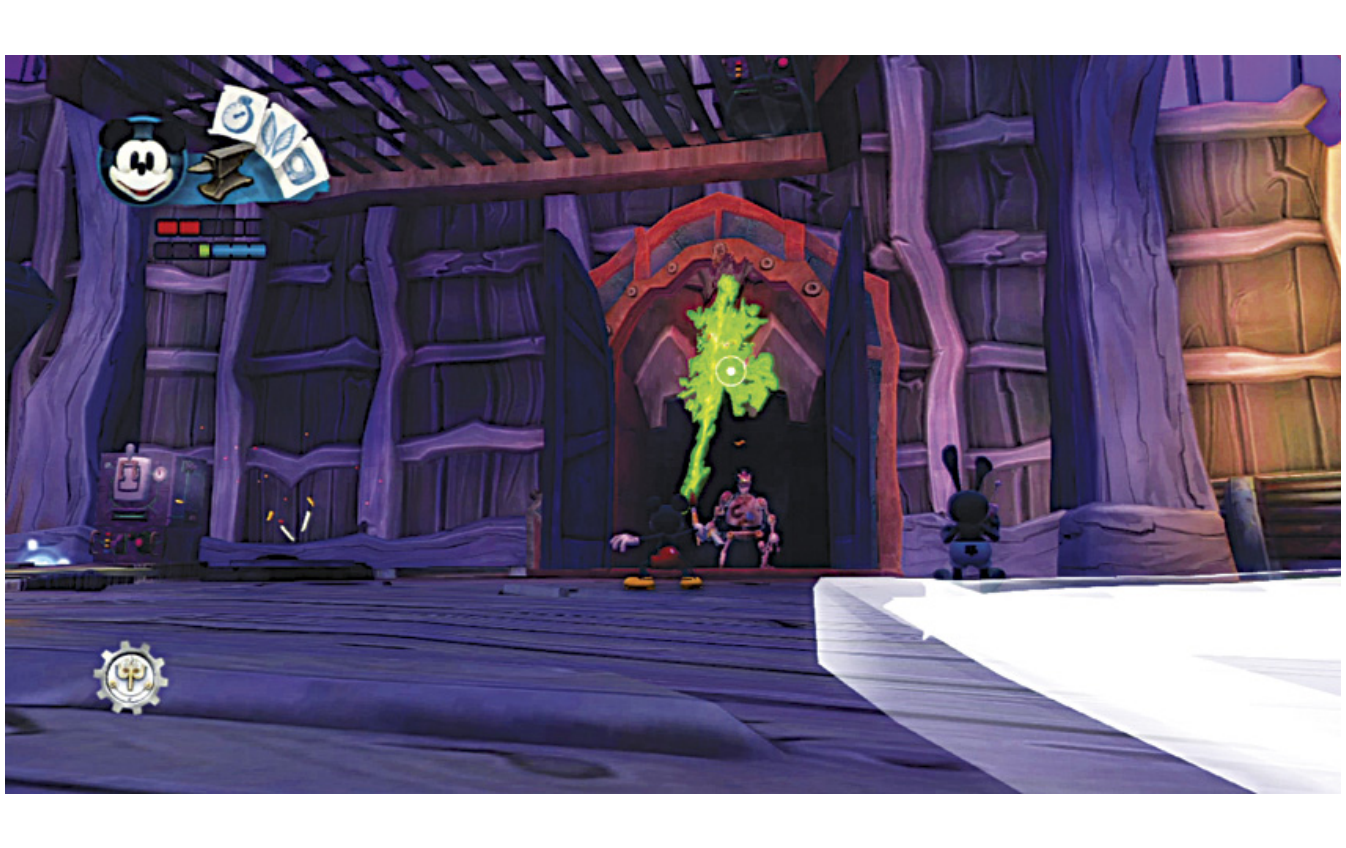


The large vault door in the back hides a Mickey symbol.

Ohana Pin

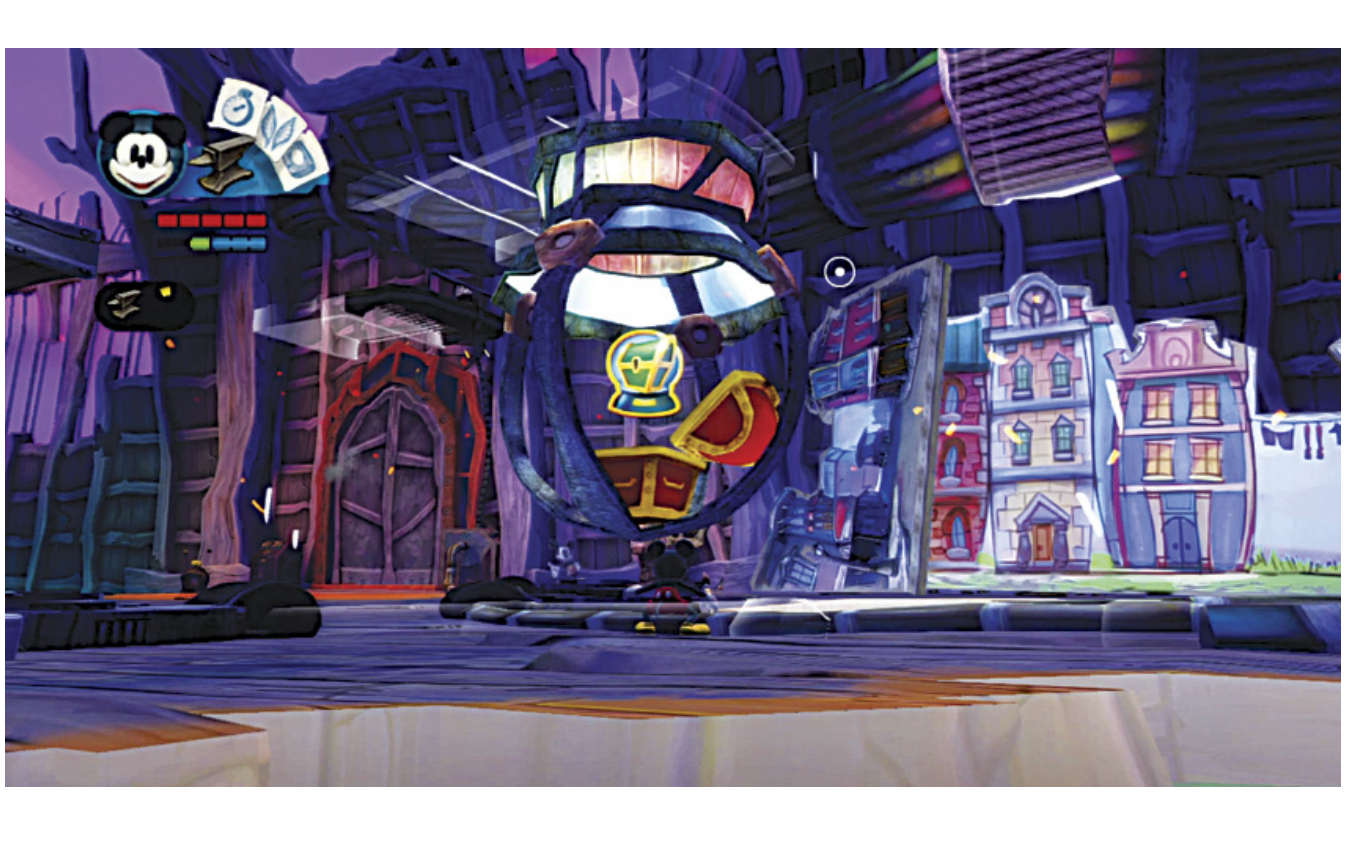


After rescuing Jamface, he rewards you with the Ohana Pin.

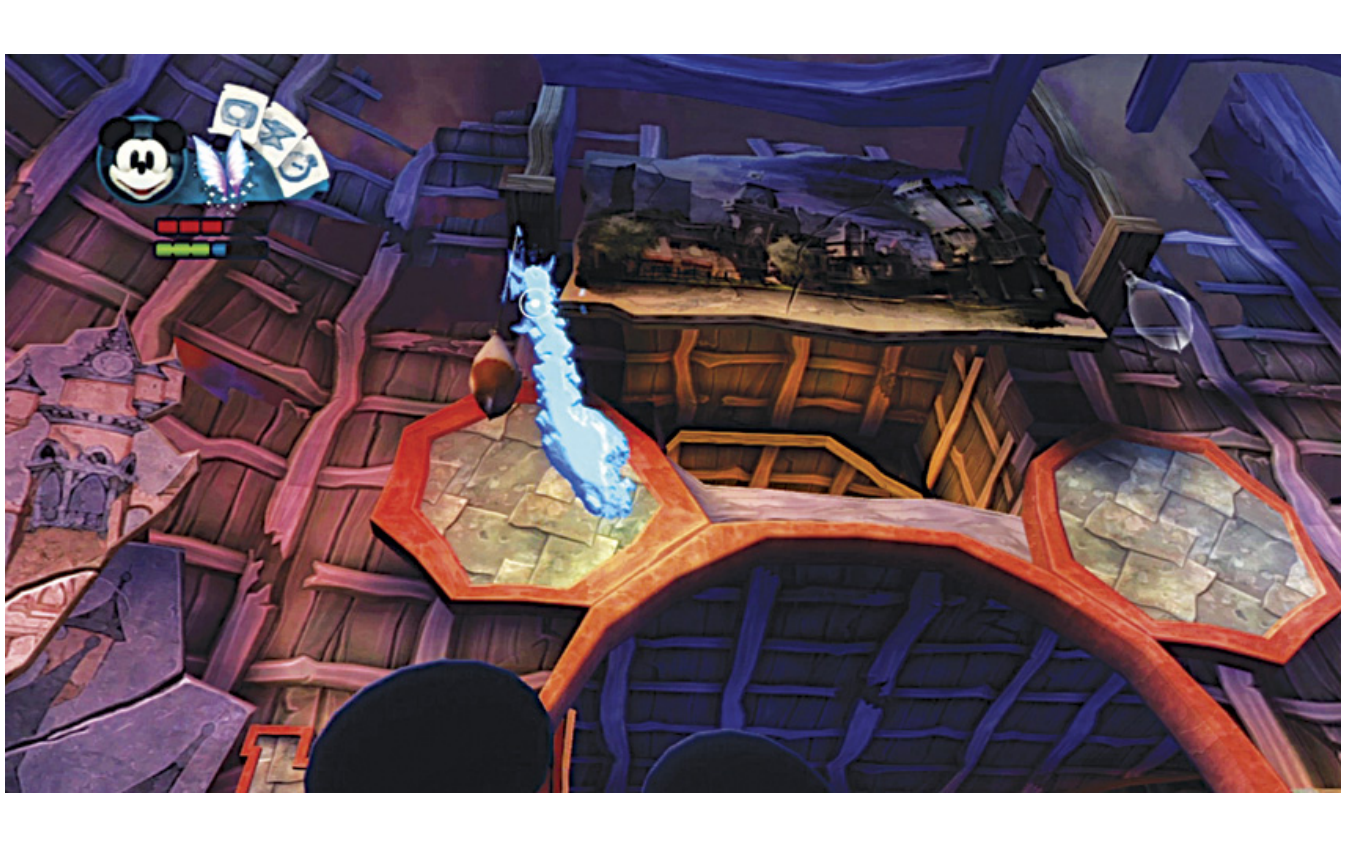


If you wish to follow the Thinner path for the Attic instead, you must fight off the Beetleworx. When you defeat one, its Replicator opens and you can thin out the red eye on the door to destroy it.

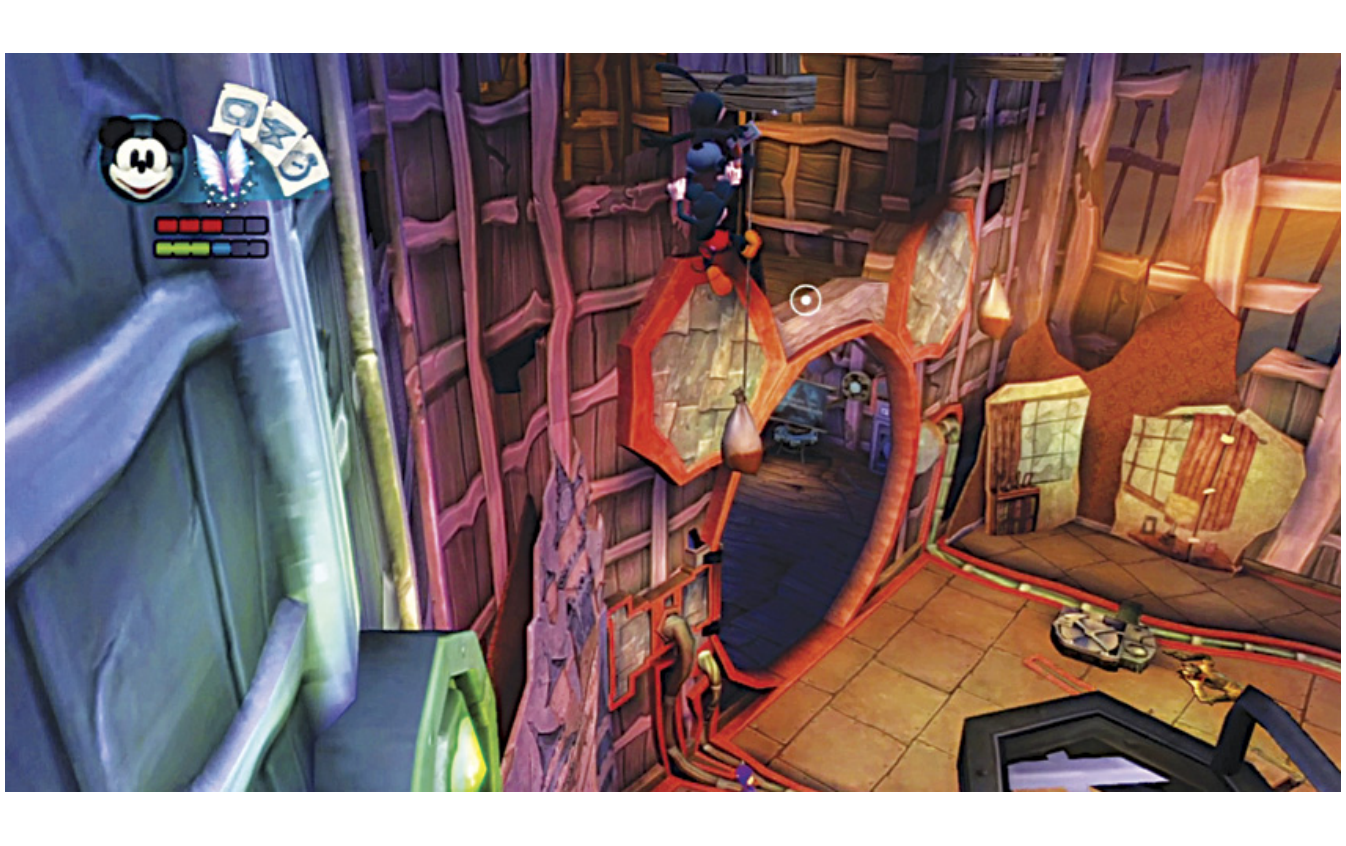
Gremlin Ballista Pin



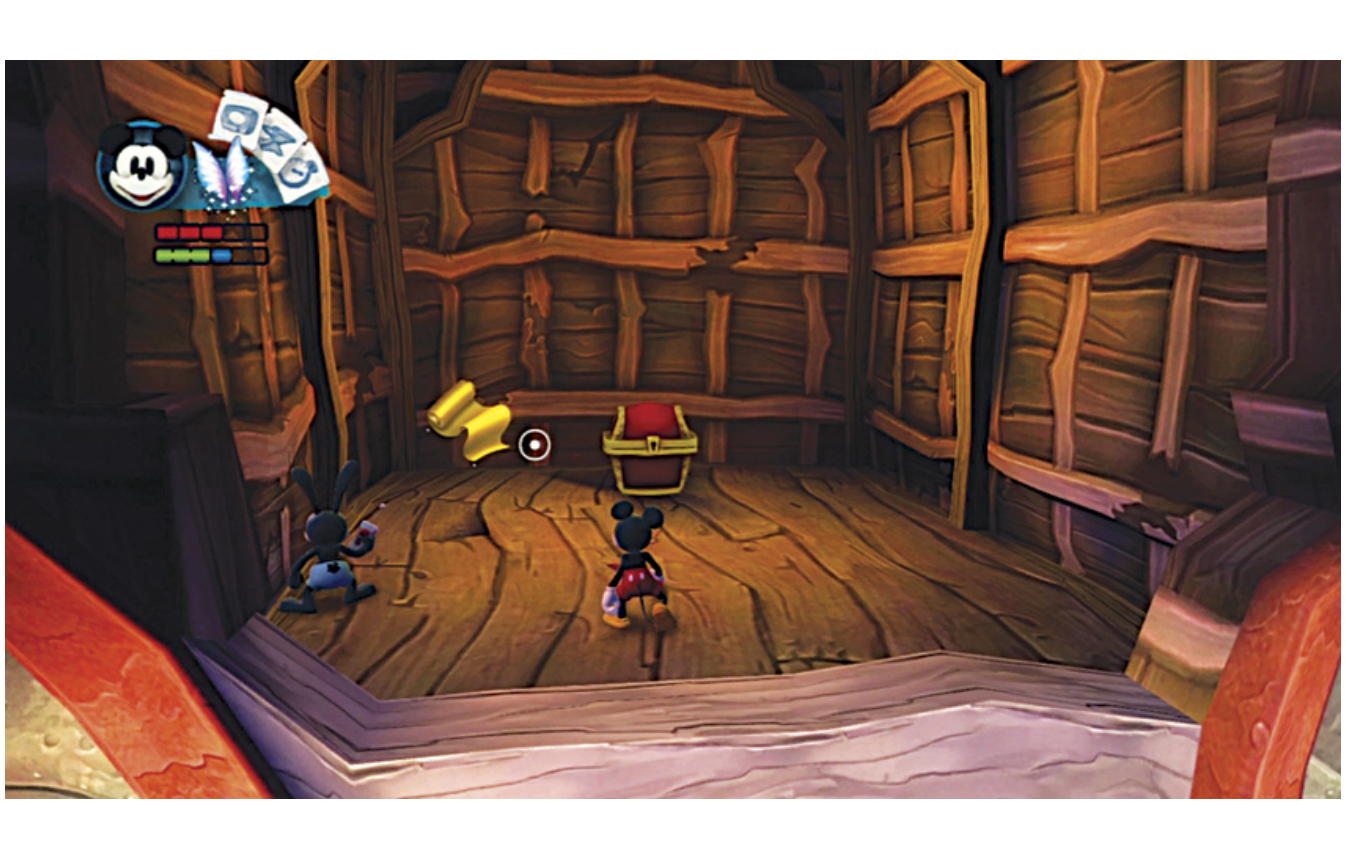
Following the Thinner path breaks the snow globe with the red chest containing the Gremlin Ballista Pin.



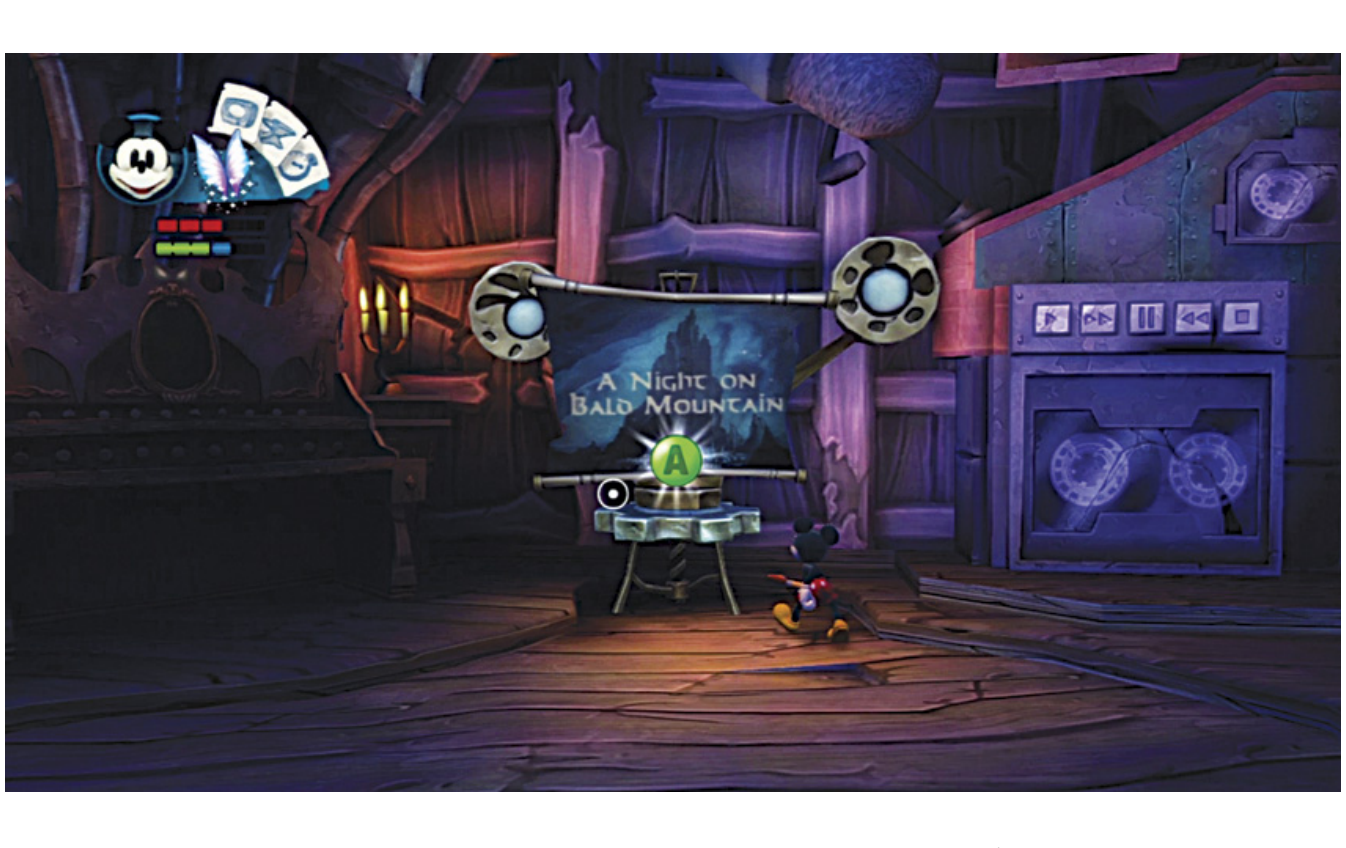
Before you leave, check the area above the vault door. Paint in the two sandbags hanging there. With the sandbags back in place, the large picture rises and reveals a secret room.



Climb up to the platform with the third Replicator console. From here, Mickey can glide with Oswald over to the secret room.

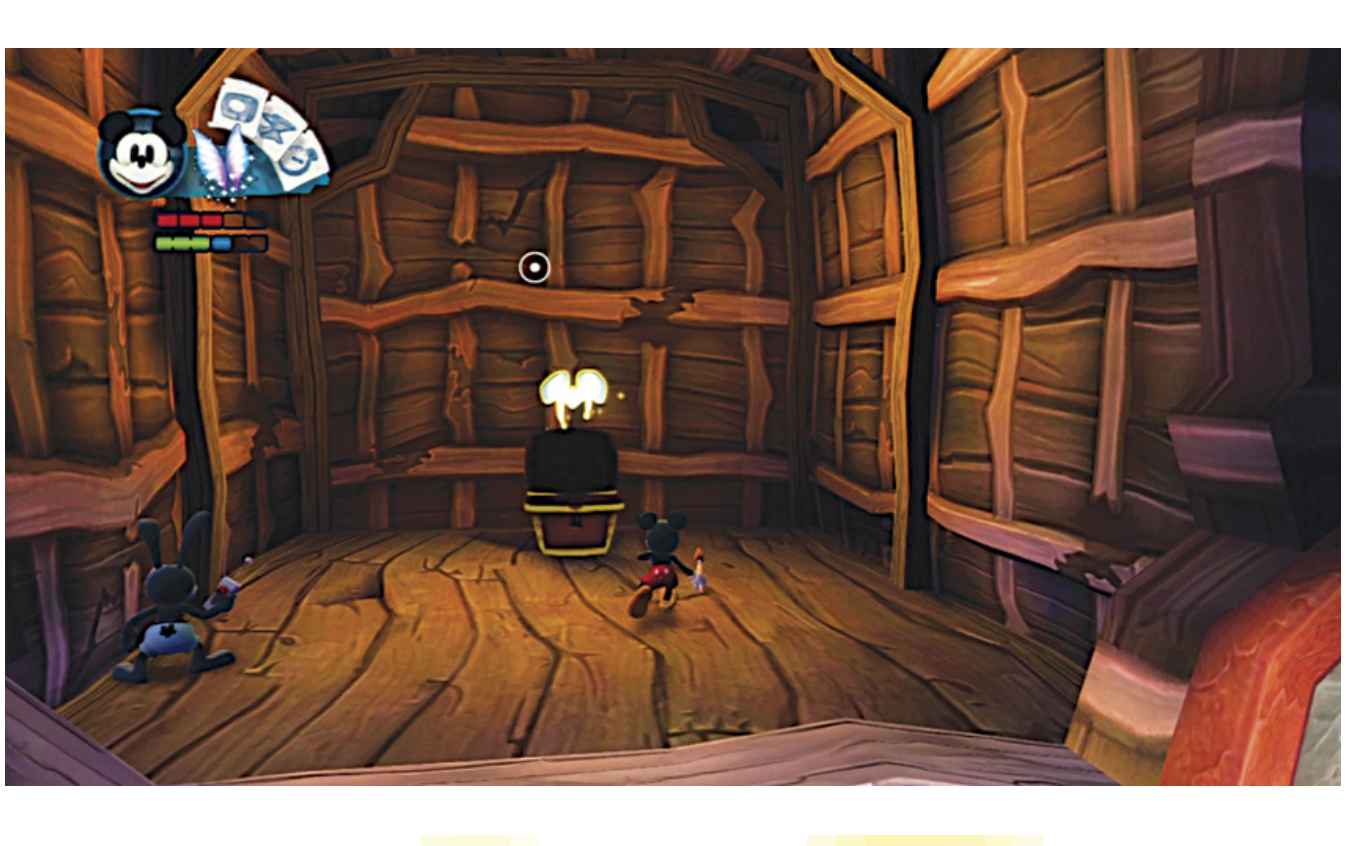


One last golden Cloth floats in the secret room above the vault door.

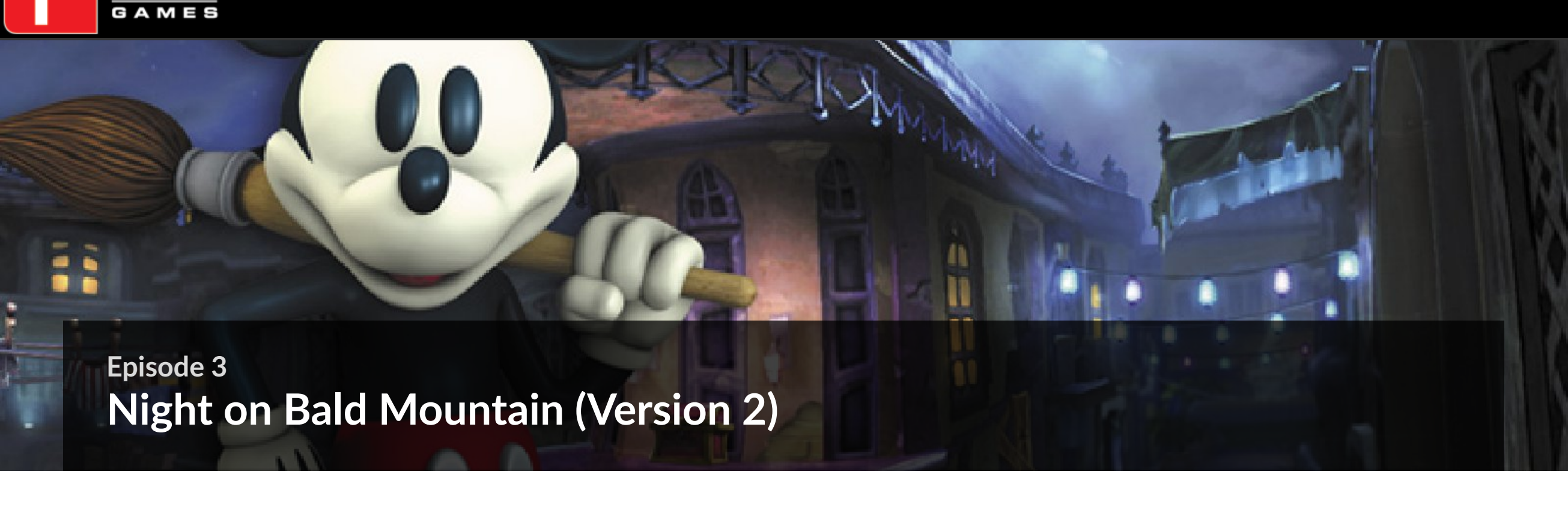


Finally, when the Attic has been cleared out, use the final projector to head to the Mad Doctor's New Ride.

Silver Pin



The red chest in the secret room above the vault door has a Silver Pin in it.



Episode 3

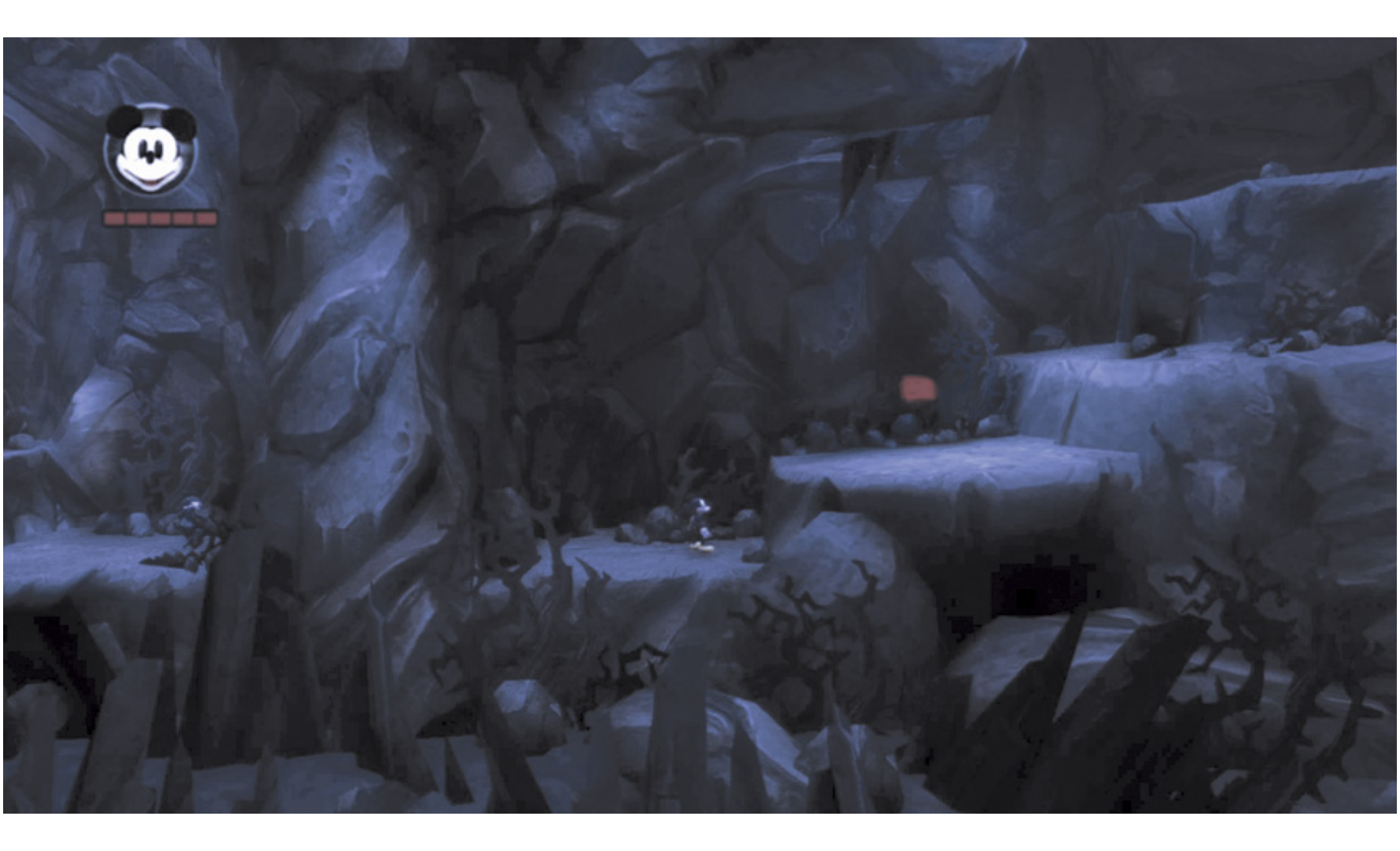
Night on Bald Mountain (Version 2)

LEVEL BREAKDOWN

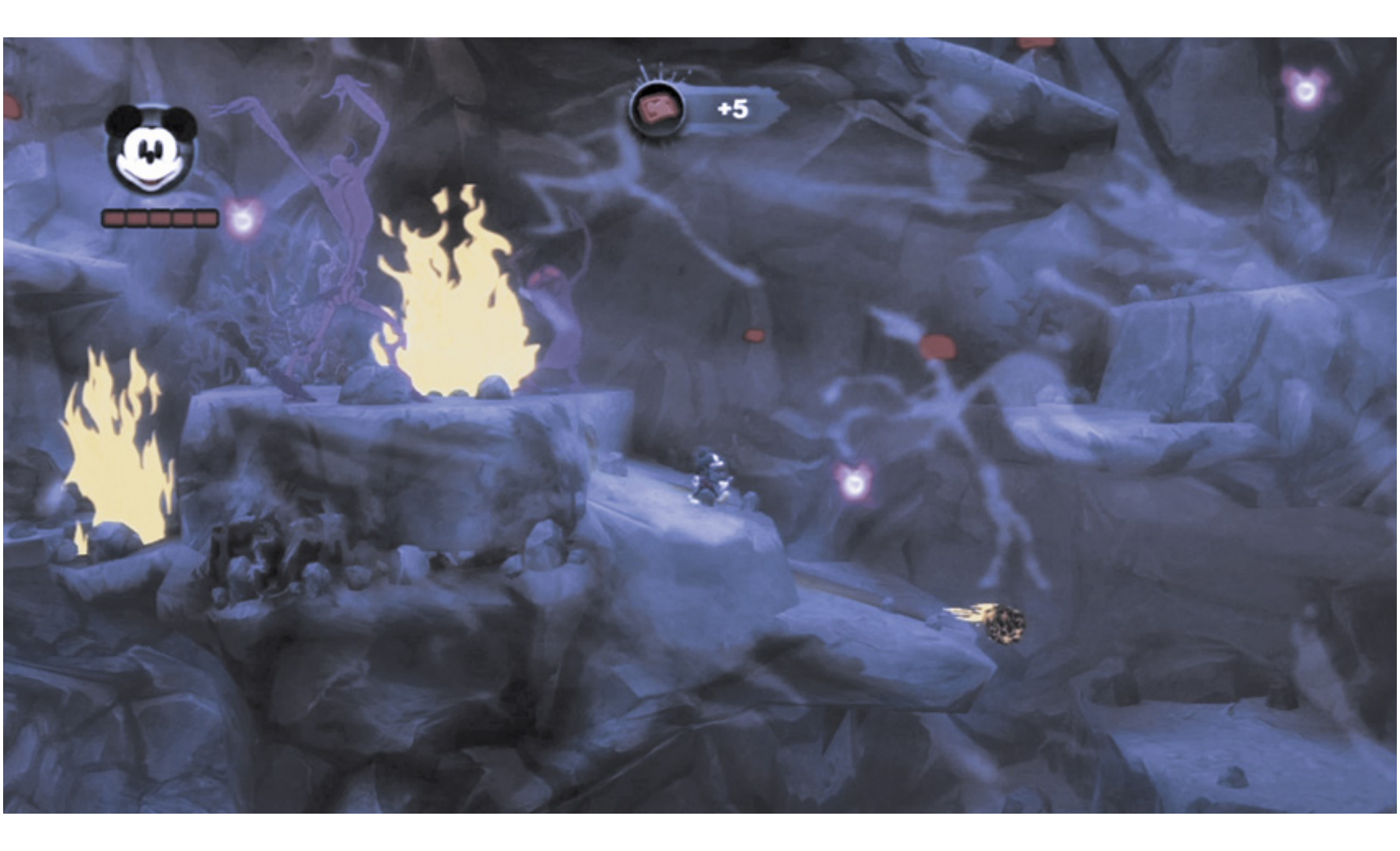
Collectibles

- Film Reel
- Golden E-ticket (x3)
- Gold Pin

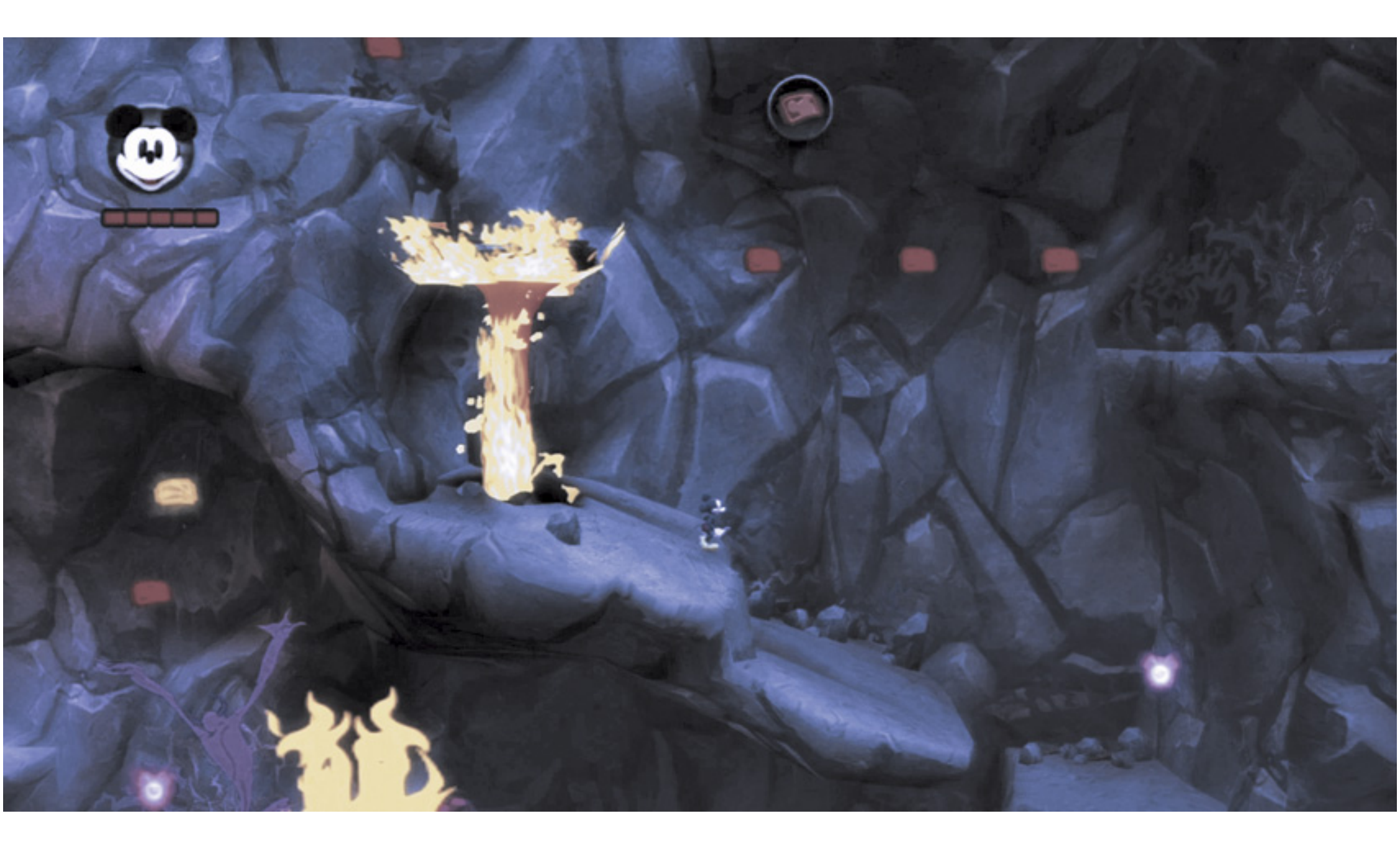
Note: Night on Bald Mountain (version 2) is the final projector. It connects the Mad Doc's Attic to the Mad Doc's New Attraction.



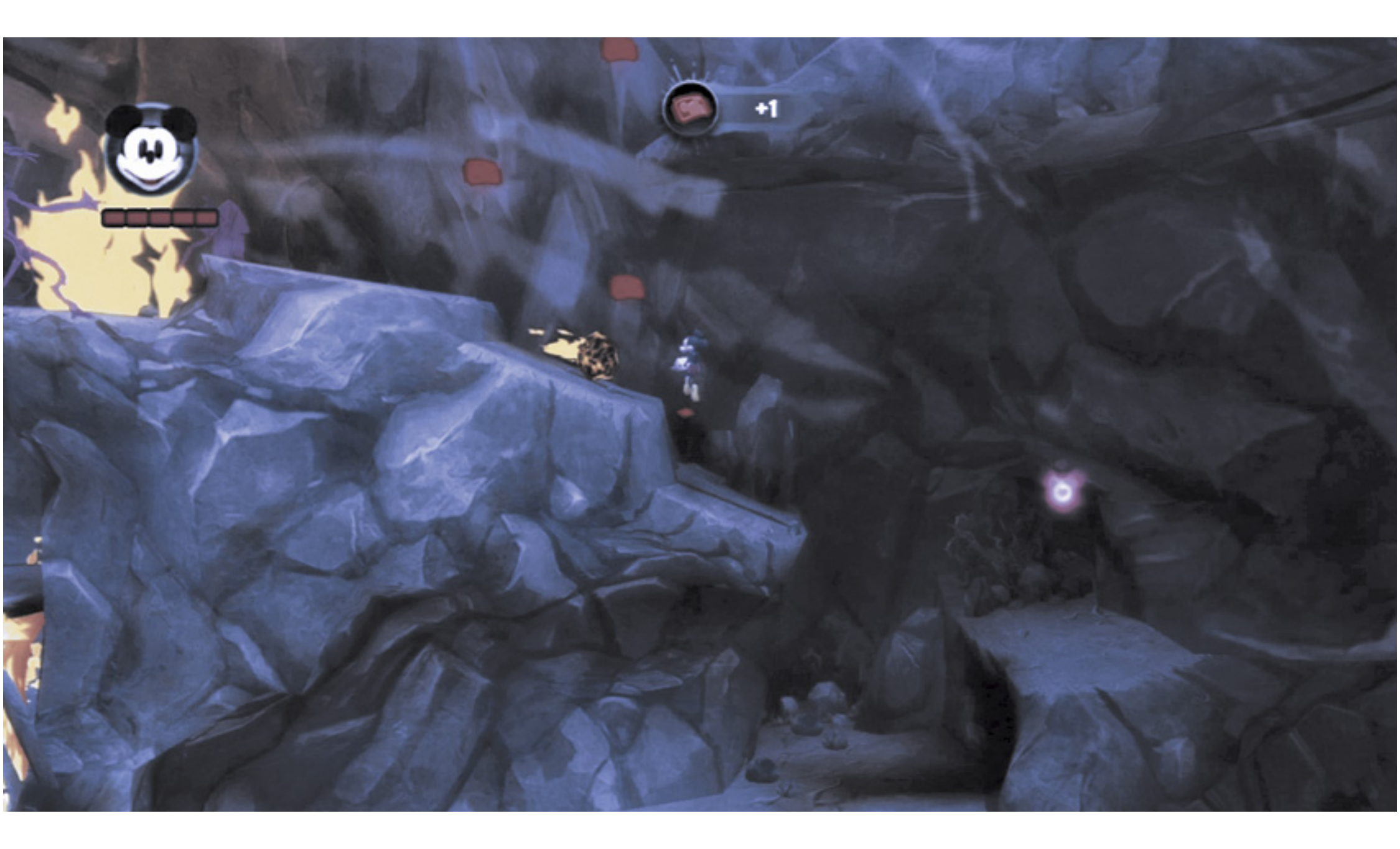
This final projector has you ascend the side of a demon-infested mountain. Follow the stone staircase up.

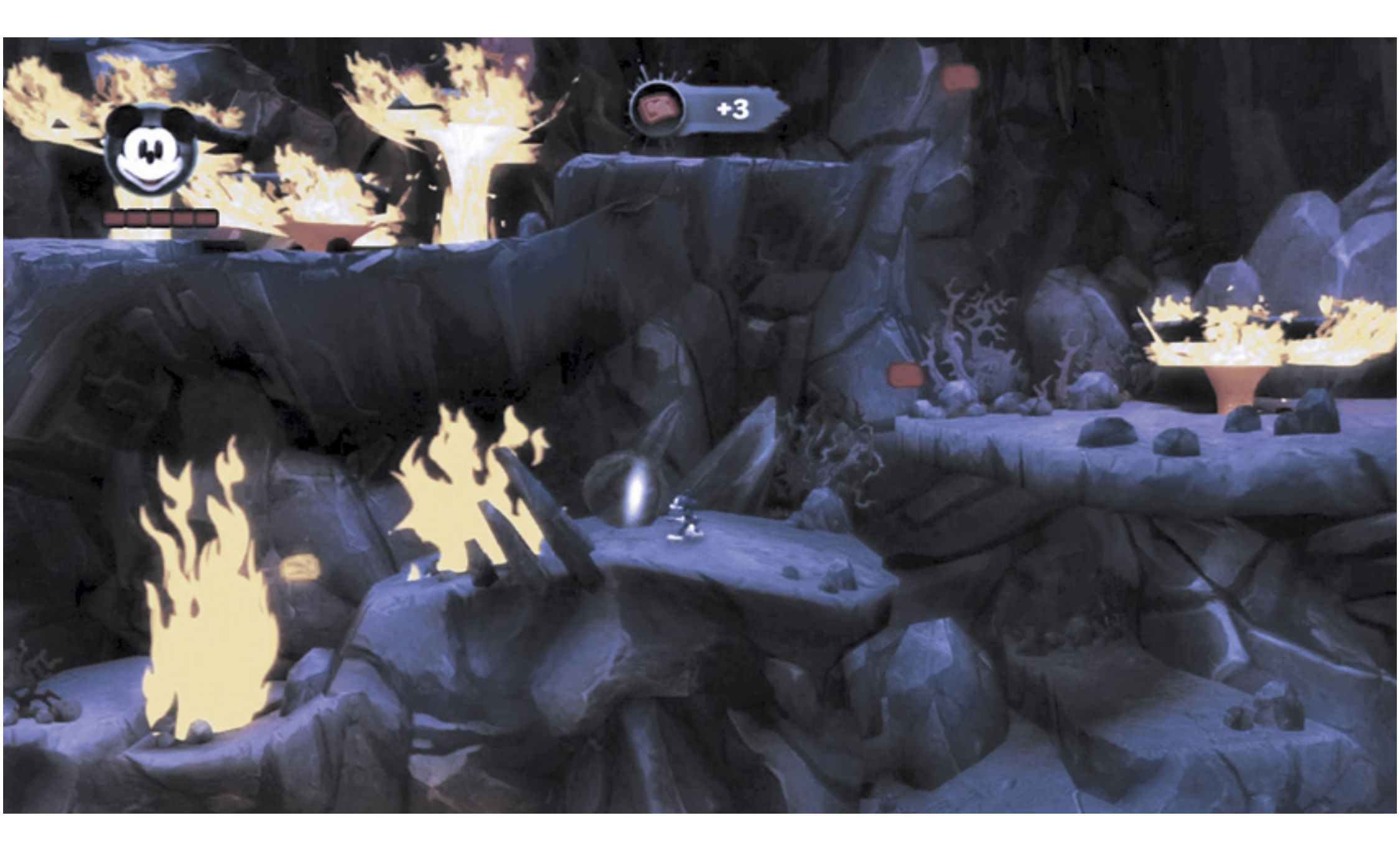


The first obstacles you encounter are rolling fireballs being heaved at you by some imps. These can be hurdled while you continue up the big stone stairs.

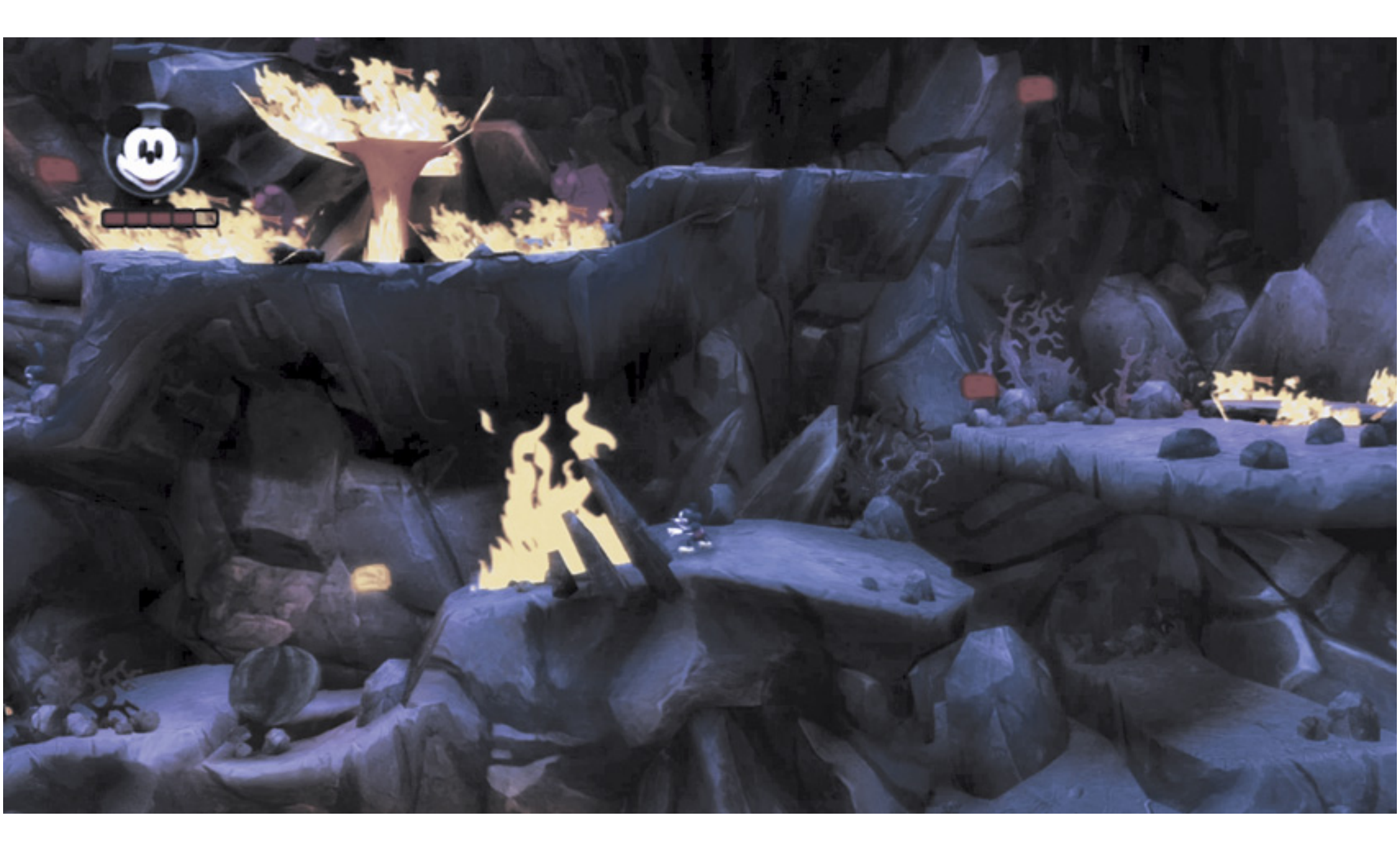


In the next section is a lava fountain pushing up a rock platform. Also, there's a ledge to the right that can be reached by a long glide with Oswald. On the ledge is a golden E-ticket.

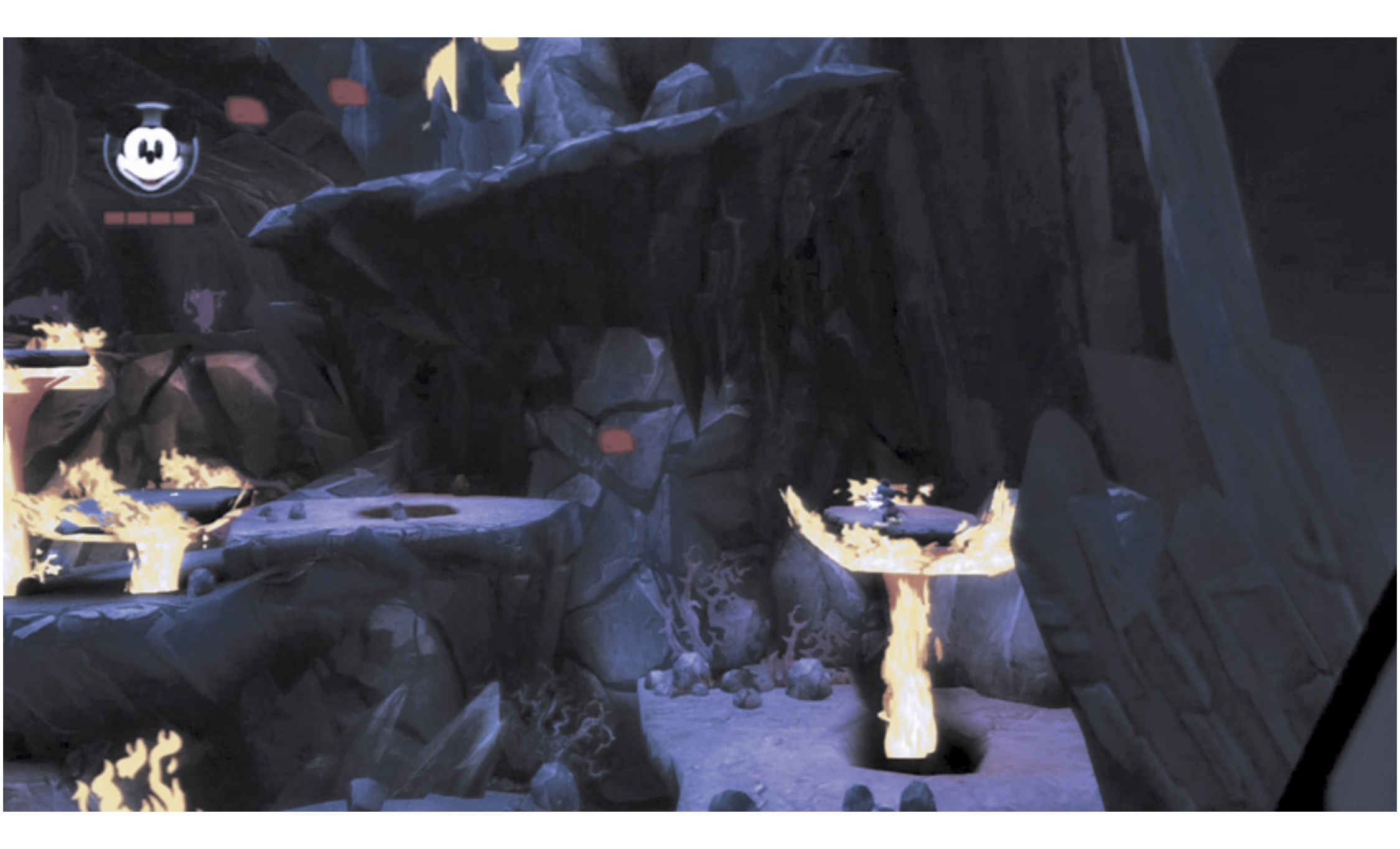




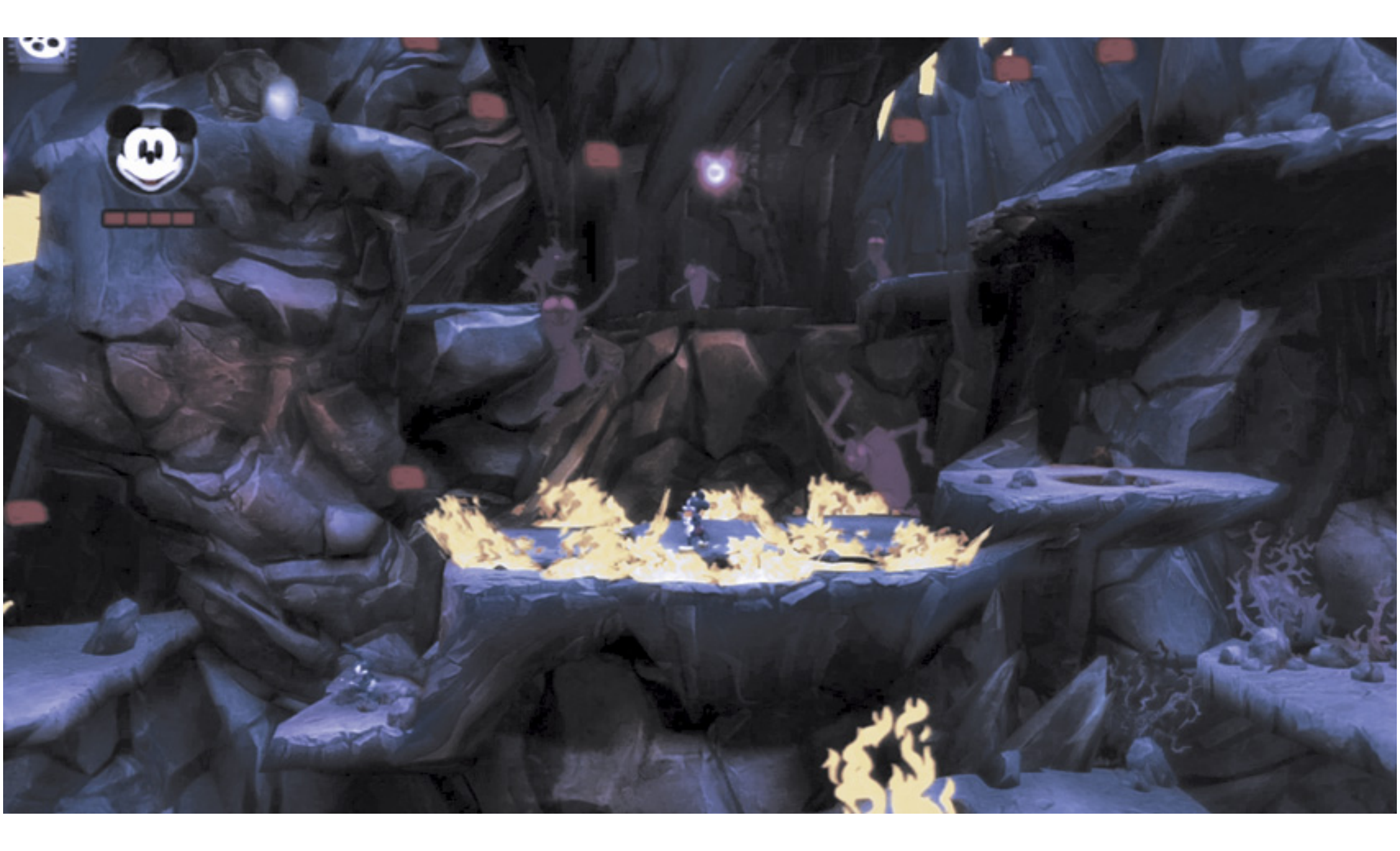
You eventually reach a large boulder in front of a passage filled with fire. Push the boulder forward and it rolls into a hole under the second flame, dousing the fire. While you can't get past the first flame, this clears your path for later.



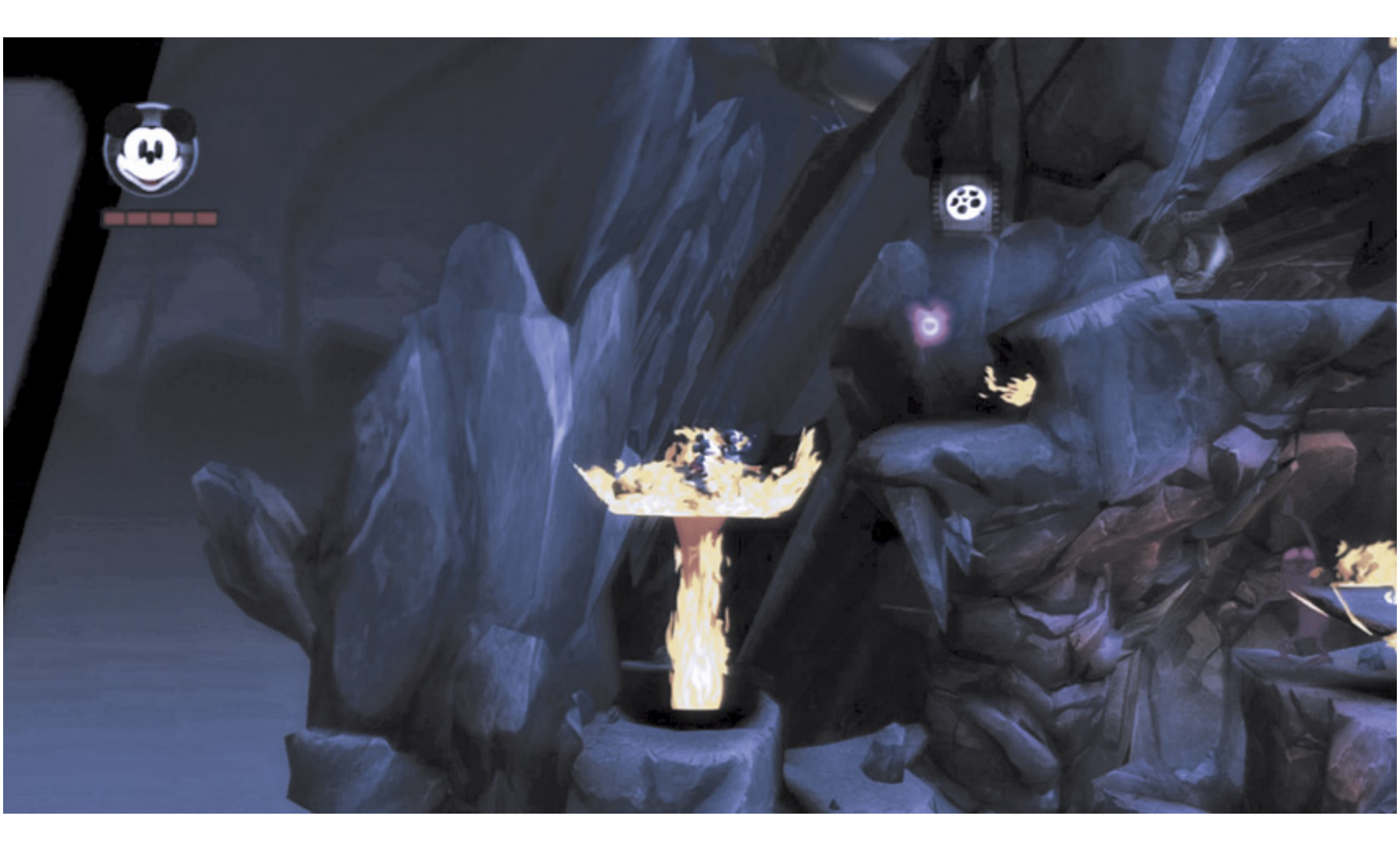
Use another lava fountain to rise closer to the summit. If you have the Steamboat Willie costume, you can find a Gold Pin here.



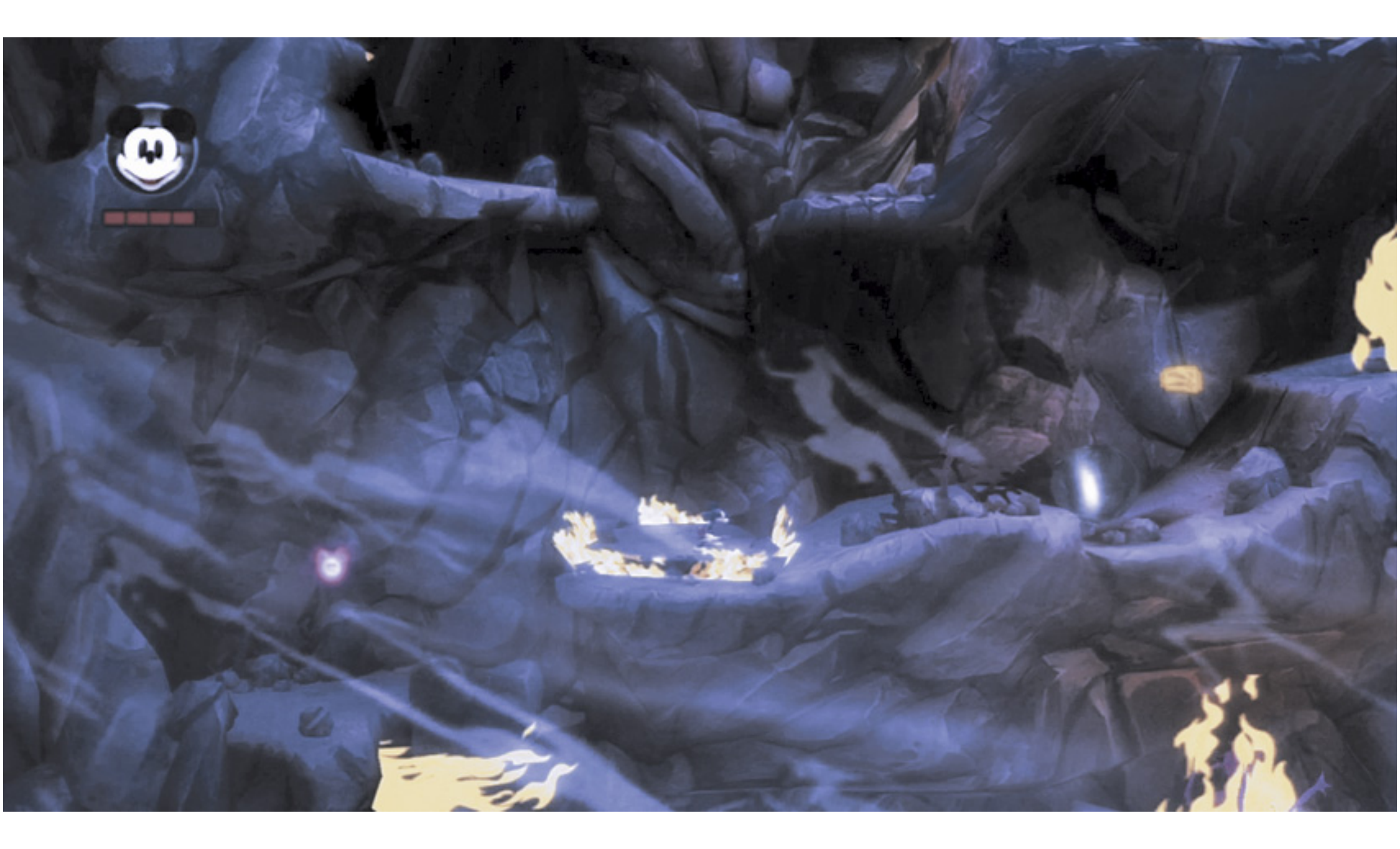
You reach a crossroads where the two paths meet up. There are three lava fountains, with the center one rising high enough to reach the last few platforms. For now, just cross over the rocks and head to the left passage.

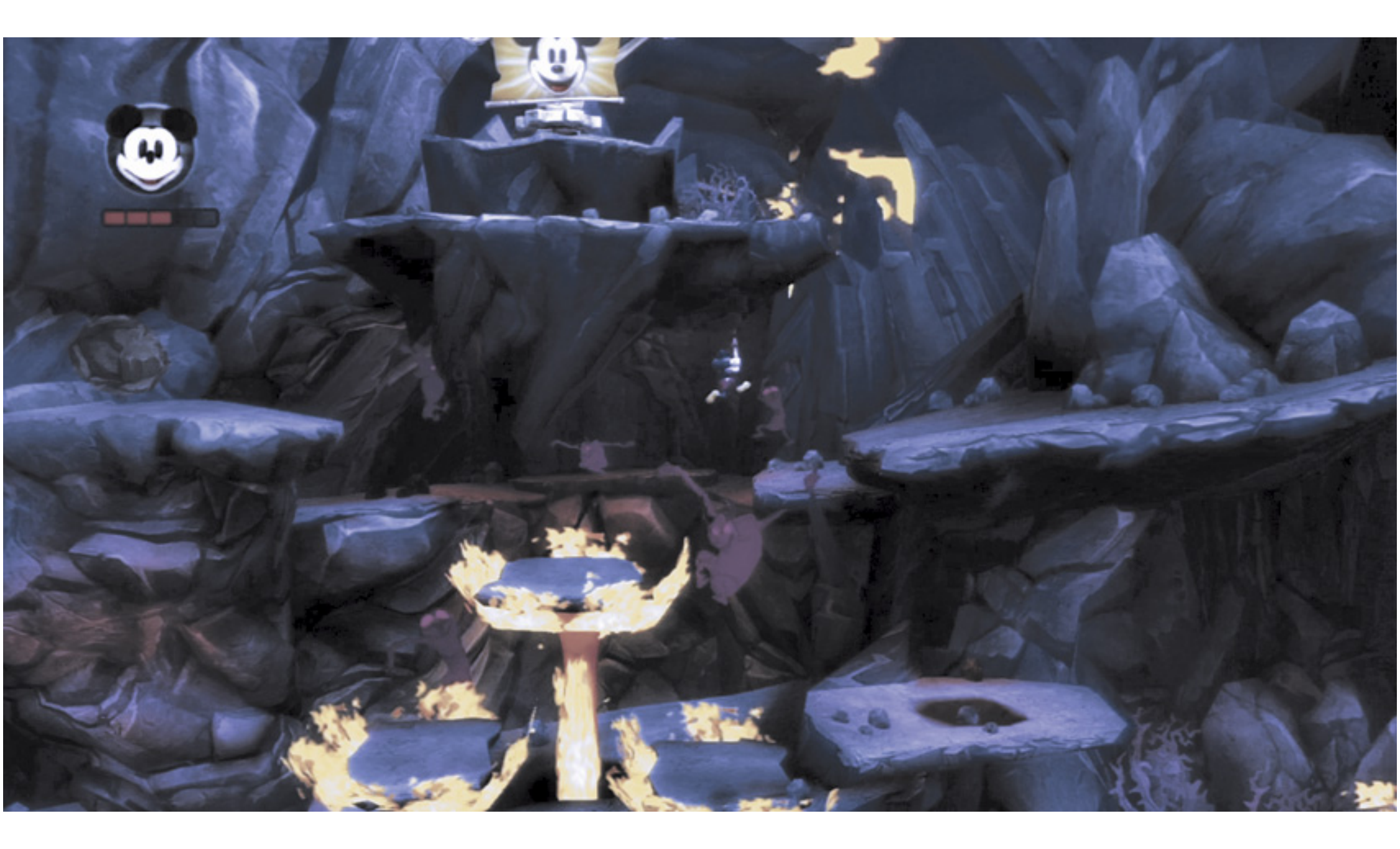


Evade some fire spewing on the steps leading to a lava fountain at the far left. You can use this lift to reach the Film Reel.

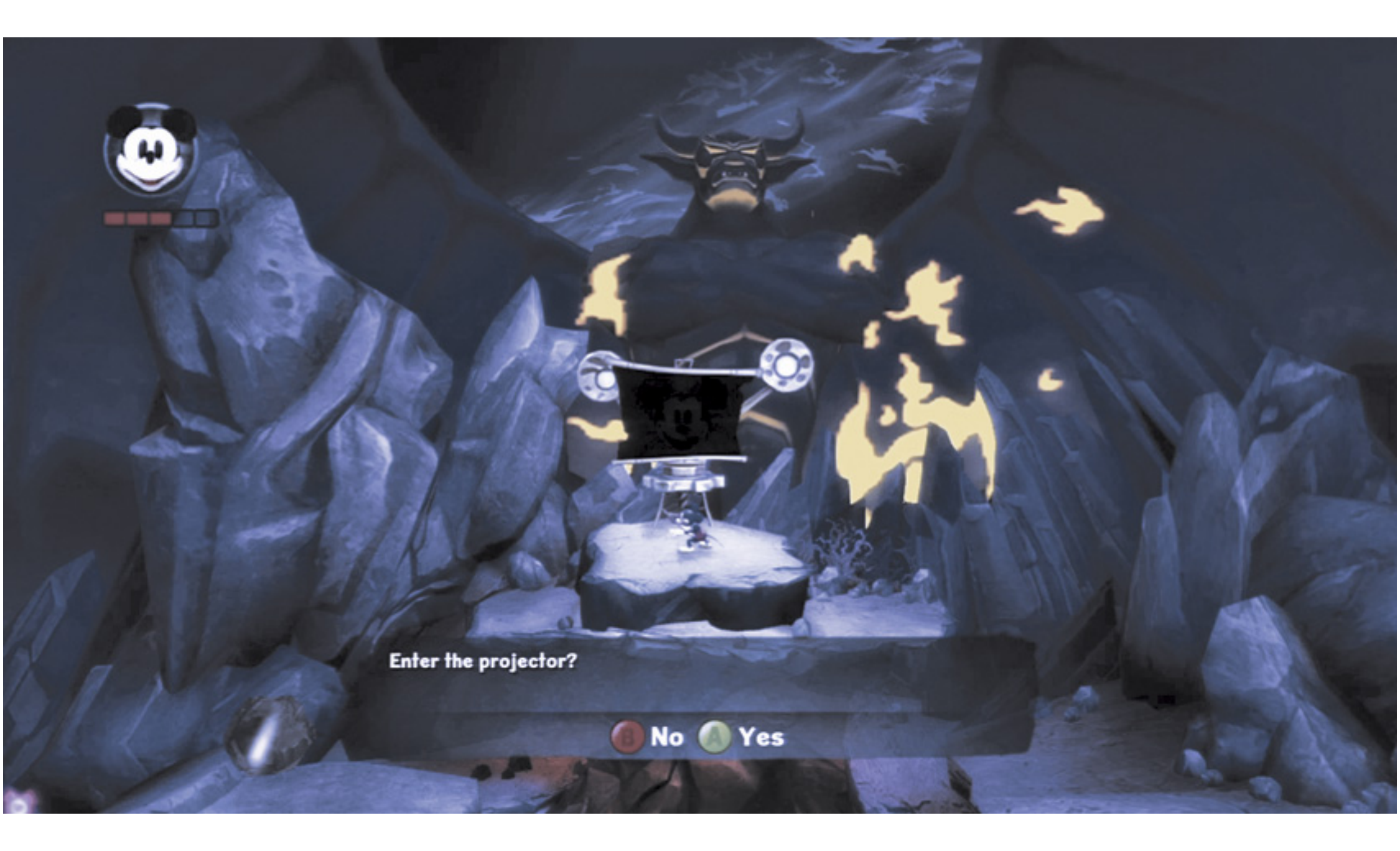


Drop down a level to find the boulder that you pushed earlier. You see that your hard work has paved the way for a golden E-ticket.

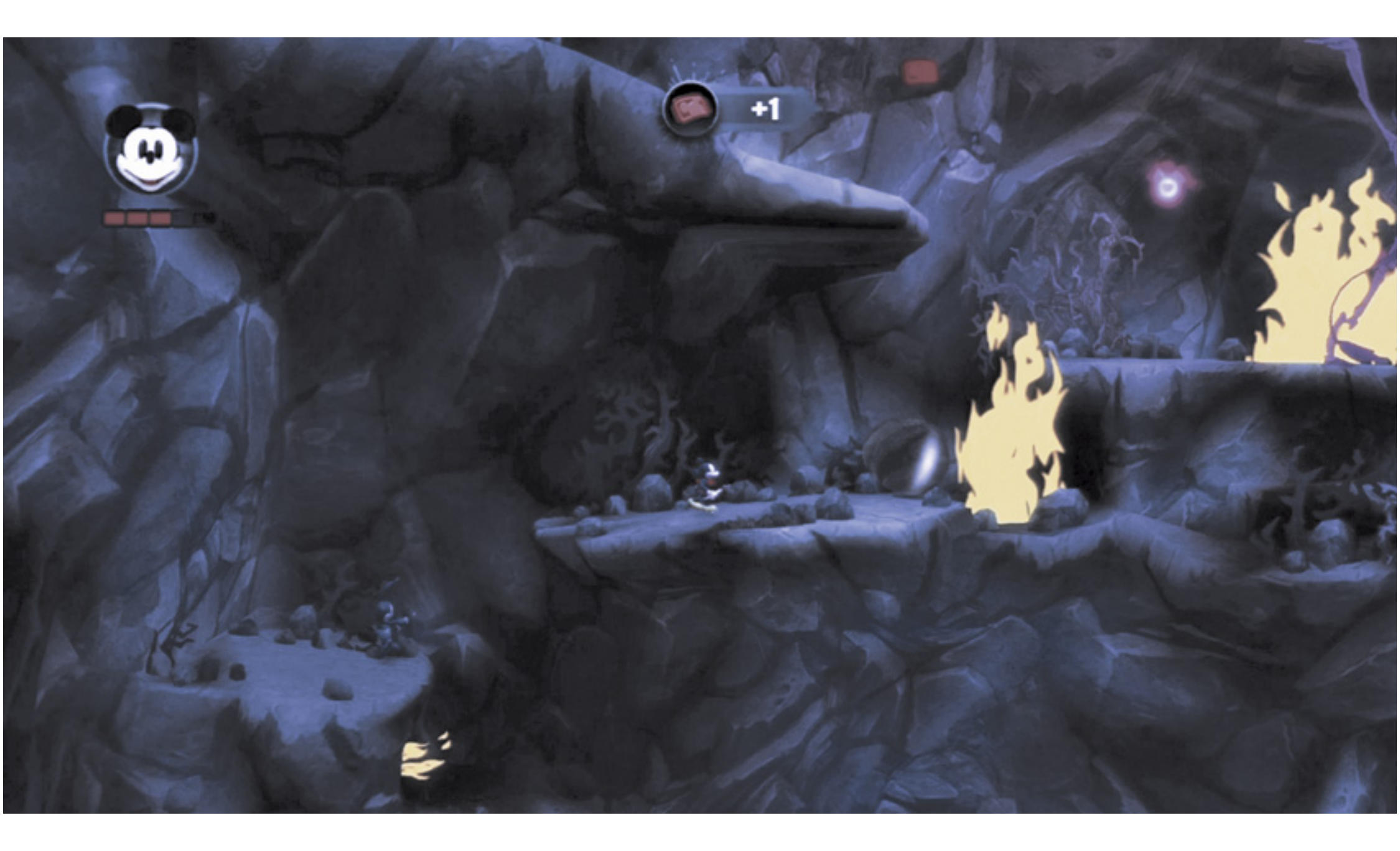




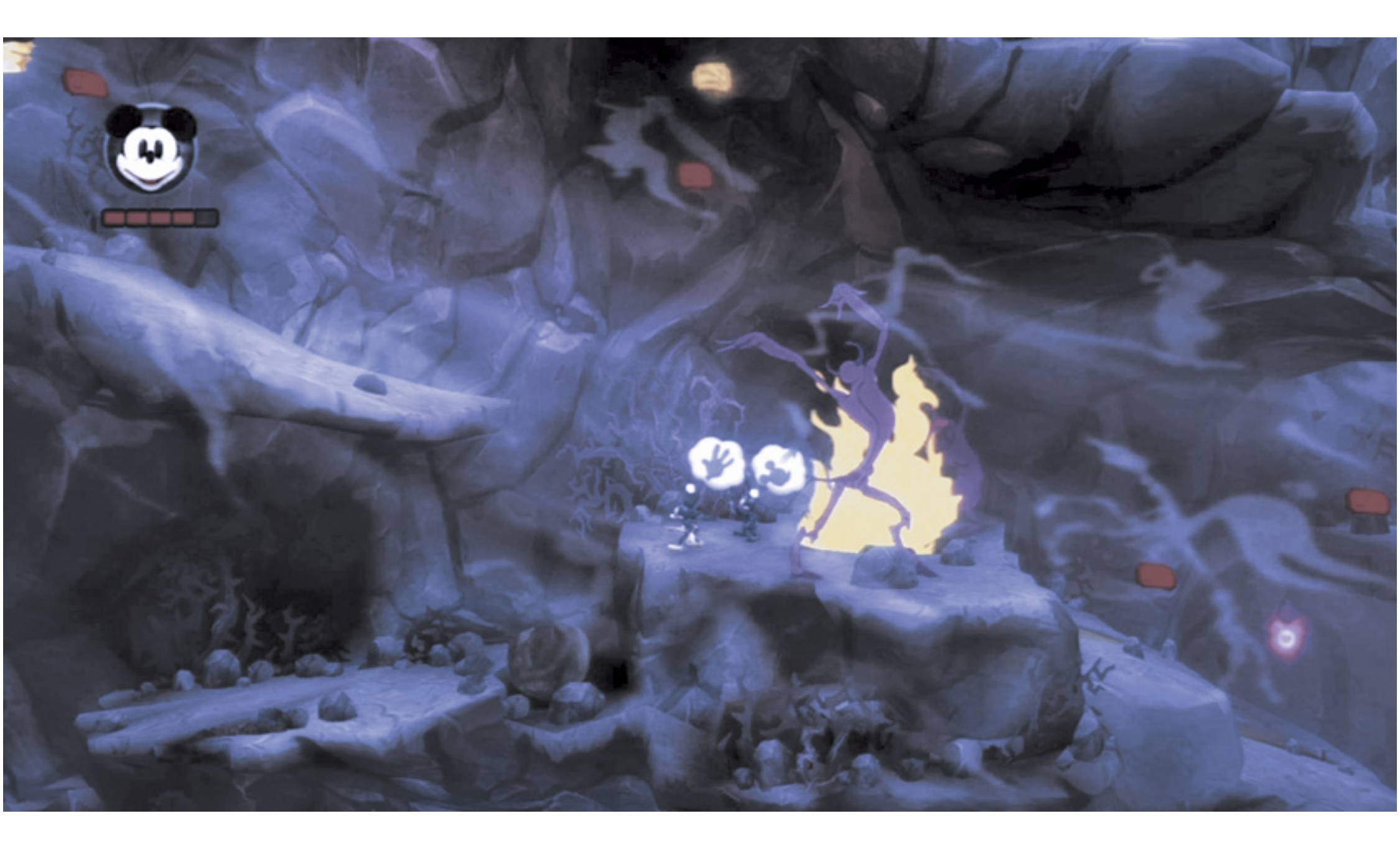
Climb back to the mountain summit using the lava fountains to see the evil Chernabog in the background. He has summoned all the minions who have been pestering you. At the very top of the rocks, you can take the projector to your final battle.



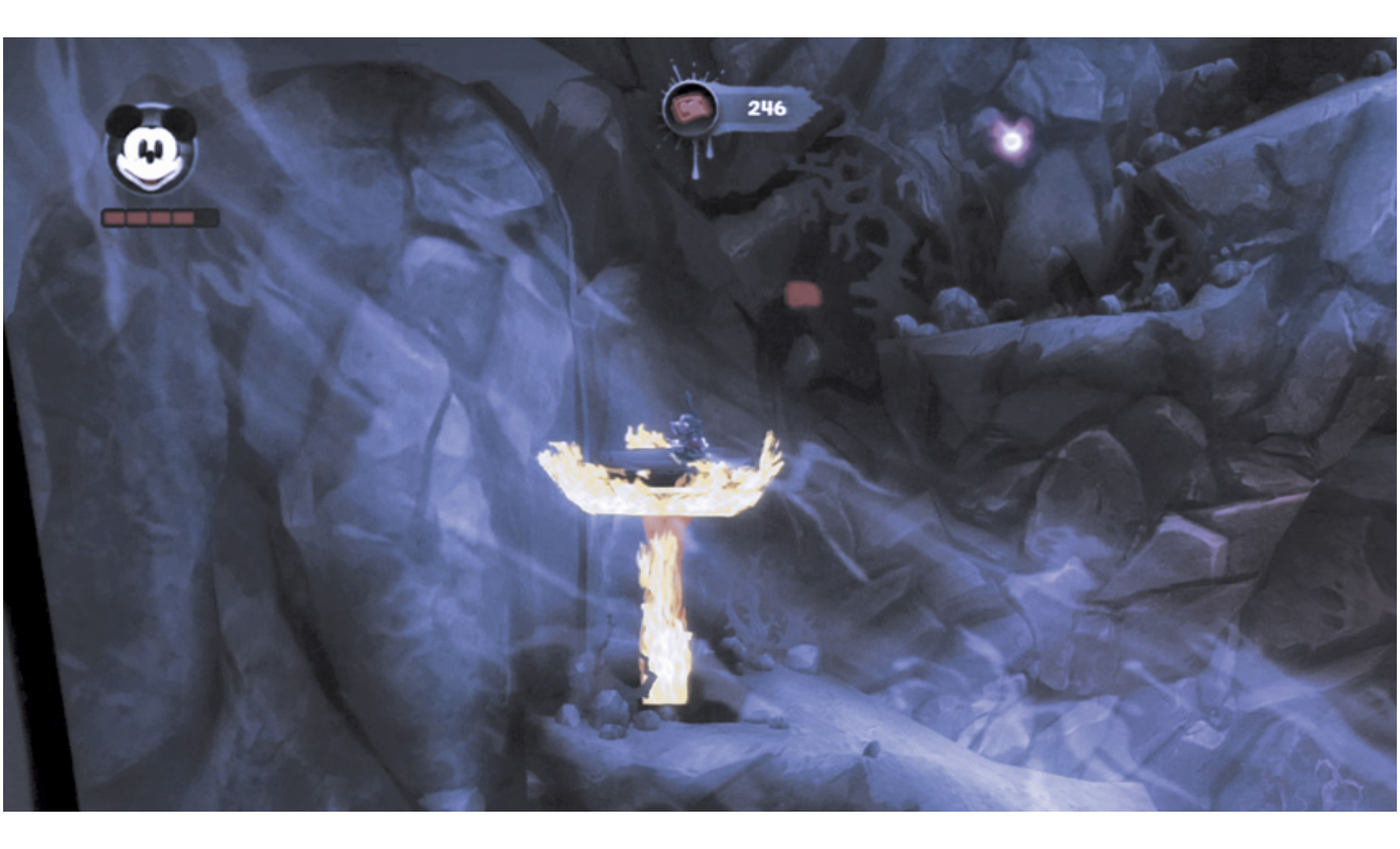
The left path is nearly identical to the right one. You have to evade the same fireballs and spewing flames that covered the other side.



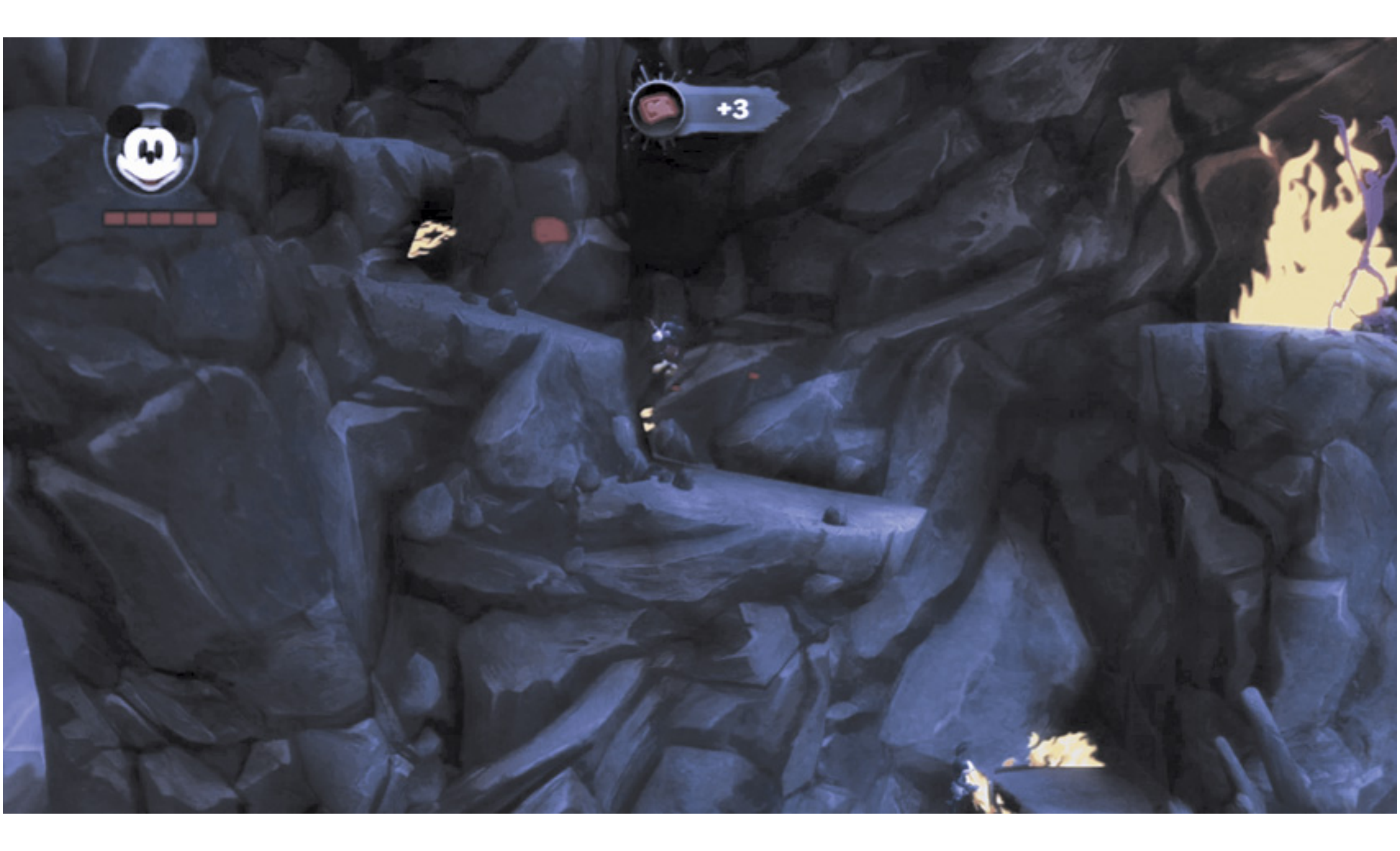
Climb to the second level and push the large boulder to smother the flame ahead.



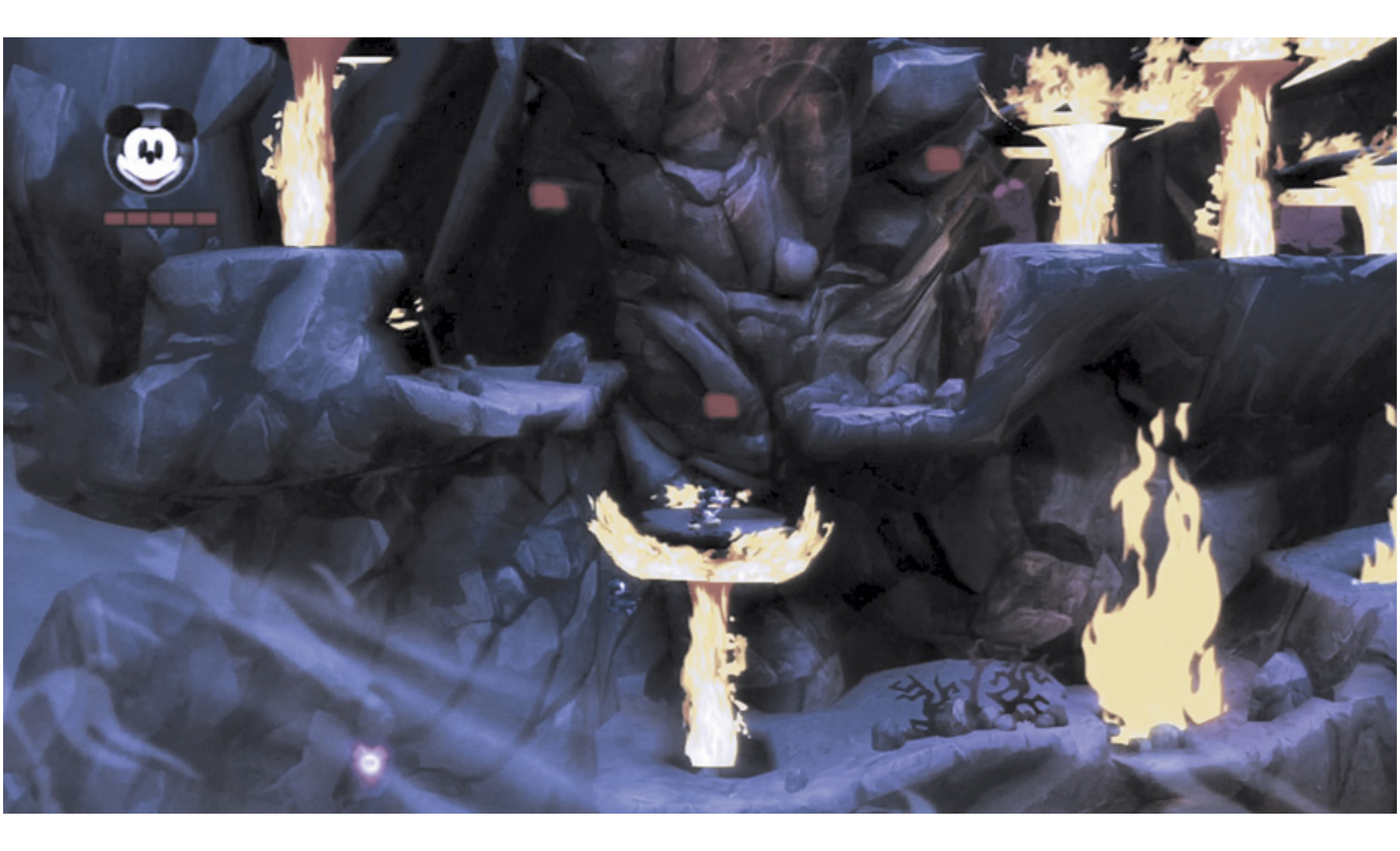
Right on the ledge after the boulder is a spot where Oswald can toss Mickey up for a golden E-ticket.



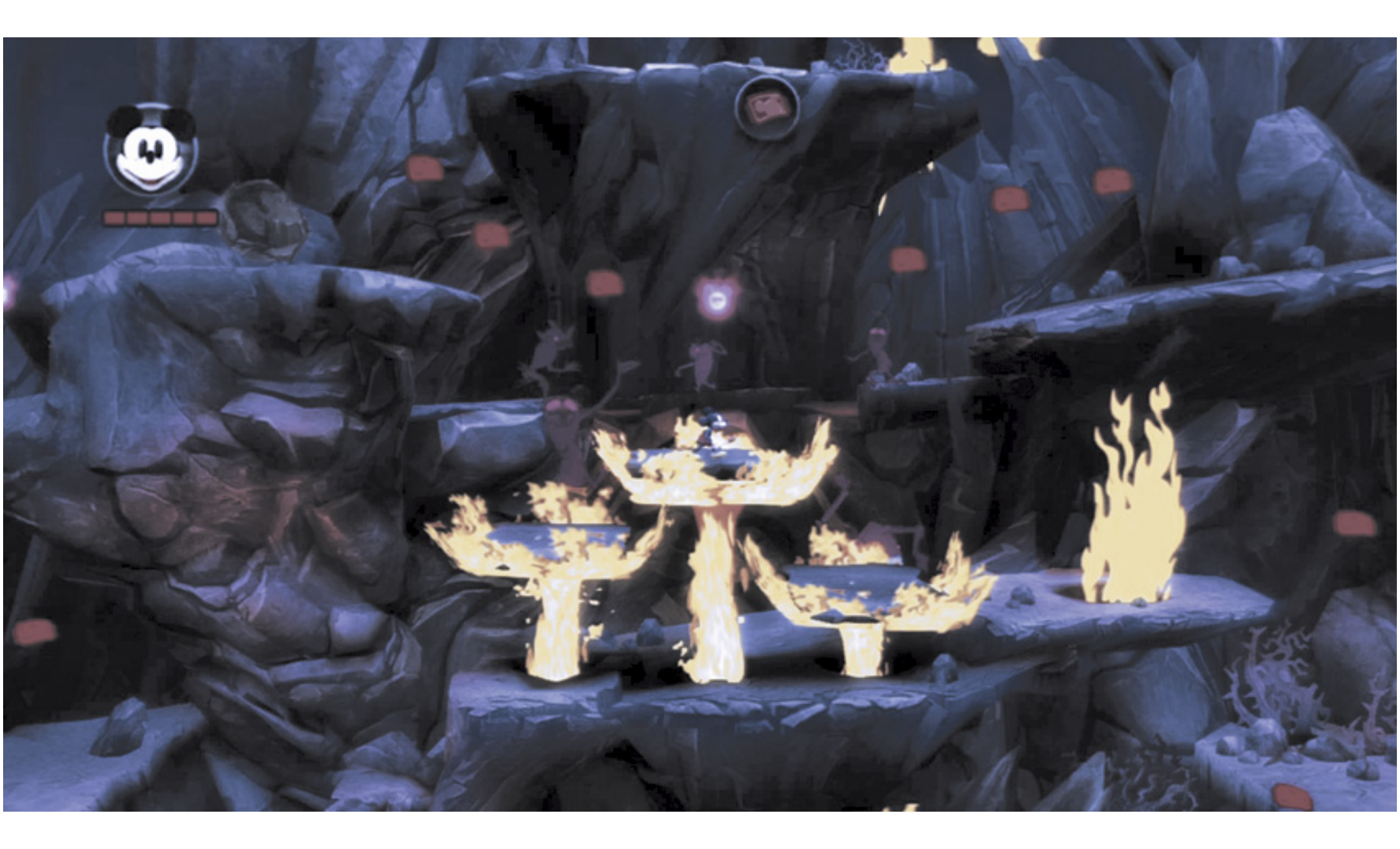
To progress, you have to use the rocks on the lava fountains for an extra boost.

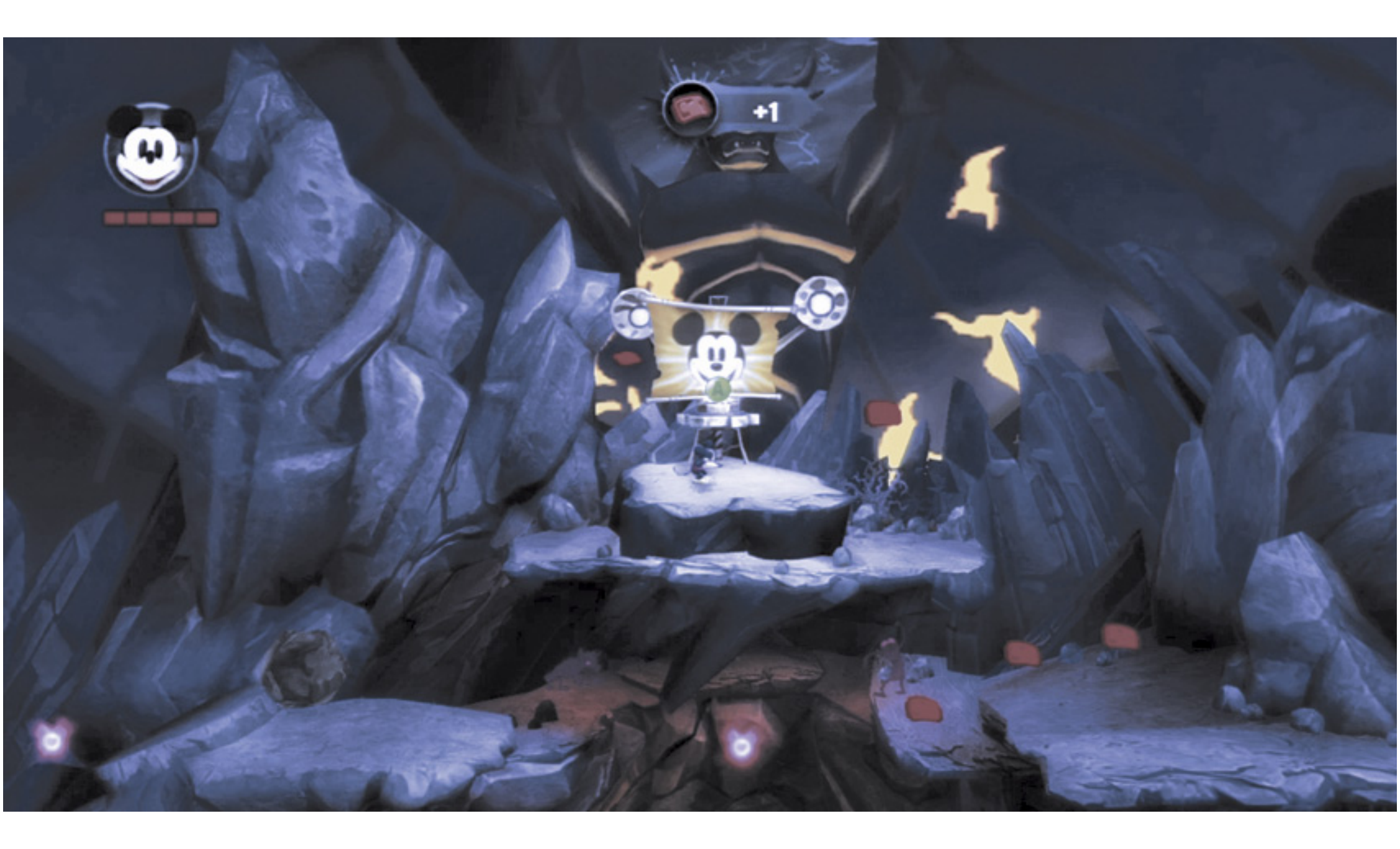


Move along the next couple of cliffs, which have fire shooting out at you along the stairs.

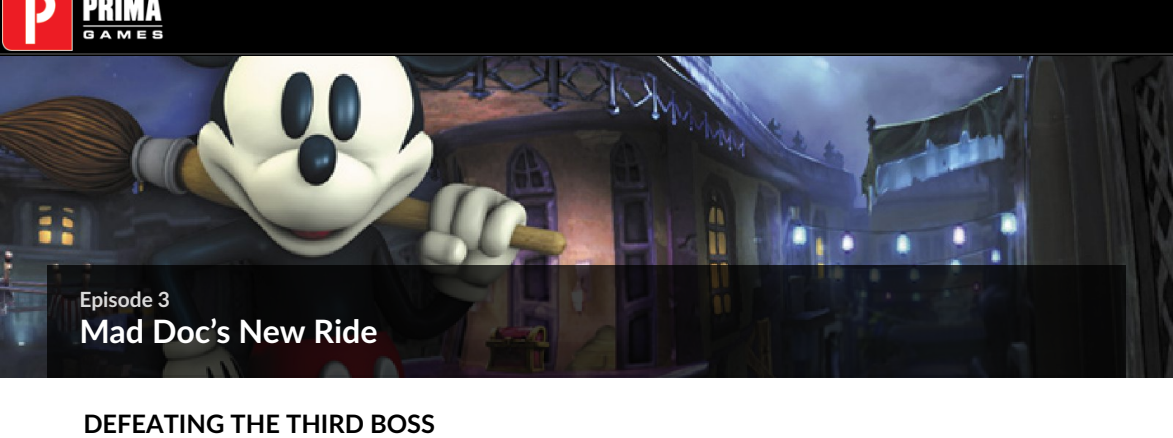


At the top of another lava fountain, you can choose to go left if you still need the Film Reel or you can jump right to the last set of obstacles.





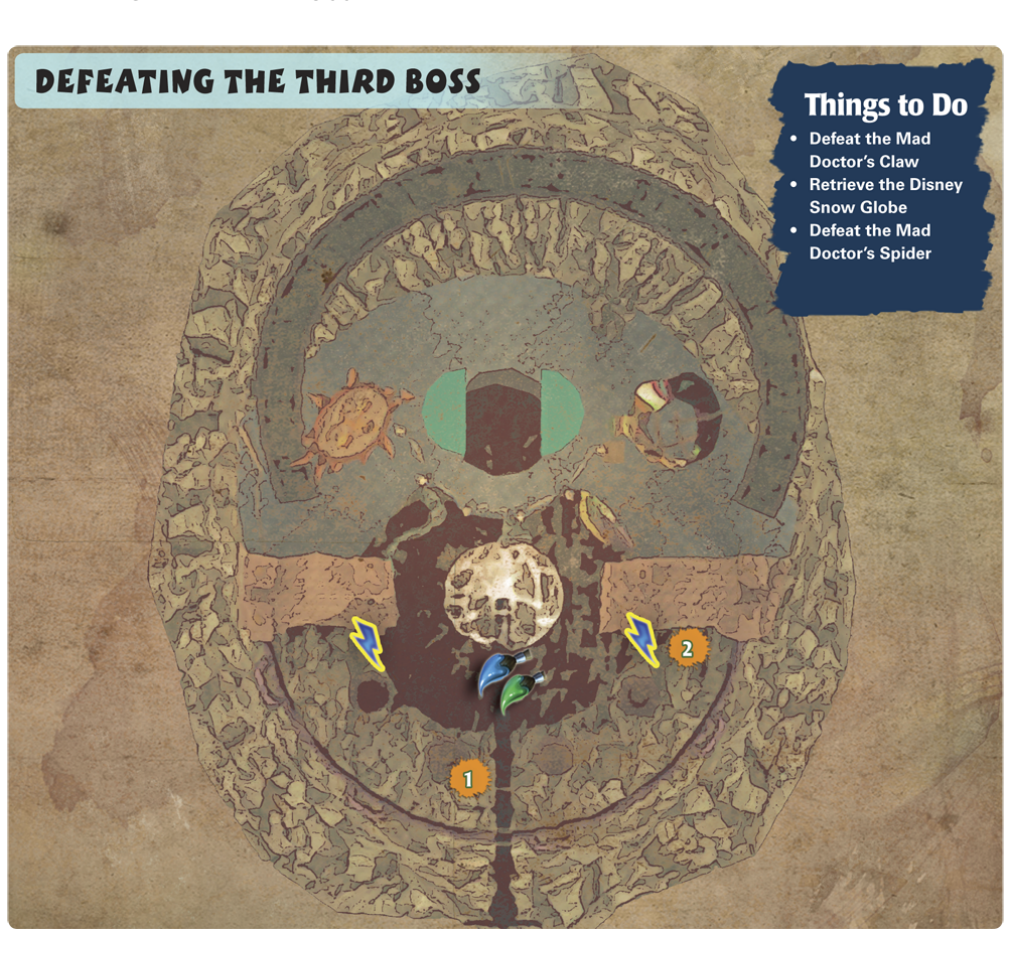
Use the middle lava fountain to reach the final set of platforms. At the very top, the projector leads you to the finale.



Episode 3

Mad Doc's New Ride

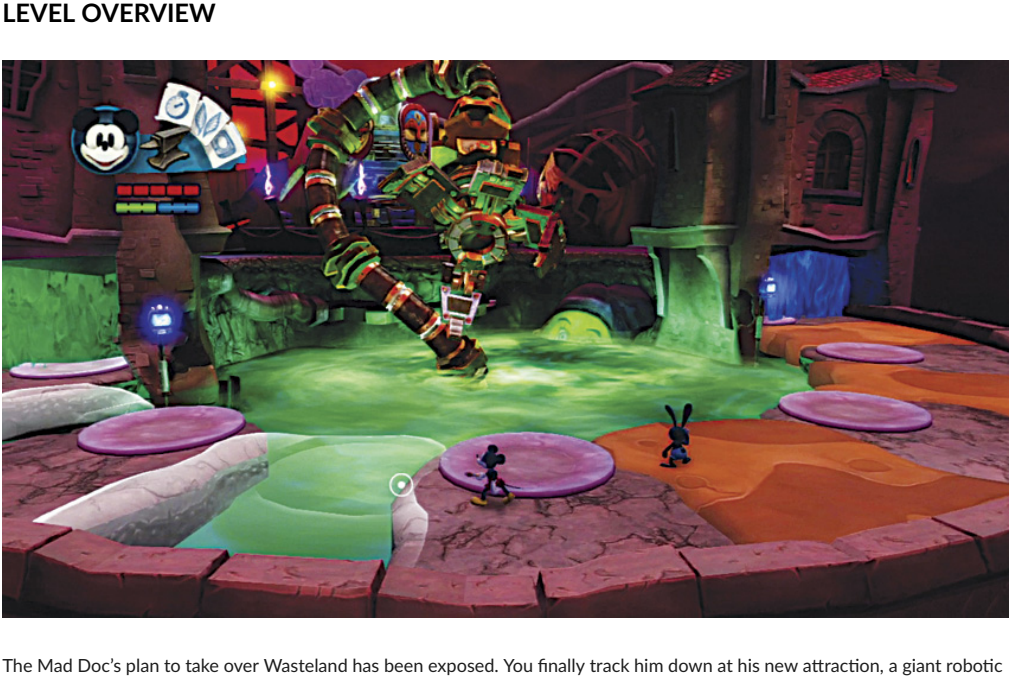
DEFEATING THE THIRD BOSS


DEFEATING THE THIRD BOSS
Things to Do
Defeat the Mad Doctor's Claw
Retrieve the Disney Snow Globe
Defeat the Mad Doctor's Spider
1
2

Things to Do

- Defeat the Mad Doctor's Claw
- Retrieve the Disney Snow Globe
- Defeat the Mad Doctor's Spider

LEVEL OVERVIEW



The Mad Doc's plan to take over Wasteland has been exposed. You finally track him down at his new attraction, a giant robotic Claw. The Mad Doc's plan is three fold. He needs to siphon Guardians out of Wasteland in order to make himself a Toon again. He is also making a TV Show to make himself remembered, and lastly he needs the Magic Brush in order to rule over the Cartoon Universe! This is the final battle to stop his dastardly plans once and for all!

LEVEL BREAKDOWN

Challenges

- You Must Be this Tall To Ride

Collectibles

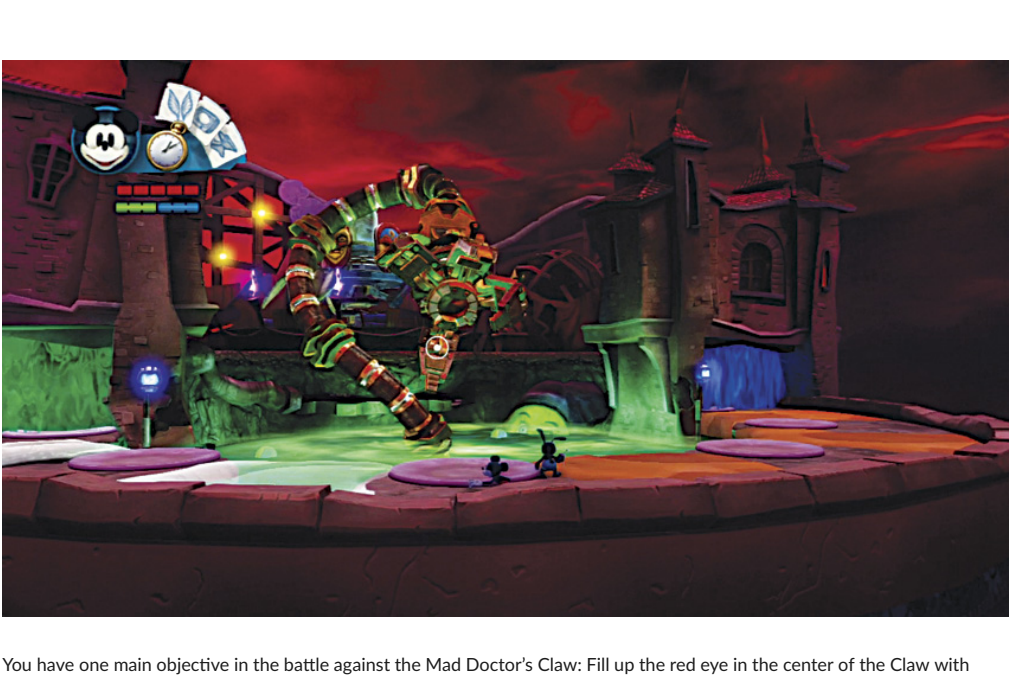
- Disney Snow Globe
- Down with the Mad Doctor Pin
- Trust the Mad Doctor Pin

Enemies

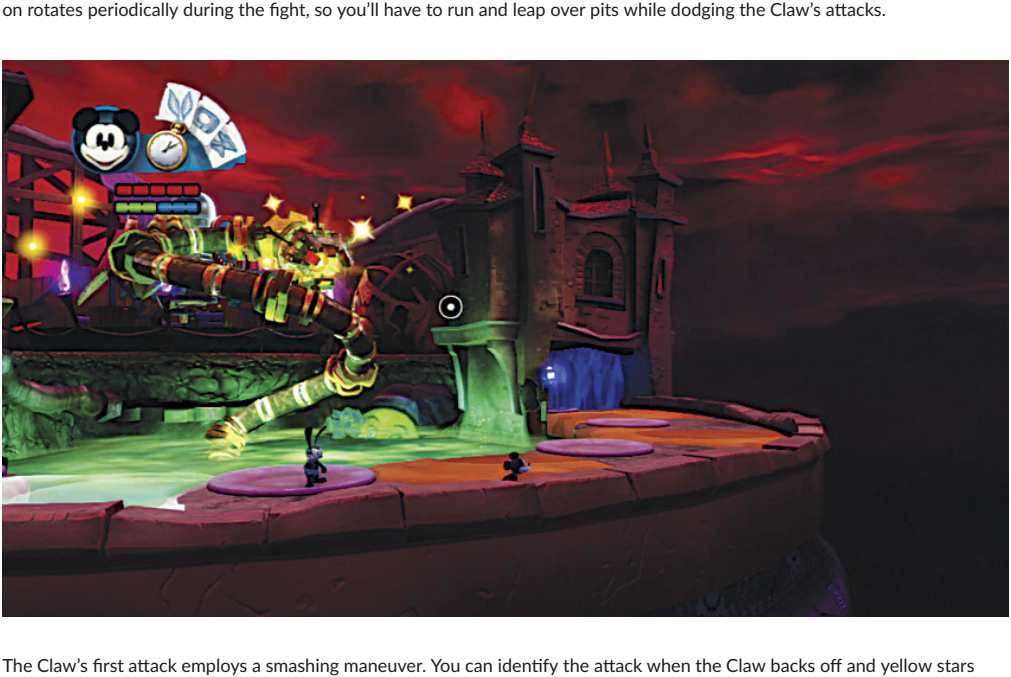
- The Mad Doctor's Claw
- The Mad Doctor's Spider

Quests

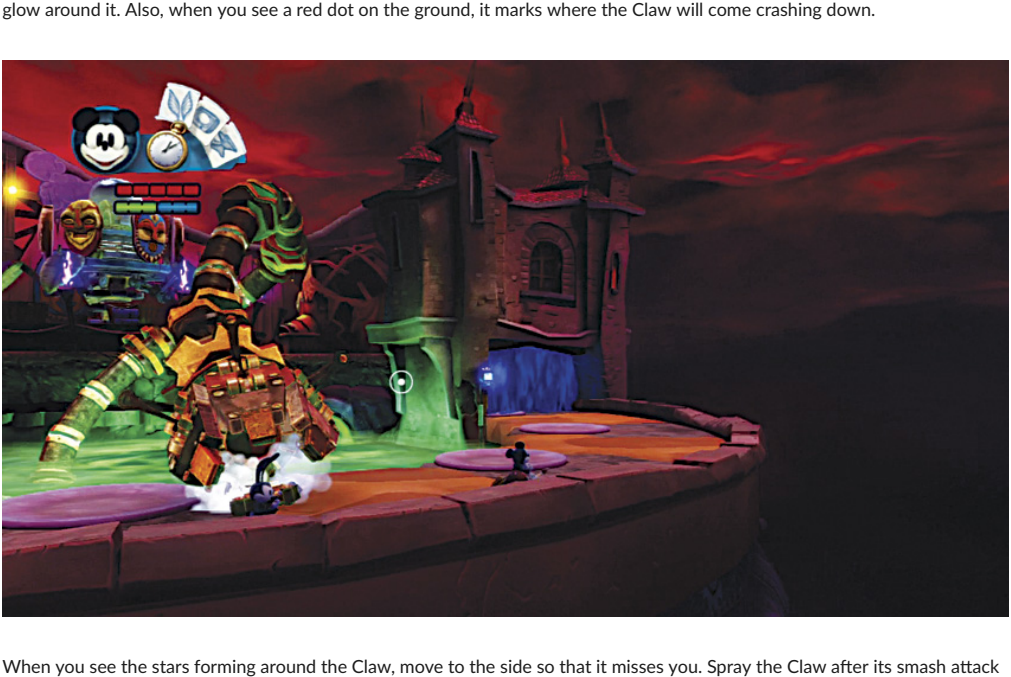
- Watch the Skies



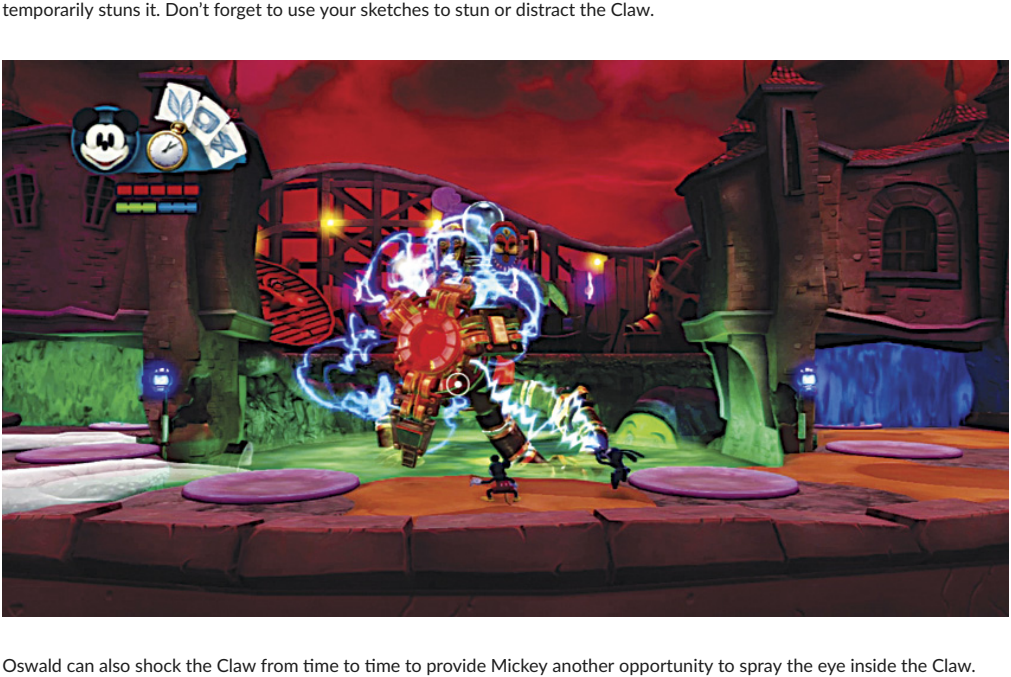
You have one main objective in the battle against the Mad Doctor's Claw: Fill up the red eye in the center of the Claw with Paint or Thinner. Lights on the sides of the red eye show your progress as you spray the Claw. The ring platform that you stand on rotates periodically during the fight, so you'll have to run and leap over pits while dodging the Claw's attacks.



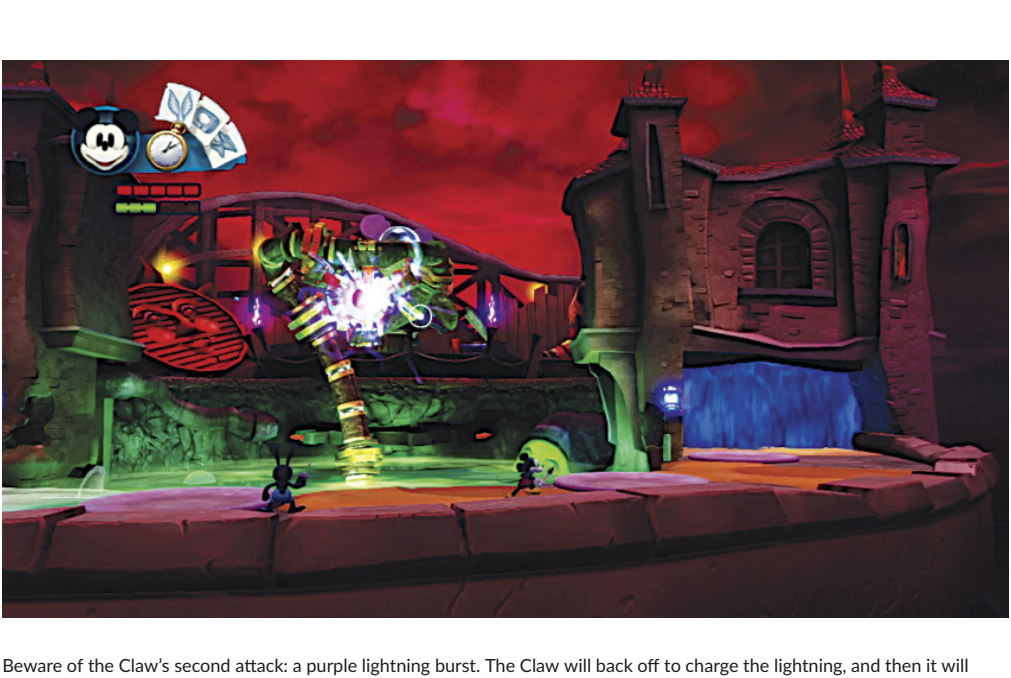
The Claw's first attack employs a smashing maneuver. You can identify the attack when the Claw backs off and yellow stars glow around it. Also, when you see a red dot on the ground, it marks where the Claw will come crashing down.



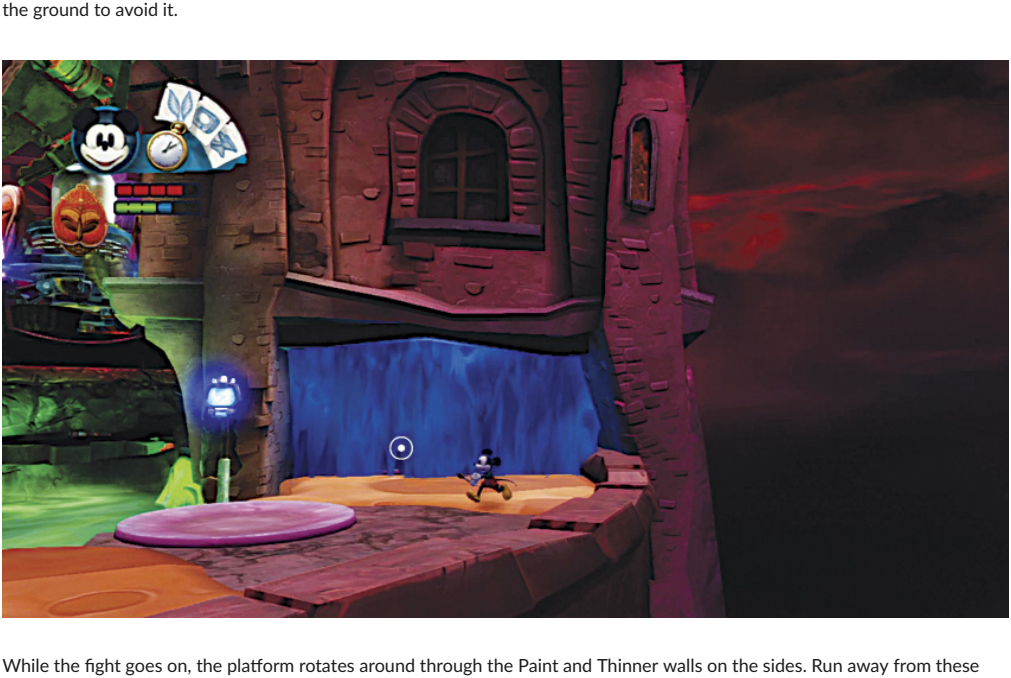
When you see the stars forming around the Claw, move to the side so that it misses you. Spray the Claw after its smash attack temporarily stuns it. Don't forget to use your sketches to stun or distract the Claw.



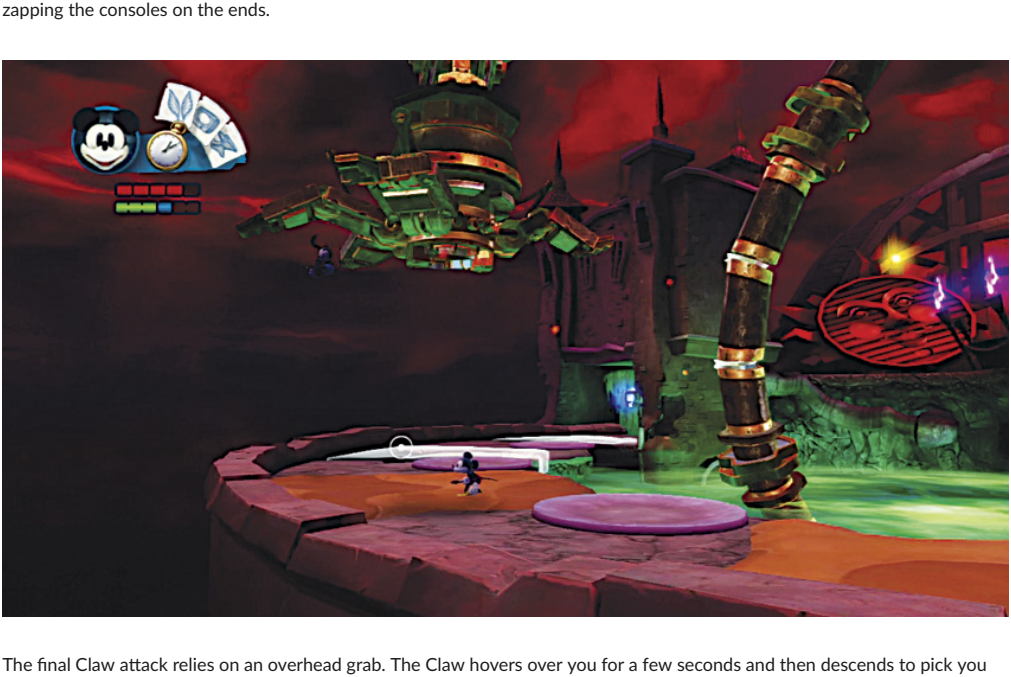
Oswald can also shock the Claw from time to time to provide Mickey another opportunity to spray the eye inside the Claw. Paint in the giant cupcakes seats to provide shelter against attacks; some of the broken cupcakes provide booster powerups.



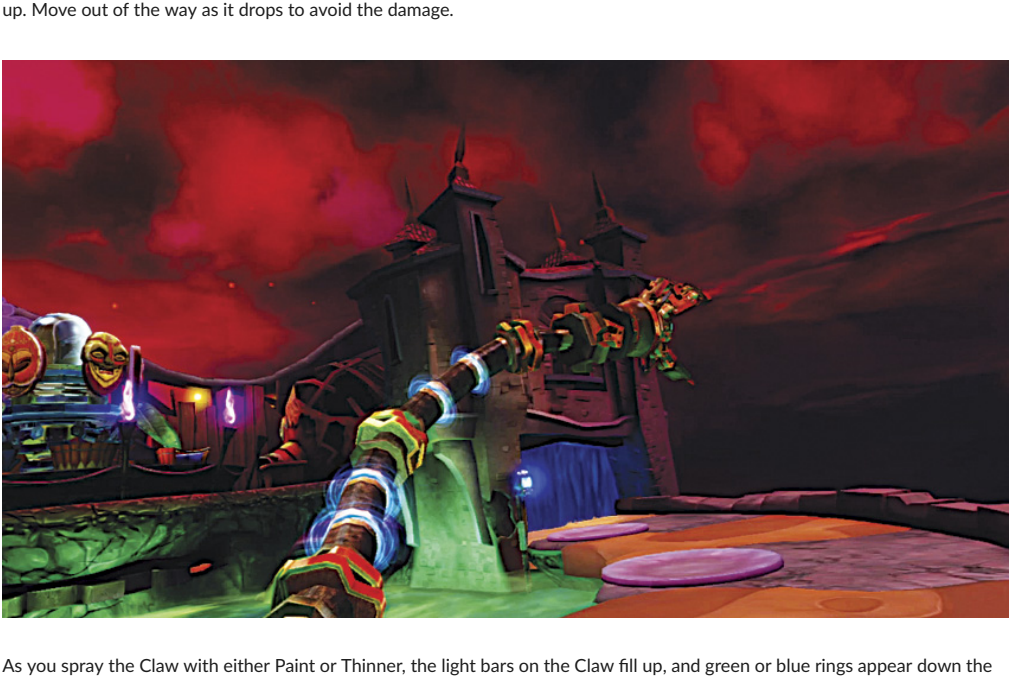
Beware of the Claw's second attack: a purple lightning burst. The Claw will back off to charge the lightning, and then it will shoot a burst down towards where you are standing. Keep moving while the Claw charges, and jump before the lightning hits the ground to avoid it.



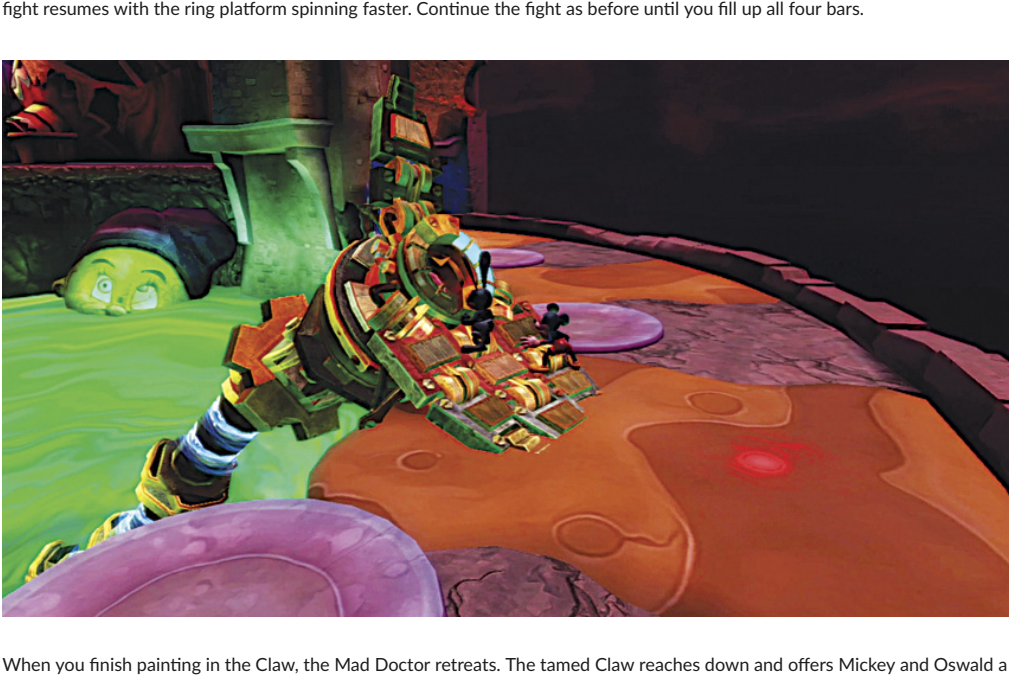
While the fight goes on, the platform rotates around through the Paint and Thinner walls on the sides. Run away from these walls if you get close to them or you'll take damage. Oswald can slow down the platform when it begins to spin too fast by zapping the consoles on the ends.



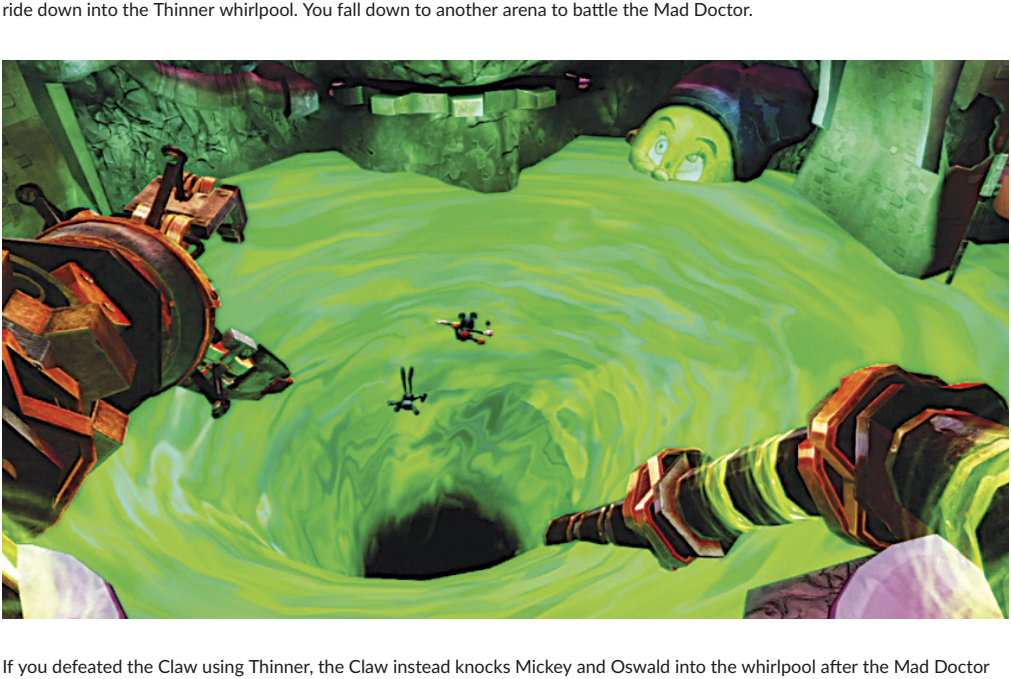
The final Claw attack relies on an overhead grab. The Claw hovers over you for a few seconds and then descends to pick you up. Move out of the way as it drops to avoid the damage.



As you spray the Claw with either Paint or Thinner, the light bars on the Claw fill up, and green or blue rings appear down the length of the claw. Once two bars have been filled, the Claw thrashes around and smashes into one of the walls. After this, the fight resumes with the ring platform spinning faster. Continue the fight as before until you fill up all four bars.

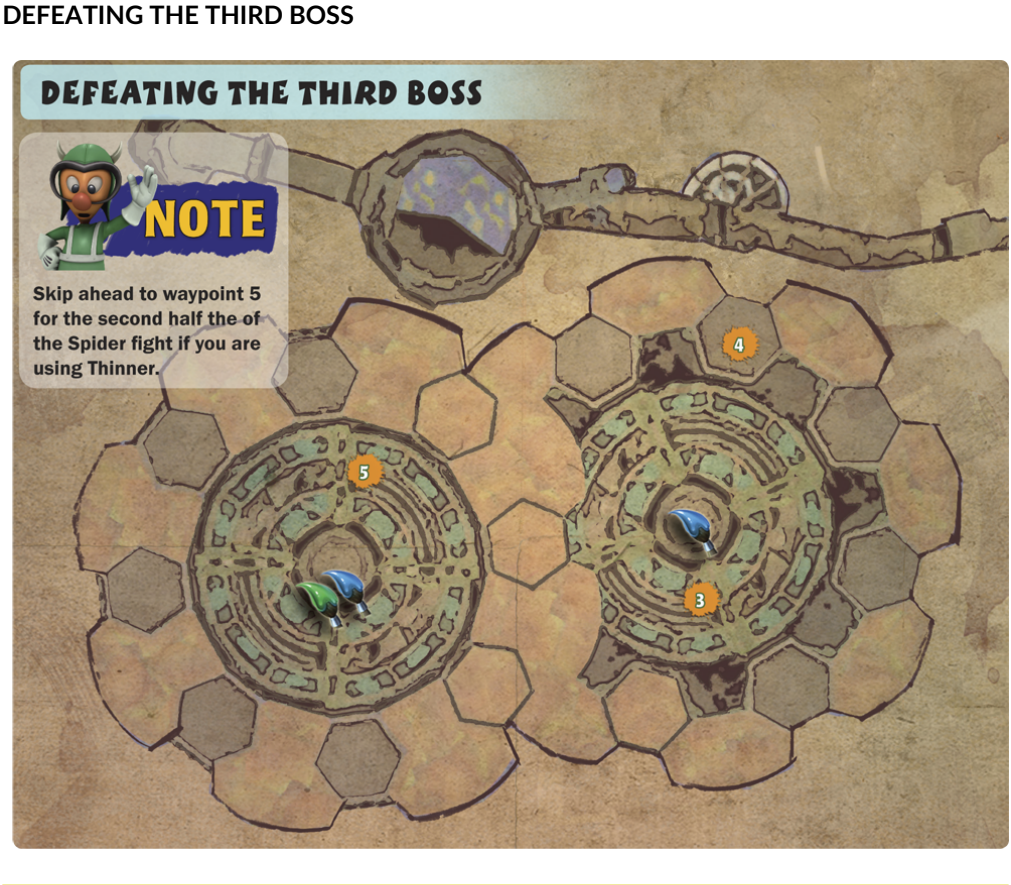


When you finish painting in the Claw, the Mad Doctor retreats. The tamed Claw reaches down and offers Mickey and Oswald a ride down into the Thinner whirlpool. You fall down to another arena to battle the Mad Doctor.



If you defeated the Claw using Thinner, the Claw instead knocks Mickey and Oswald into the whirlpool after the Mad Doctor descends through his escape hatch. Using the Thinner path skips the first part of the Spider fight and the subsequent race up the pipe platform.

DEFEATING THE THIRD BOSS


DEFEATING THE THIRD BOSS
NOTE
Skip ahead to waypoint 5 for the second half the of the Spider fight if you are using Thinner.
3
4
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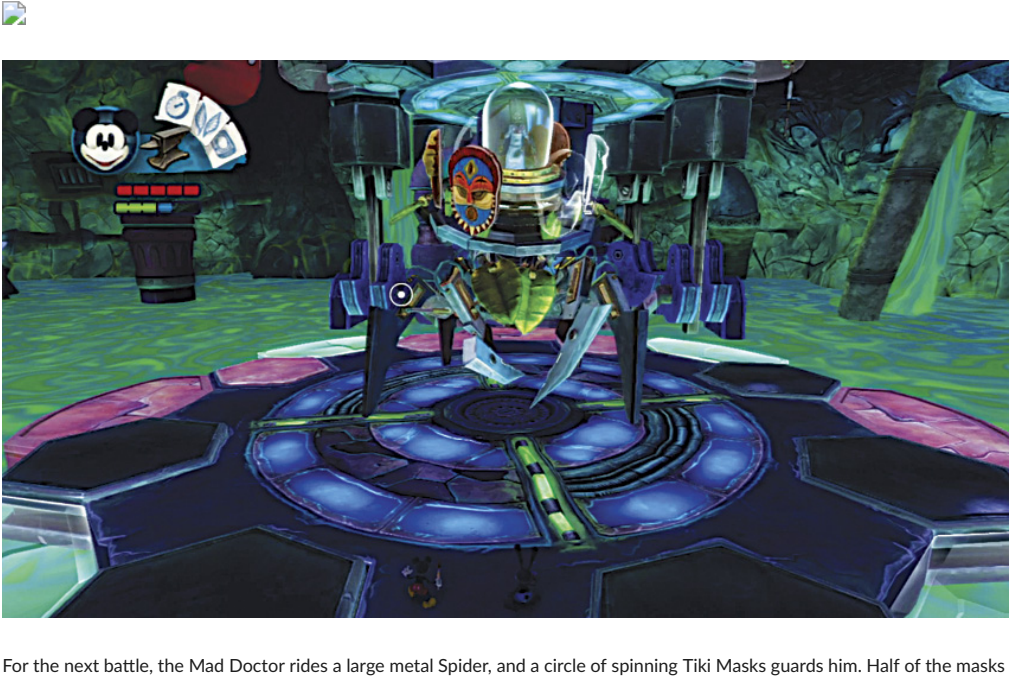
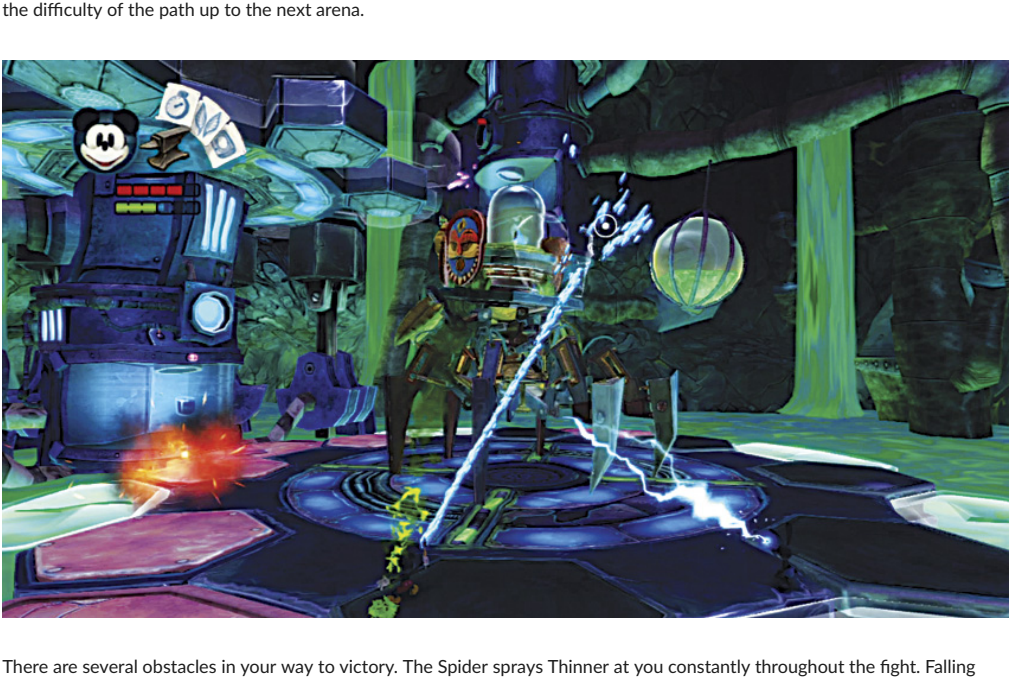
Note

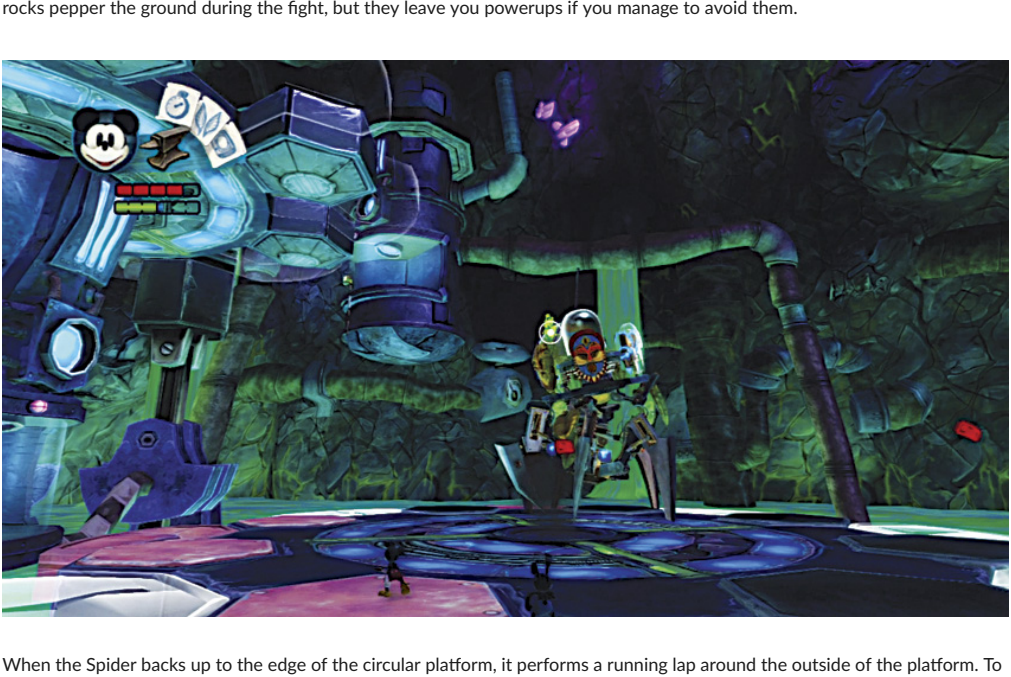
Skip ahead to waypoint 5 for the second half the of the Spider fight if you are using Thinner.



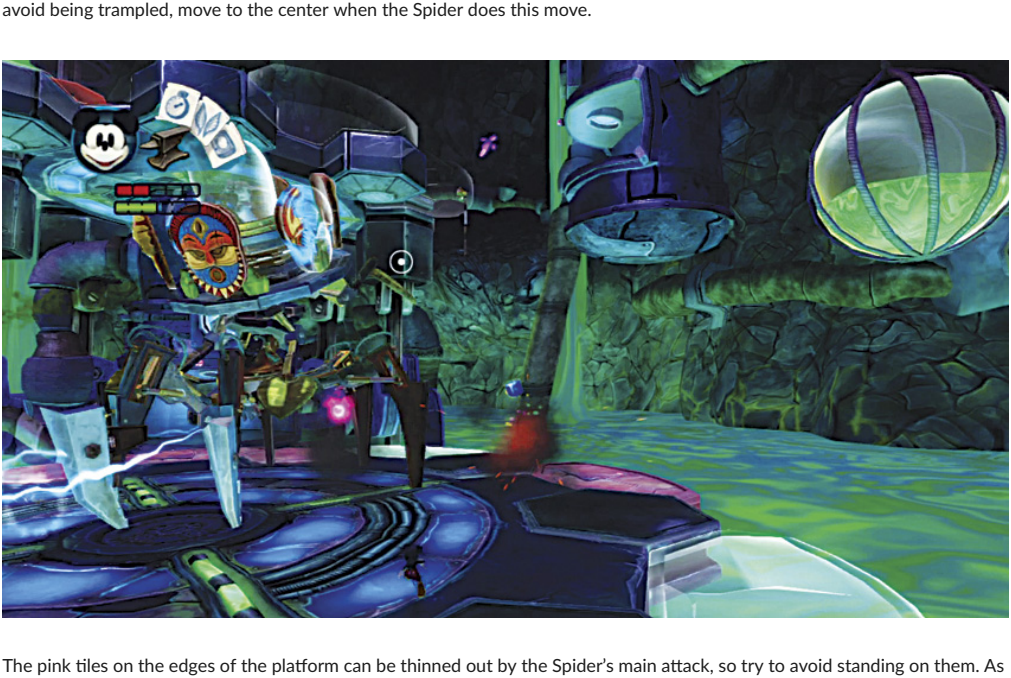
For the next battle, the Mad Doctor rides a large metal Spider, and a circle of spinning Tiki Masks guards him. Half of the masks start out thinned out, and you can either paint in the thinned-out masks or thin out the remaining ones. This directly affects the difficulty of the path up to the next arena.



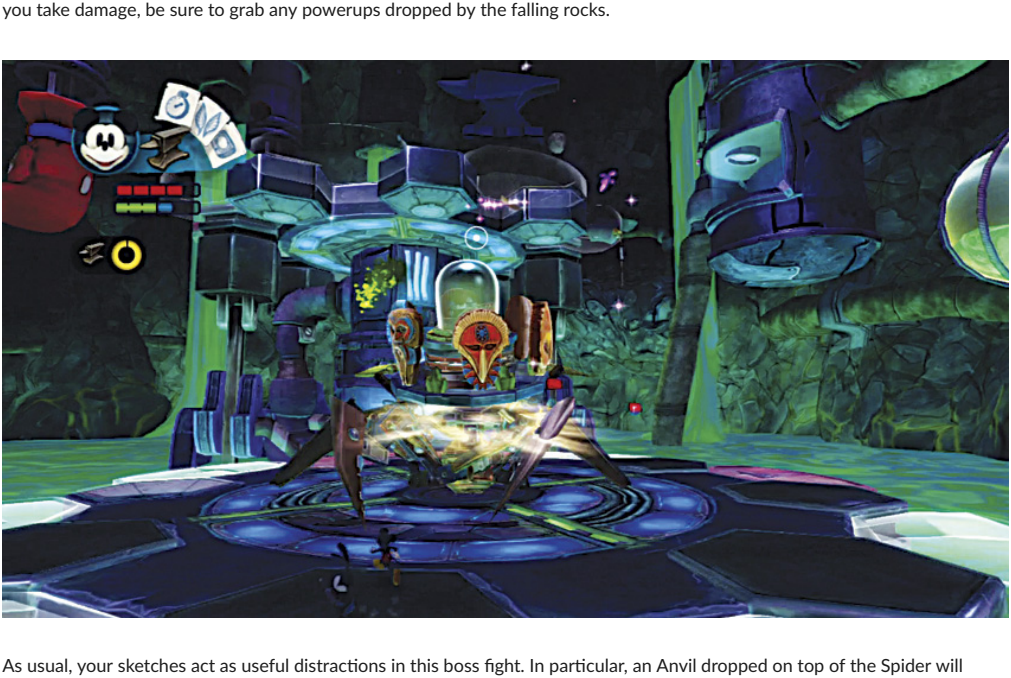
There are several obstacles in your way to victory. The Spider sprays Thinner at you constantly throughout the fight. Falling rocks pepper the ground during the fight, but they leave you powerups if you manage to avoid them.



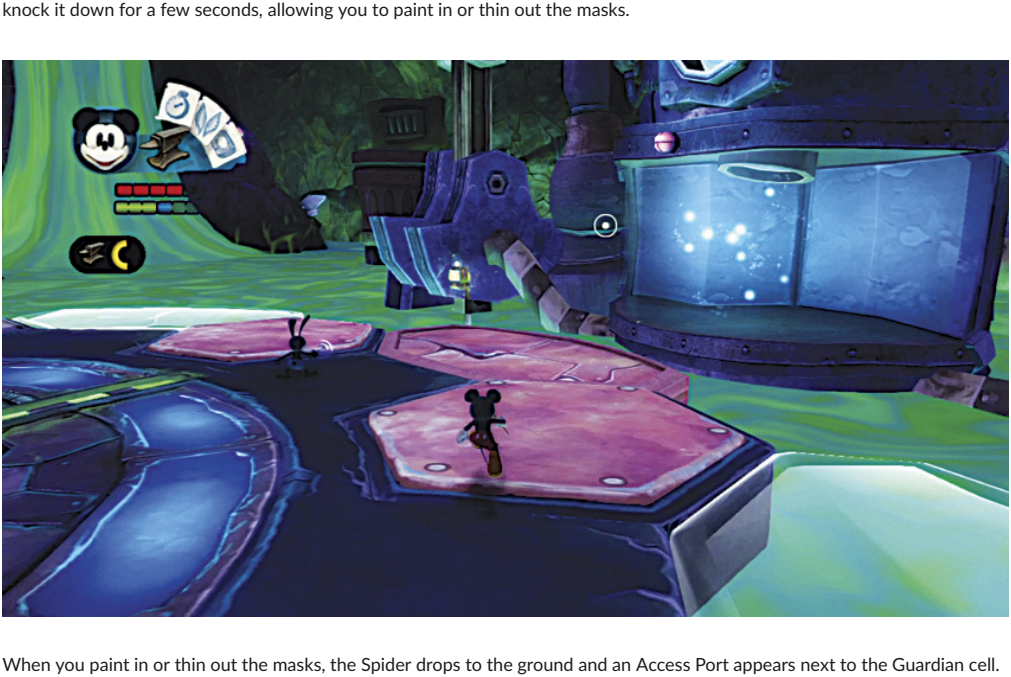
When the Spider backs up to the edge of the circular platform, it performs a running lap around the outside of the platform. To avoid being trampled, move to the center when the Spider does this move.



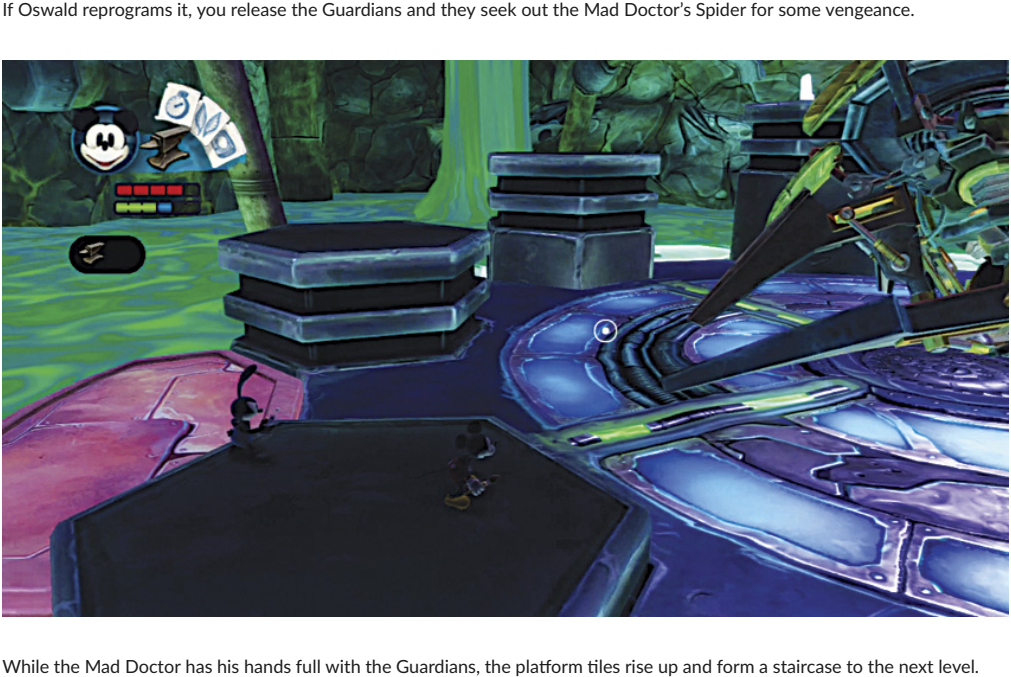
The pink tiles on the edges of the platform can be thinned out by the Spider's main attack, so try to avoid standing on them. As you take damage, be sure to grab any powerups dropped by the falling rocks.



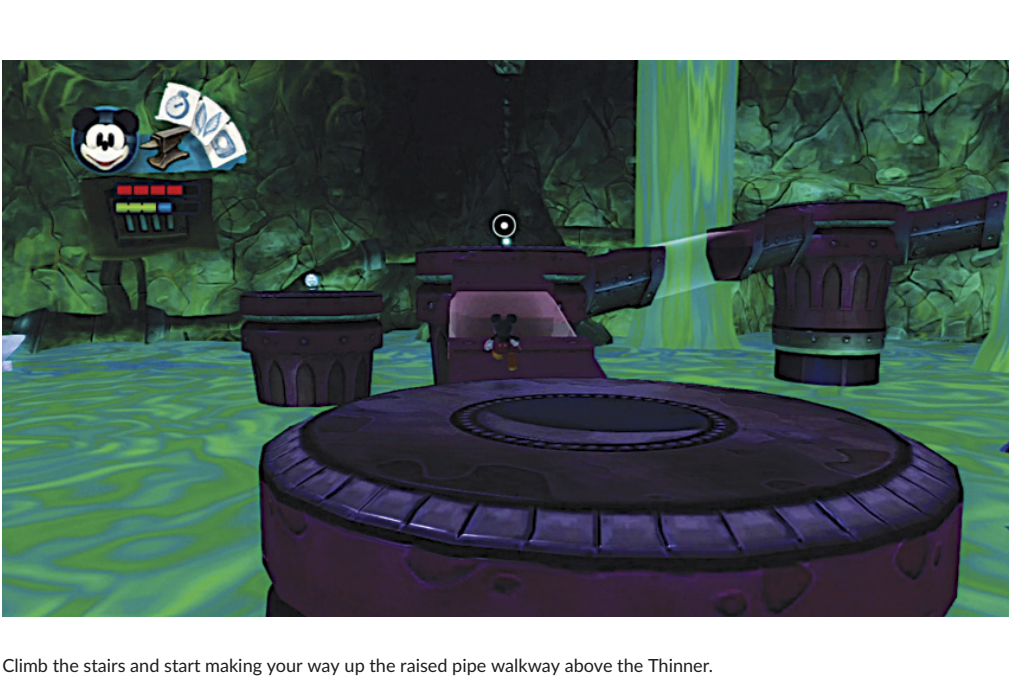
As usual, your sketches act as useful distractions in this boss fight. In particular, an Anvil dropped on top of the Spider will knock it down for a few seconds, allowing you to paint in or thin out the masks.



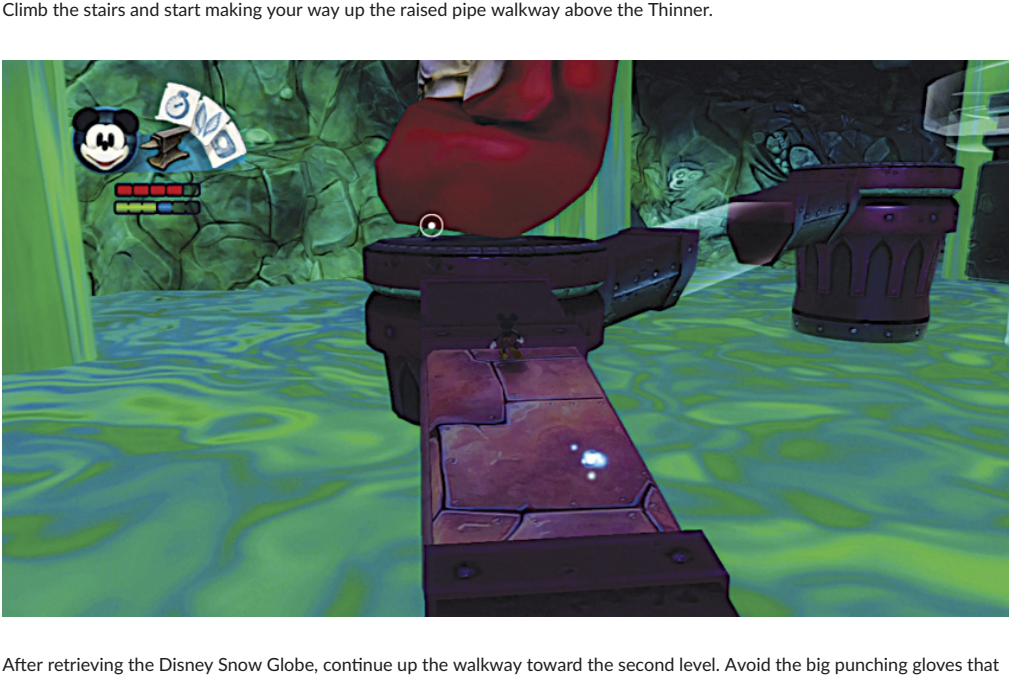
When you paint in or thin out the masks, the Spider drops to the ground and an Access Port appears next to the Guardian cell. If Oswald reprograms it, you release the Guardians and they seek out the Mad Doctor's Spider for some vengeance.



While the Mad Doctor has his hands full with the Guardians, the platform tiles rise up and form a staircase to the next level.



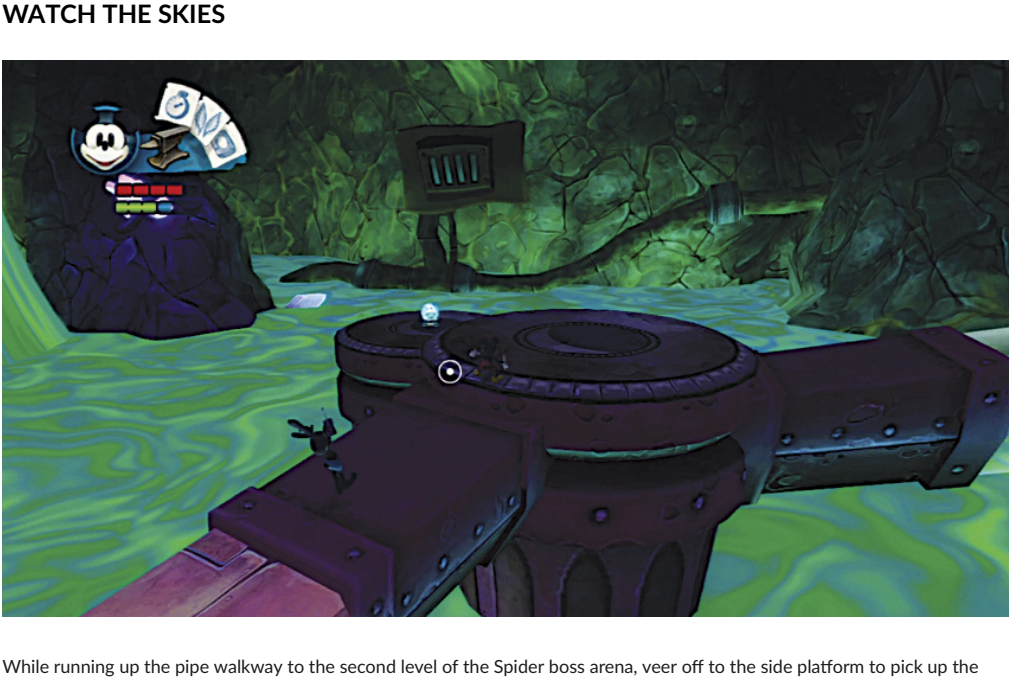
Climb the stairs and start making your way up the raised pipe walkway above the Thinner.



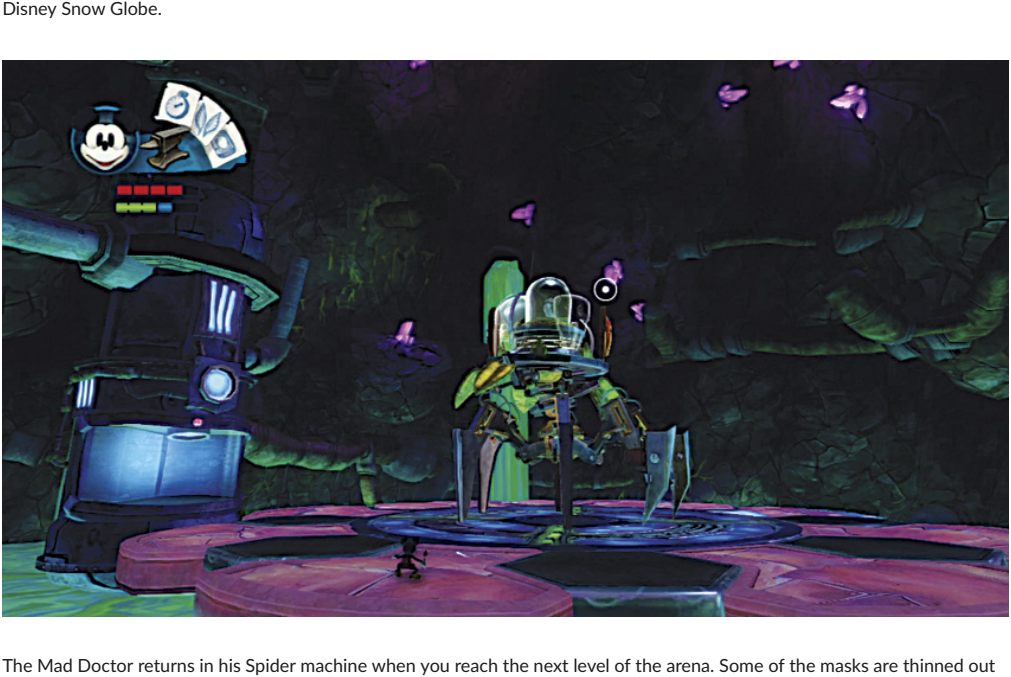
After retrieving the Disney Snow Globe, continue up the walkway toward the second level. Avoid the big punching gloves that smash down on each of the circular platforms.

OPTIONAL QUEST

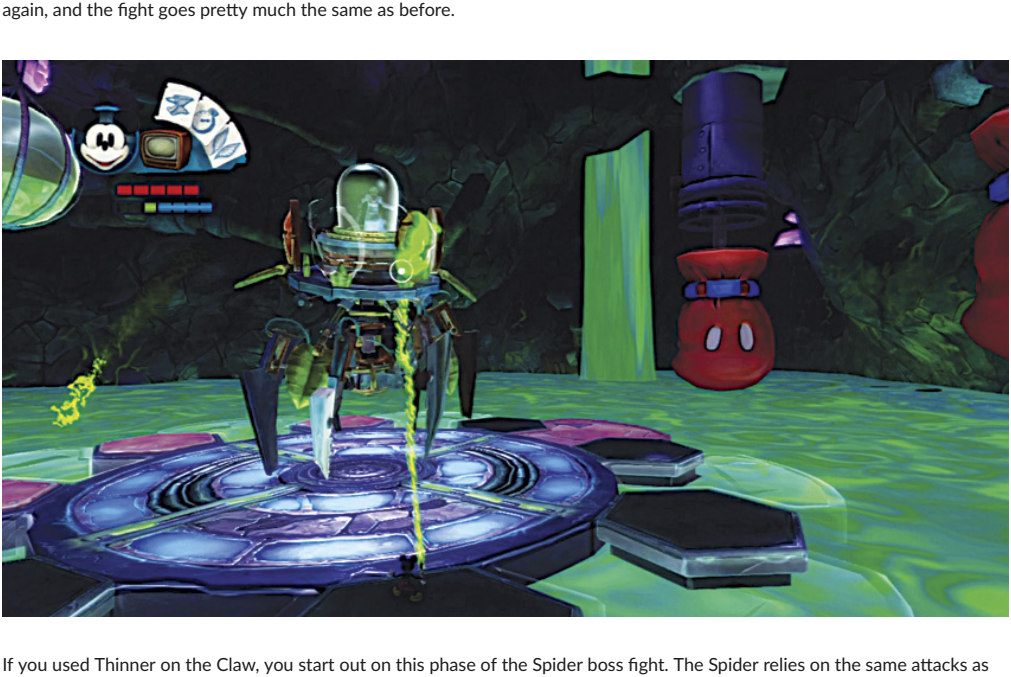
WATCH THE SKIES



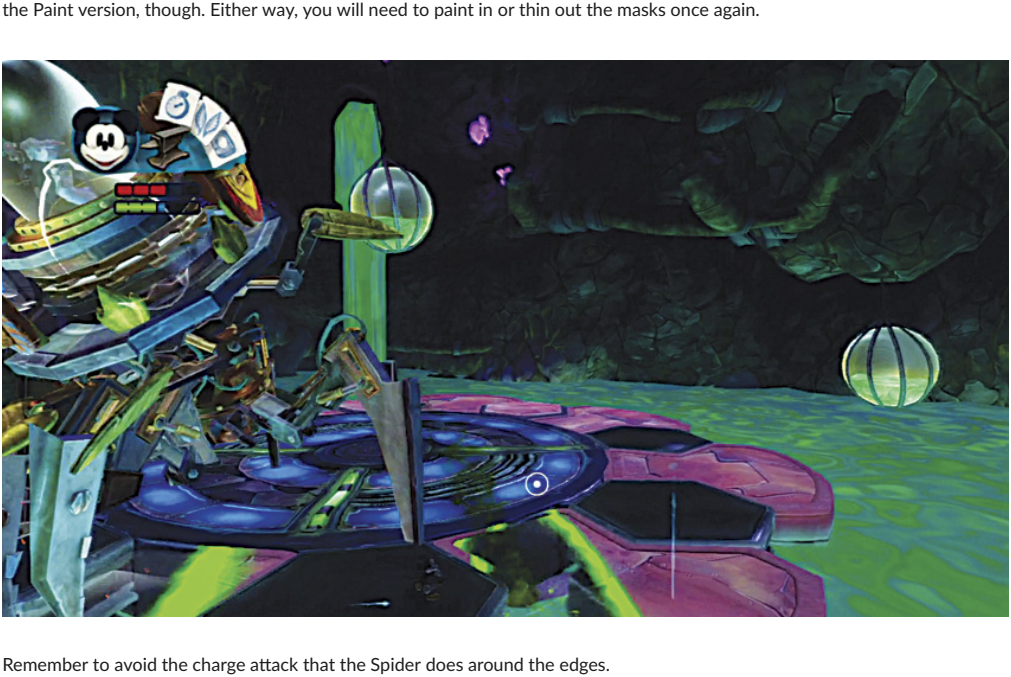
While running up the pipe walkway to the second level of the Spider boss arena, veer off to the side platform to pick up the Disney Snow Globe.



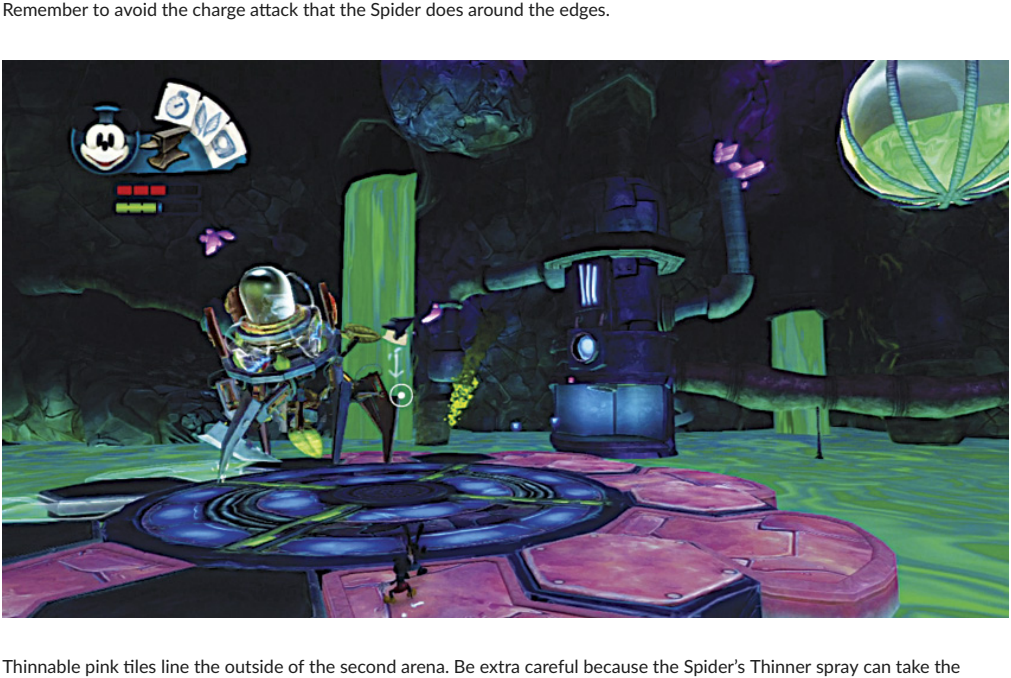
The Mad Doctor returns in his Spider machine when you reach the next level of the arena. Some of the masks are thinned out again, and the fight goes pretty much the same as before.



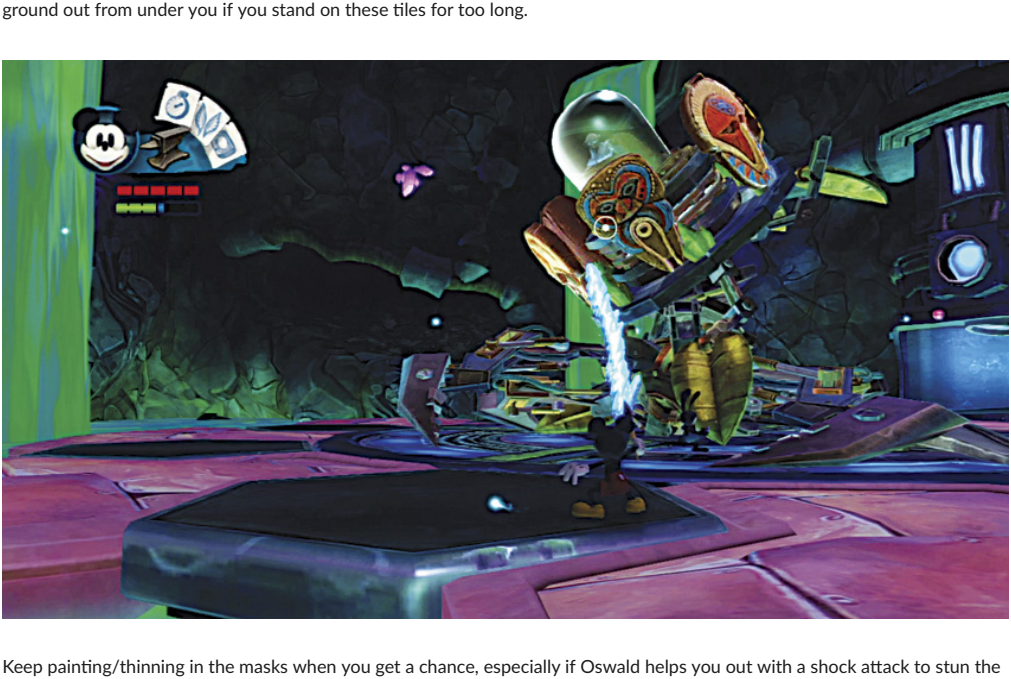
If you used Thinner on the Claw, you start out on this phase of the Spider boss fight. The Spider relies on the same attacks as the Paint version, though. Either way, you will need to paint in or thin out the masks once again.



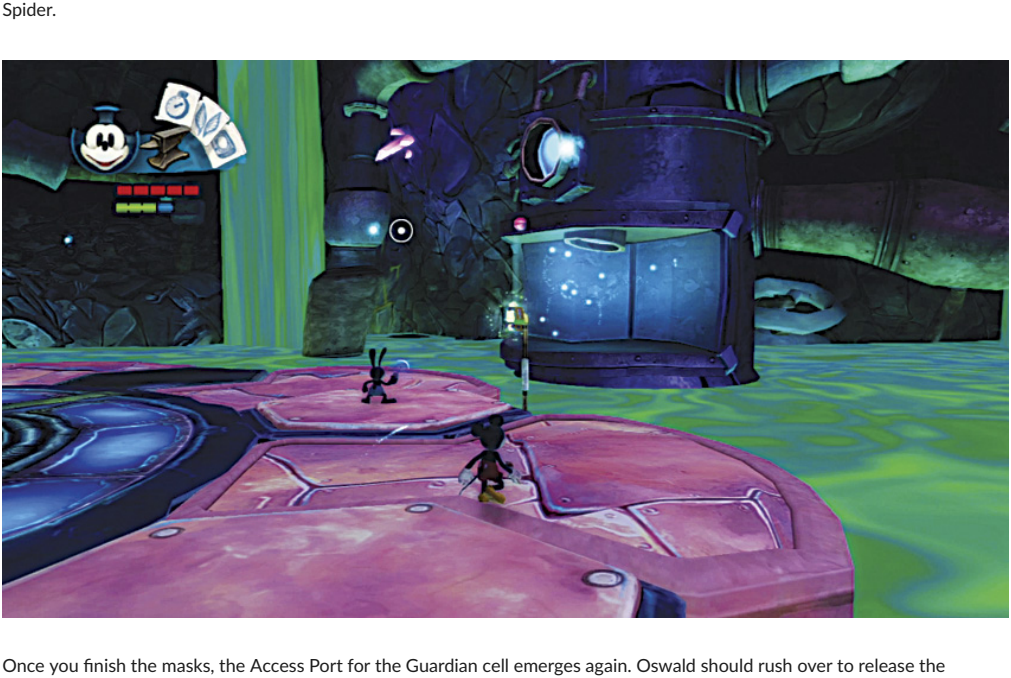
Remember to avoid the charge attack that the Spider does around the edges.



Thinnable pink tiles line the outside of the second arena. Be extra careful because the Spider's Thinner spray can take the ground out from under you if you stand on these tiles for too long.

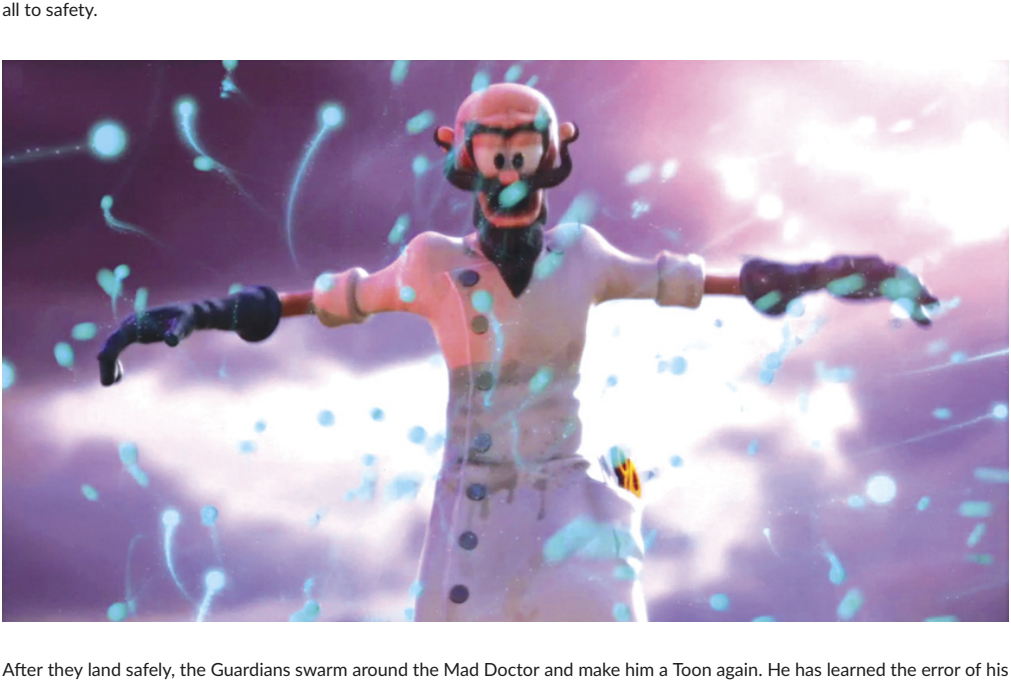


Keep painting/thinning in the masks when you get a chance, especially if Oswald helps you out with a shock attack to stun the Spider.

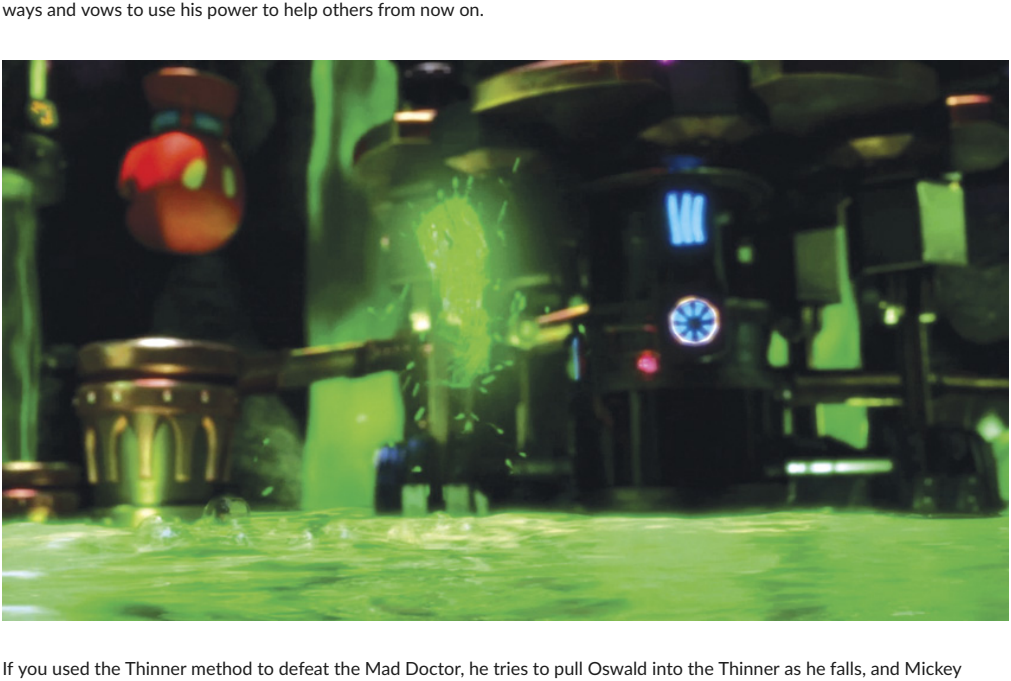


Once you finish the masks, the Access Port for the Guardian cell emerges again. Oswald should rush over to release the Guardians and defeat the Mad Doctor's Spider.

The second wave of Guardians overwhelms the Mad Doctor's Spider and pushes it over the edge toward the lake of Thinner below. Oswald rushes to save the Mad Doctor, but it seems to be too late and they start to fall. If you used Paint to defeat him, Mickey sprays the Mad Doctor with Paint to redeem him, and the Mad Doctor saves the day by using a rocket pack to jet them all to safety.

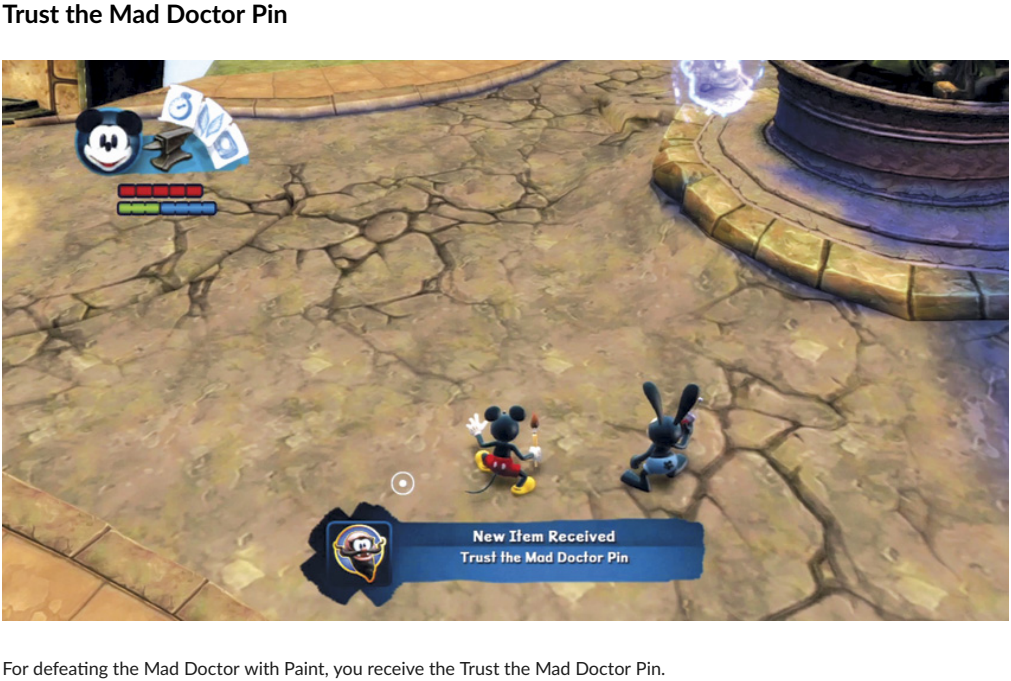


After they land safely, the Guardians swarm around the Mad Doctor and make him a Toon again. He has learned the error of his ways and vows to use his power to help others from now on.



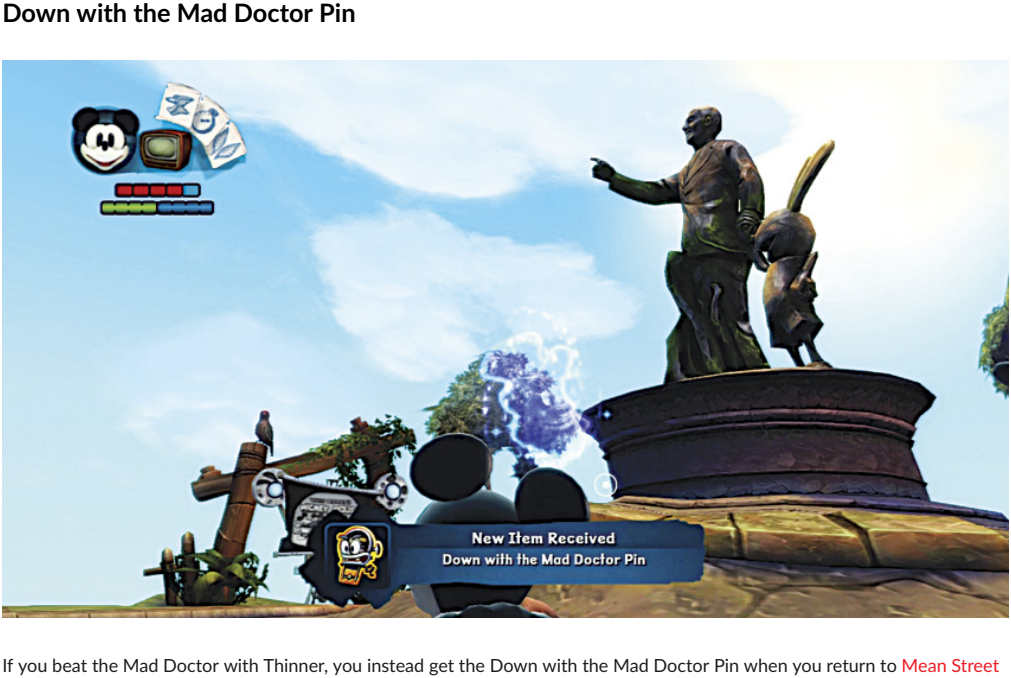
If you used the Thinner method to defeat the Mad Doctor, he tries to pull Oswald into the Thinner as he falls, and Mickey douses the Mad Doctor with Thinner. This distracts the Mad Doc, and Oswald releases more Thinner Guardians who swarm the Mad Doctor, sending him to his doom while rescuing Mickey and Oswald.

Trust the Mad Doctor Pin

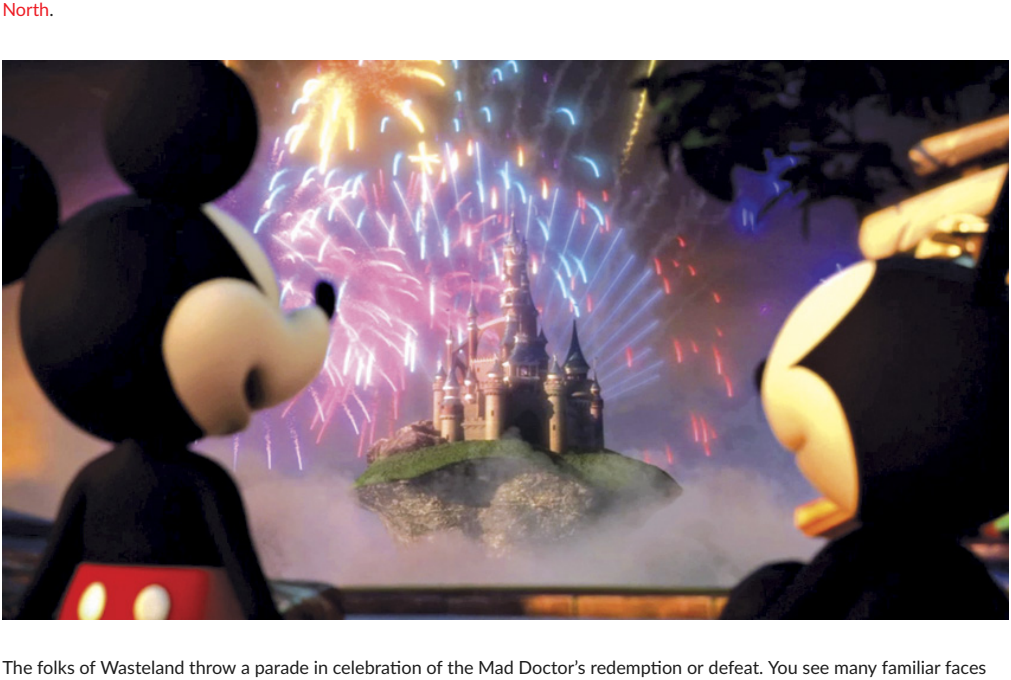


For defeating the Mad Doctor with Paint, you receive the Trust the Mad Doctor Pin.

Down with the Mad Doctor Pin

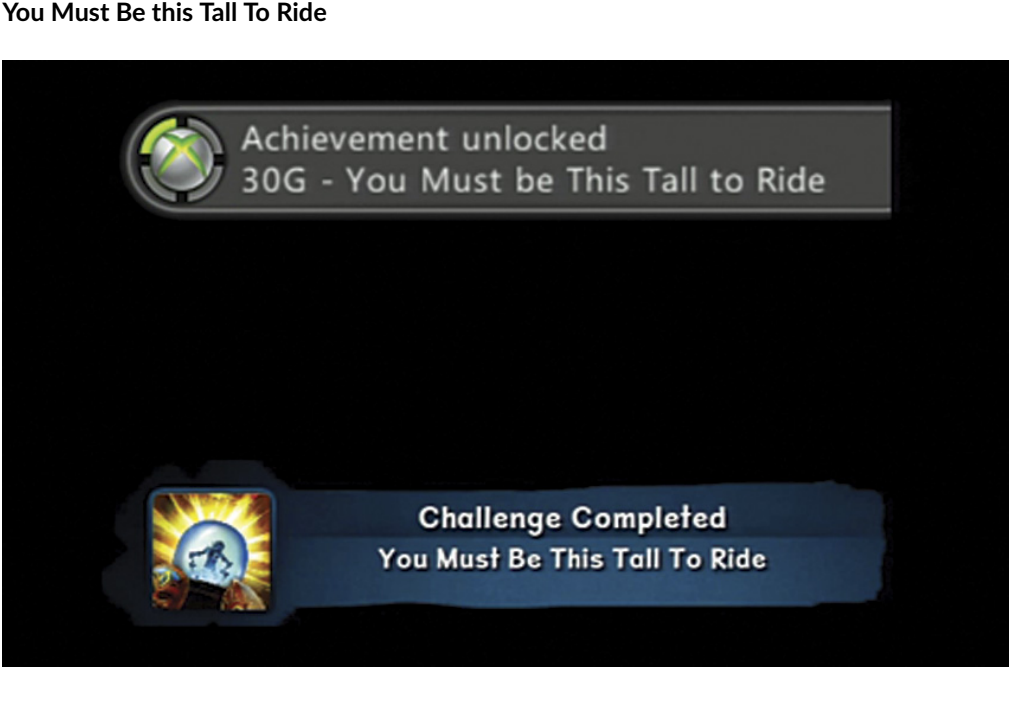


If you beat the Mad Doctor with Thinner, you instead get the Down with the Mad Doctor Pin when you return to Mean Street North.



The folks of Wasteland throw a parade in celebration of the Mad Doctor's redemption or defeat. You see many familiar faces from your travels, and they react differently depending on how you dealt with their situations during the game.

You Must Be this Tall To Ride



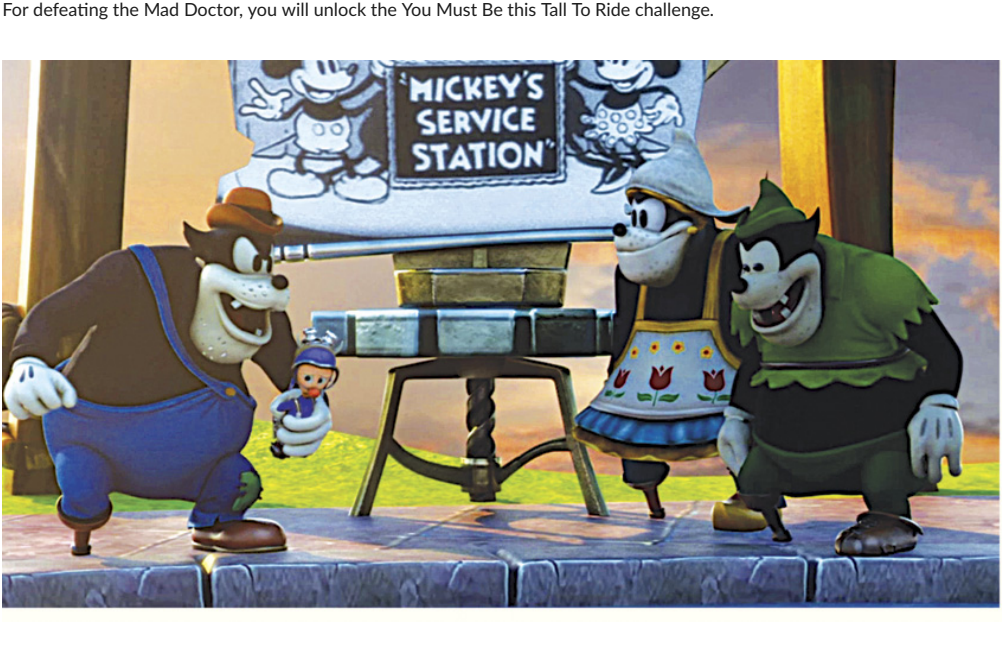
Achievement unlocked
30G - You Must be This Tall to Ride

Challenge Completed
You Must Be This Tall To Ride

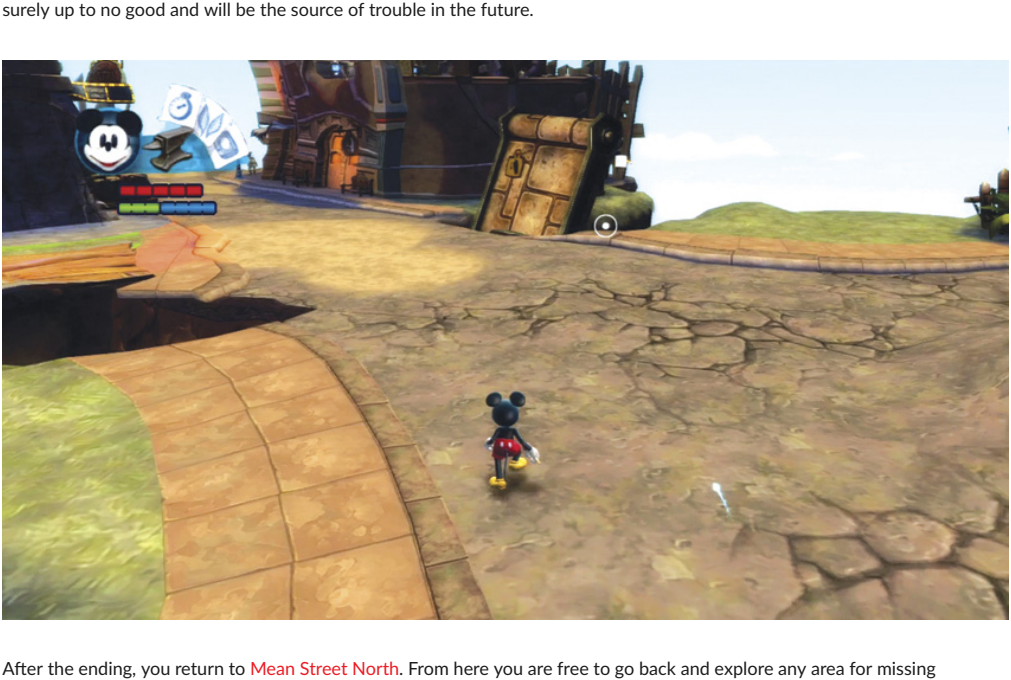
Playstation 3 Trophy: Silver

Xbox 360 Gamer Points: 30

For defeating the Mad Doctor, you will unlock the You Must Be this Tall To Ride challenge.



Meanwhile, back in Mean Street North, the Pete gang takes Prescott from the jail and escapes through a projector. They are surely up to no good and will be the source of trouble in the future.



After the ending, you return to Mean Street North. From here you are free to go back and explore any area for missing collectibles and to complete optional quests. Also, be sure to check out the shops around Wasteland because they will have items that only appear for sale after you beat the Mad Doctor.

Optional Quests

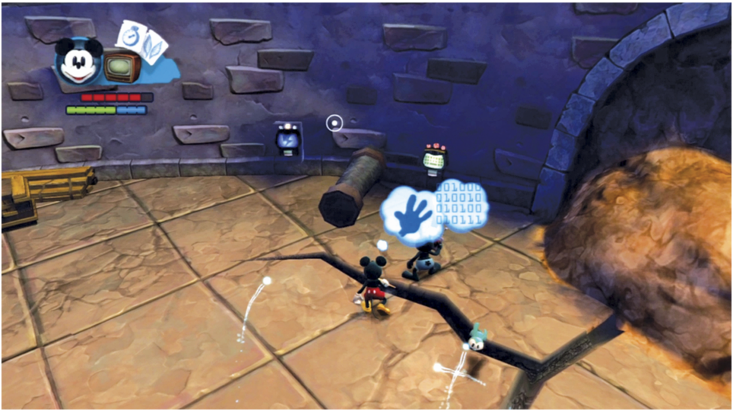
Optional Quests

Coming into this project, I knew that co-op was going to be HUGE and that the fans were really eager to have these two working together. As an animator I knew that I needed to really help "sell" co-op so that Mickey and Oswald's combined abilities wouldn't merely be just a rudimentary game mechanic, but that it would also have all of the dynamic punch needed to make seeing these two working together so rewarding. –Christian S.

Caution

Warning: This chapter contains everything you need to know to complete all of the optional quests. Read at your own risk!

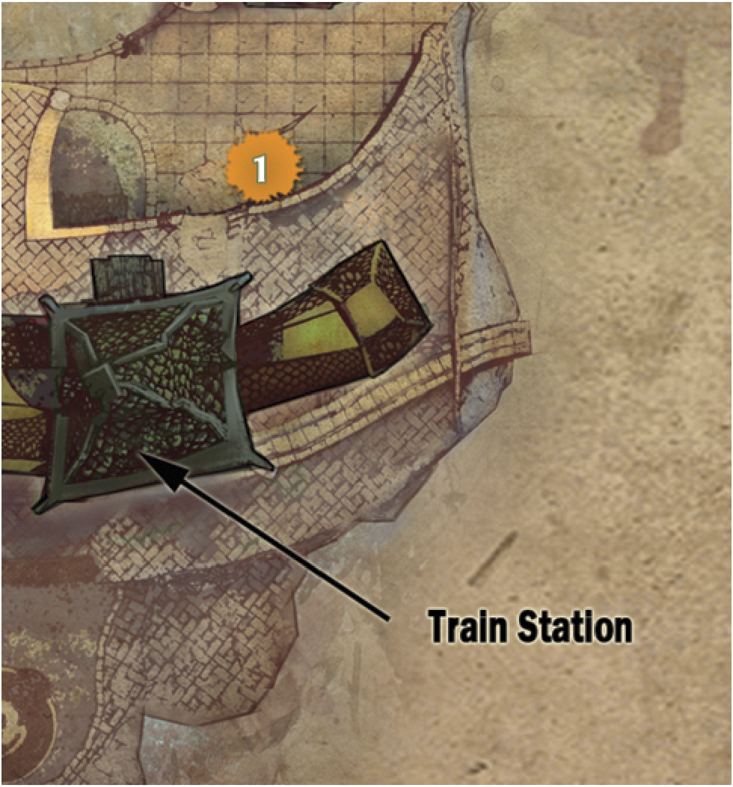
The Bunny Wranglers



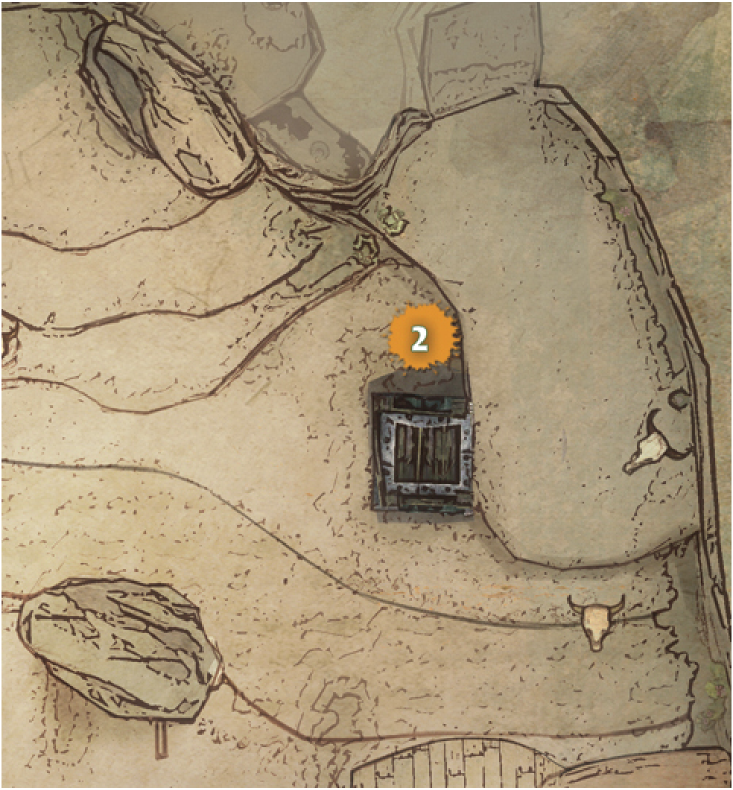
OVERVIEW

Bunny Children are scattered all around Wasteland. Paulie at the Ice Cream Parlor has installed special pipes that suck in the Bunny Children and transport them to his shop for ice cream. Ortensia in OsTown wants you to have Oswald reprogram these pipes so they will transport the Bunny Children home instead.

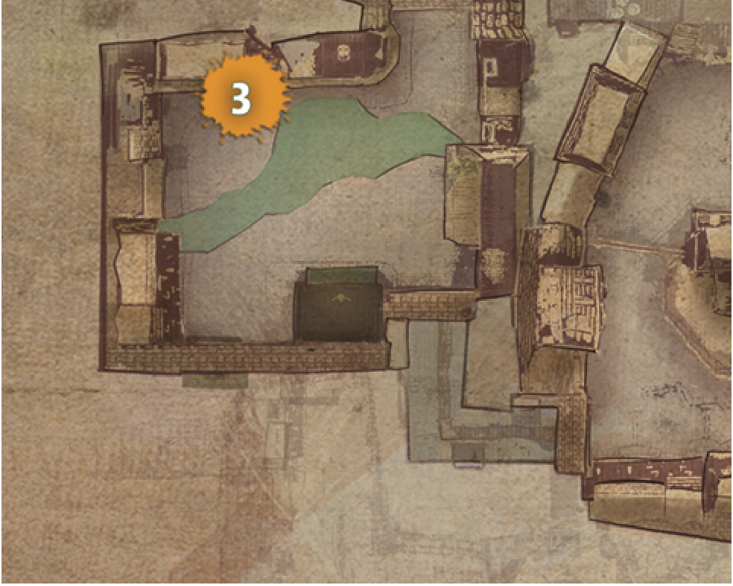
- Available: Episode 2
- Starting Zone: OsTown or Mean Street North
- Main Quest NPC(s): Ortensia, Paulie
- Associated Zones: Disney Gulch, Blot Alley, Train Tunnels, Fort Wasteland, Floatyard, Mean Street South



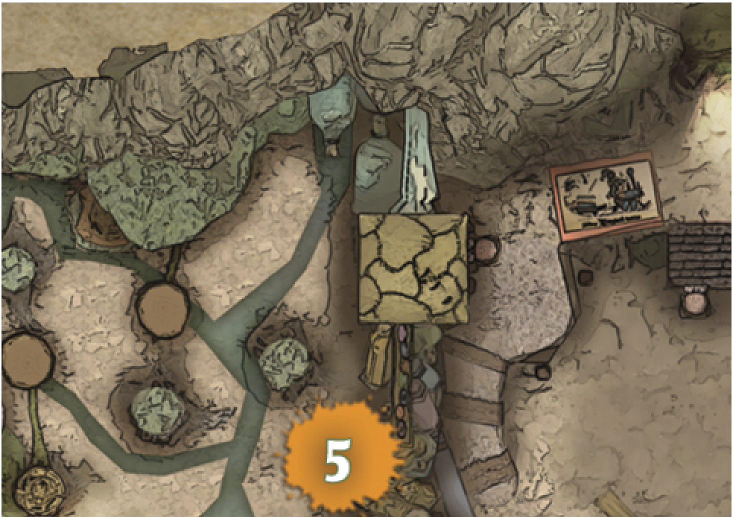
MEAN STREET SOUTH



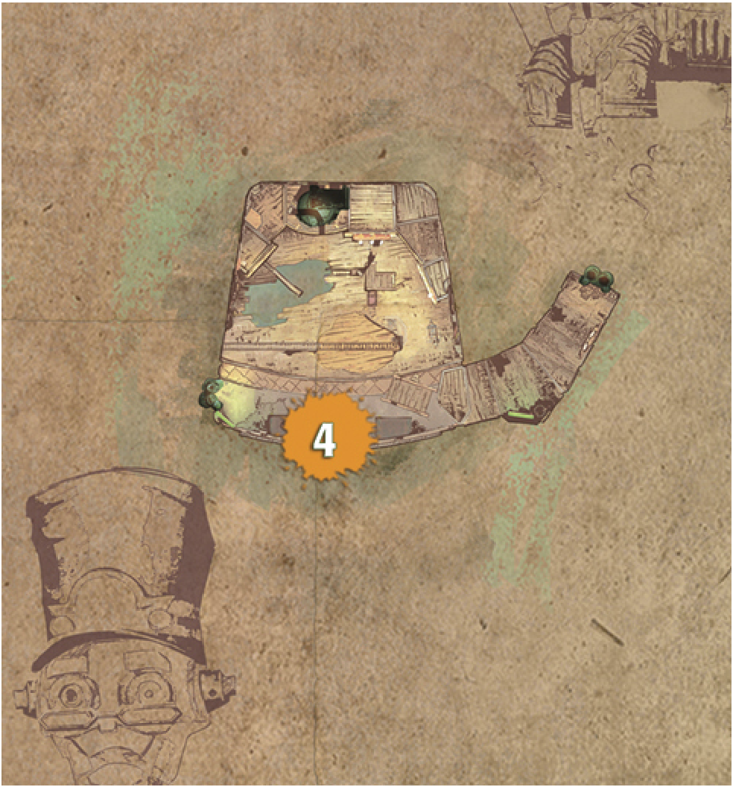
DISNEY GULCH



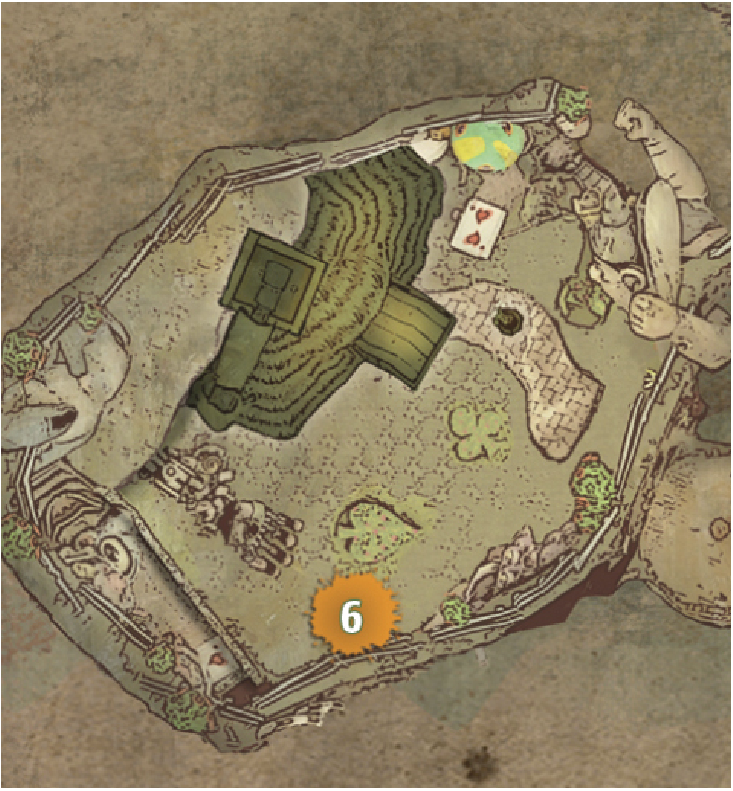
BLOT ALLEY



FORT WASTELAND



TRAIN TUNNELS



FLOATYARD

TASK

The Bunny Children start appearing in the second visit to certain levels. You need to get them to follow you over to the pipe and then decide where to send them.Thin the cover over the console so Oswald can shock it if you want to send the Bunny Children to Paulie's Ice Cream Parlor. If you want to send them to Ortensia, you can paint in the console and have Oswald reprogram it. The following areas have five Bunnies appear on the second visit, and pipes appear at the following locations:

- Waypoint 1: Mean Street South
- Waypoint 2: Disney Gulch
- Waypoint 3: Blot Alley
- Waypoint 4: Train Tunnels
- Waypoint 5: Fort Wasteland

- Waypoint 6: Floatyard

CHOICE 1

Send the Bunnies to Ortensia.

Rewards:

- 5 Bunnies: Ortensia says to bring back more Bunny Children and she'll find a reward.
- 10 Bunnies: The Bunnies start showing up outside Ortensia's house for the Thanks for the Memories quest.
- 15 Bunnies: Bronze Pin
- 20 Bunnies: 2 Bronze Pins
- 25 Bunnies: 3 Bronze Pins
- 30 Bunnies: 3 Bronze Pins

Complete the quest for Ortensia: Not Quite 101 Pin

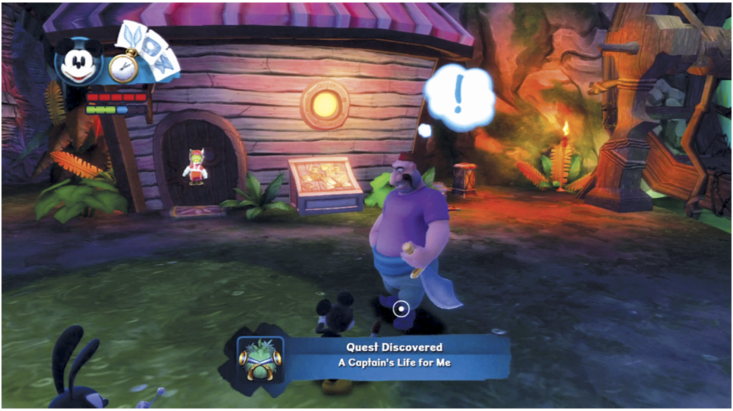
CHOICE 2

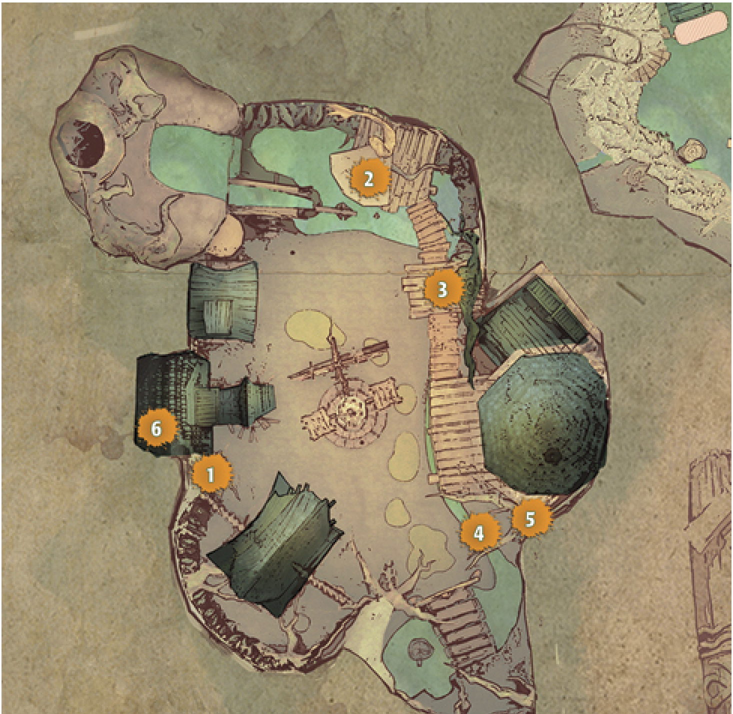
Send the Bunnies to Paulie.

Rewards:

- 5 Bunnies: 100 E-tickets
- 10 Bunnies: 100 E-tickets
- 15 Bunnies: 200 E-tickets
- 20 Bunnies: 200 E-tickets
- 25 Bunnies: 500 E-tickets
- 30 Bunnies: 1,000 E-tickets
- 30 Bunnies: I Scream, You Scream Pin (for completing the quest for Paulie)

A Captain's Life for Me





OVERVIEW

The Animatronic Captain Hook has disappeared and two pirates, Damien Salt and Beluga Billy, are both eager to become his replacement. Each pirate needs your help to take over the role as captain of the pirates. Damien wants to become captain so that he can win the heart of his true love. Billy wants to lead the pirates back to their old home of Tortuga.

- Available: Episode 2
- Starting Zone: Ventureland
- Main Quest NPC(s): Damien Salt (near DNN building), Beluga Billy (in front of train station)
- Associated Zones: Autotopia

PART 1

Both pirates are looking for a hidden item that requires the Giant Pearl to find. There are several ways to acquire the Giant Pearl:

- Buy the Giant Pearl from Tiki Sam for E-tickets
- Trade the Pearl of Wisdom (from Autotopia) to Tiki Sam for the Giant Pearl
- Sneak into the back of Tiki Sam's shop and borrow the Giant Pearl (you'll lose access to Tiki Sam's shop)

PART 2

After you have the Giant Pearl, choose between helping Damien Salt or Beluga Billy.

CHOICE 1

Help Damien Salt by finding Captain Hook's Treasure.

Step A

Take the Giant Pearl up to the Tiki Head on top of the Thinner falls and place it there.

Step B

Paint in the three mirrors in the Ventureland area:

- Waypoint 1: On the tree next to the train station roof
- Waypoint 2: Above the elevator
- Waypoint 3: On the toon tree above the door leading to the Thinner Cruise ride.

Step C

Return to the Tiki Head and get Captain Hook’s Treasure from the red chest.

Step D

Return the treasure to Damien.

- Reward: Love Conquers All Pin; Booty to the Head Pin from secret thinnable side wall entrance to the Captain's quarters

CHOICE 2

Find the Map of Tortuga for Beluga Billy.

Step A

Place the Giant Pearl on the desk inside the Captain’s quarters.

Step B

Find and activate three switches in the Ventureland area:

- Waypoint 4: Between the Crow’s Nest and the tree in front of the Captain’s quarters
- Waypoint 5: Inside the tree in front of the Captain’s quarters
- Waypoint 6: On the train station roof

Step C

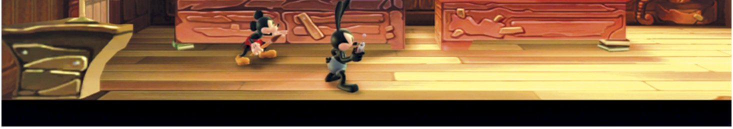
Go to the secret door under the bridge at the Ventureland entrance for the Map of Tortuga.

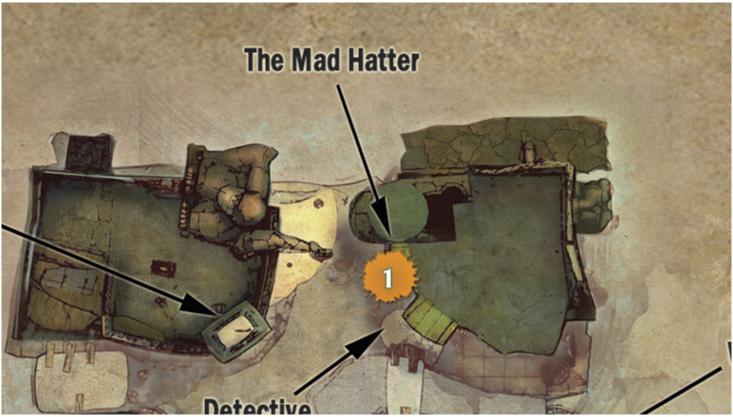
Step D

Return the Map of Tortuga to Billy.

- Reward: Careful Planning Pin; Booty to the Head Pin from secret thinnable side wall entrance to the Captain’s quarters

Clothes Make the Spatter





Overview

If you take a friendly route through Blot Alley, on the second visit Ian asks you to help make clothes for all the friendly Blotlings. He needs you to go to the Mad Hatter shop on Mean Street and have the Haberdasher make the clothes. Clarabelle in OsTown also would like you to make some Flower Costumes to repopulate her garden. You can collect cloth all over Wasteland, which can then be spent on making the costumes. Note that you can only do Clarabelle's side of the quest if you help her with her Flower Spatter part of the Horace's Assistant Assistance quest.

- Available: Episode 2 (second visit)
- Starting Zone: Blot Alley or OsTown
- Main Quest NPC(s): Ilan, Clarabelle, the Haberdasher
- Associated Zones: Mean Street South, OsTown

Choice 1

You can help Ian by going to the Mad Hatter shop (Waypoint 1) and spending cloth to make four costumes for his Blotlings.

- Reward: Spatter Stylist Pin

Choice 2

Clarabelle would like you to instead use your cloth to make Flower Costumes at the Mad Hatter (Waypoint 1). Each Flower Costume you return to her gets you a discount coupon at one of the shops in Wasteland.

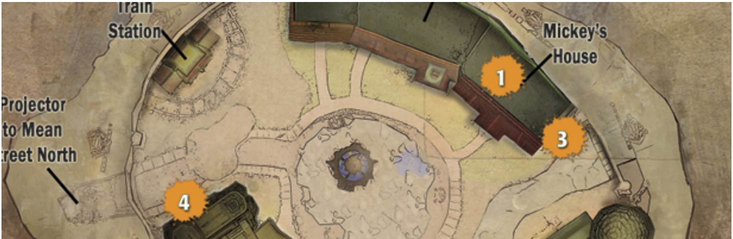
- Reward: The Green Thumb Pin, if you return all five Flower Costumes to Clarabelle

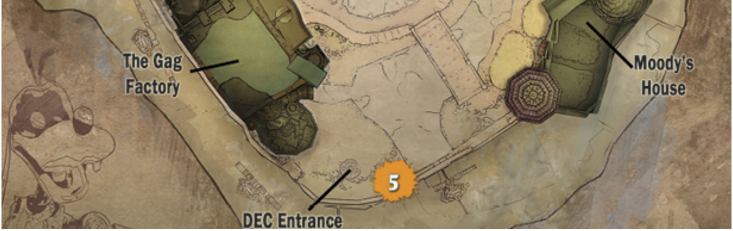
Creative Threedom

OVERVIEW

The Three Little Pigs have built a recording studio and need to pay off the debt from building it. Fifer Pig at the Cinema in Mean Street North has a deal in place, but he needs you to find his brothers so they can sign off on the deal. If you find either of the lost brothers before talking to Fifer Pig, they will start the quest instead.

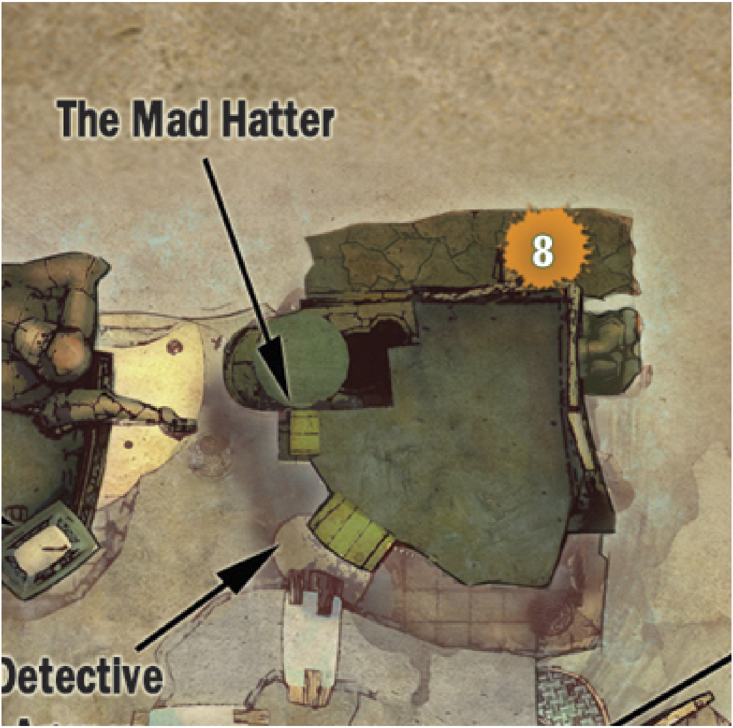
- Available: Episode 1
- Starting Zone: Mean Street North, OsTown or Fort Wasteland
- Main Quest NPC(s): Fifer Pig, Fiddler Pig, Practical Pig
- Associated Zones: OsTown, Fort Wasteland, Ventureland, Bog Easy, Mean Street North, Mean Street South, Disney Gulch



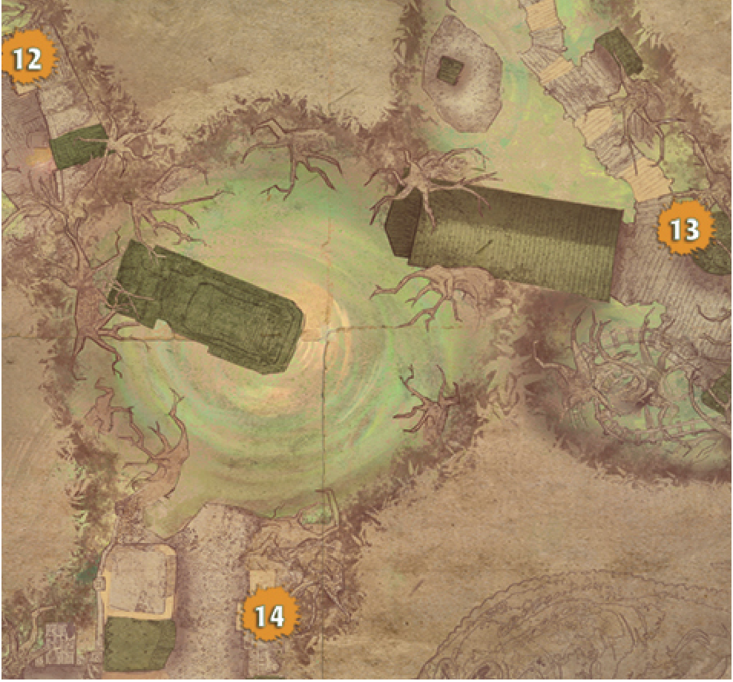


OSTOWN

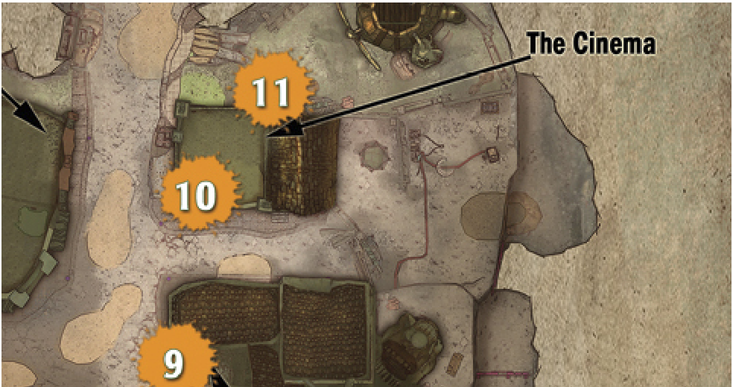
FORT WASTELAND



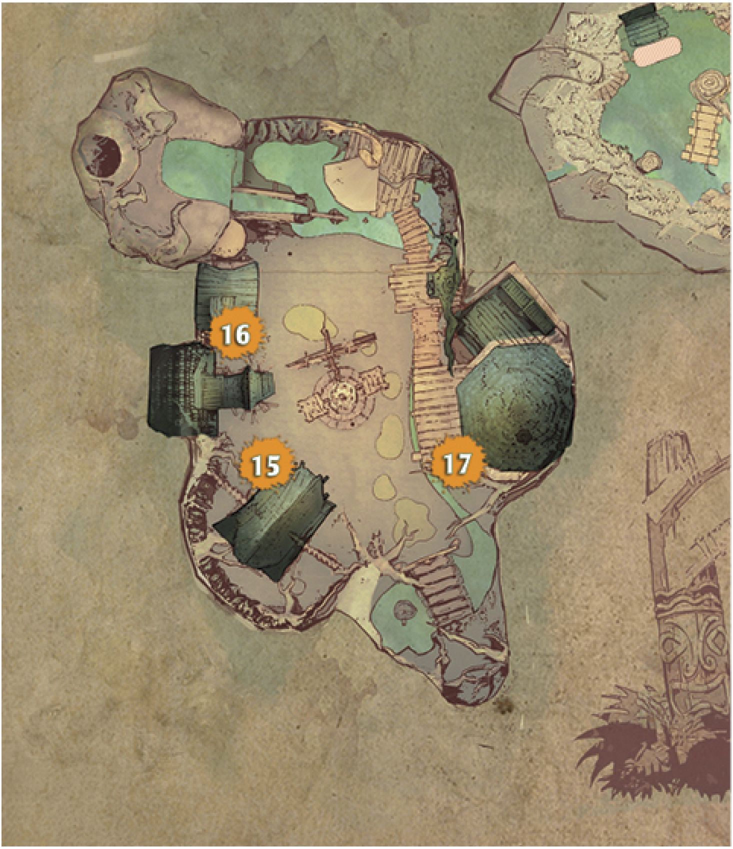
MEAN STREET SOUTH



BOG EASY



MEAN STREET NORTH



VENTURELAND

PART 1

Track down the missing pigs.

- Waypoint 1: Practical Pig is in Mickey’s House in OsTown if you complete “Goofy’s Fountain Mishap” quest in OsTown (visit 2).
- Waypoint 2: Fiddler Pig is in the jail at the end of Fort Wasteland.

PART 2

The reunited pigs return to their recording studio and need help paying off their 5,000 E-ticket debt.

CHOICE 1

Pay off the whole debt yourself for 5,000 E-tickets.

- Reward: All Ears Pin and a cut of the recording sales each time you return to their studio

CHOICE 2

Go to the Usher in the Mean Street North Cinema and ask him to pay off the debt in exchange for the pigs making music for his movies.

- Reward: 3 Bronze Pins and 50 E-tickets

CHOICE 3

Help the pigs put out a record to raise the money.

Step A

Find a replacement fiddle for Fiddler Pig from Tiki Sam’s shop in Ventureland or the bottom of the sinkhole in OsTown.

Step B

Paint the phone boxes in the towns around Wasteland. There are three each in OsTown, Mean Street North, Mean Street South, Bog Easy, and Ventureland.

- Waypoint 3: OsTown – On the side wall of Mickey’s House
- Waypoint 4: OsTown - On the Gag Factory wall near the projector entrance
- Waypoint 5: OsTown - Near the D.E.C. entrance
- Waypoint 6: Mean Street South – On the wall next to the Observatory elevator
- Waypoint 7: Mean Street South – On the right wall of the flower garden area
- Waypoint 8: Mean Street South - On the outer wall next to the large hat over the Mad Hatter shop.
- Waypoint 9: Mean Street North - On the wall just to the left of the tunnel to lower area

- Waypoint 10: Mean Street North - On the wall on the roof of the Cinema
- Waypoint 11: Mean Street North - On the northern wall of the Cinema, opposite the Windmill entrance
- Waypoint 12: Bog Easy – On a wall in Shanty Town
- Waypoint 13: Bog Easy – Near the forge in the Docks
- Waypoint 14: Bog Easy – On the rooftop in Old Town
- Waypoint 15: Ventureland – On the right wall of Tiki Sam's shop

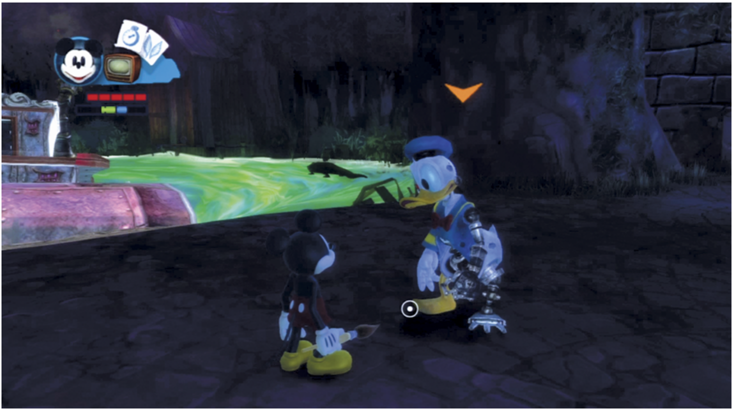
- Waypoint 16: Ventureland – On the left wall of the DNN building
- Waypoint 17: Ventureland – On the wall of the pigs' recording studio

Step C

Bring back the missing pigs. Fiddler is in OsTown, and Fifer is in Disney Gulch.

- Reward: All Ears Pin

Donald's Date

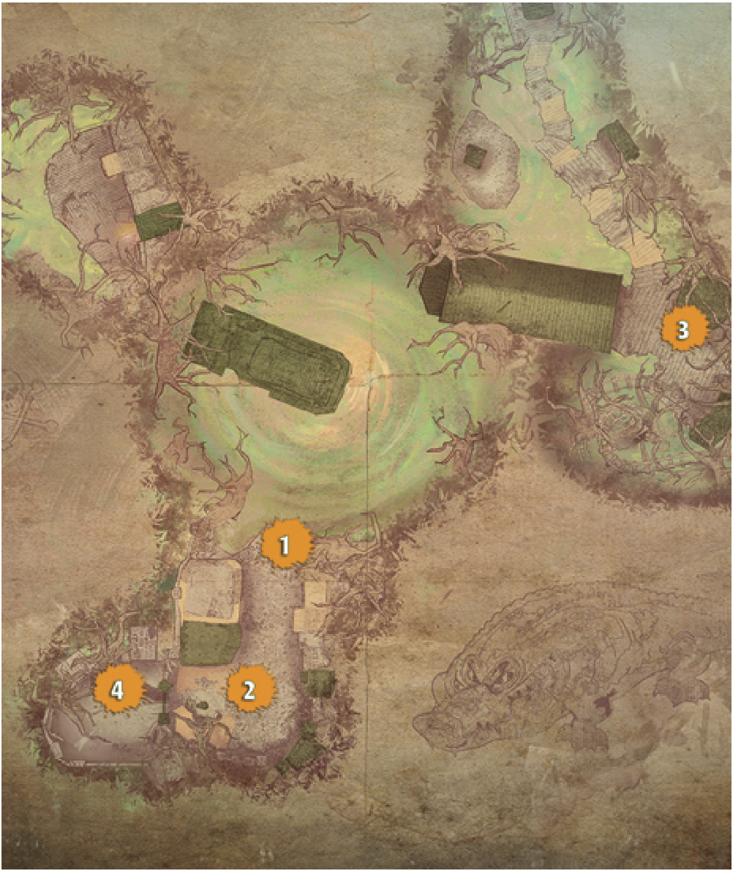


OVERVIEW

Animatronic Donald (Waypoint 1) is late for a date with Animatronic Daisy and his boat is broken. Donald needs you to ask Gremlin Sparks (Waypoint 2) to fix his boat. On the second visit to Bog Easy, Sparks can help to repair the boat, but he needs some help of his own first.

- Available: Episode 2 (second visit)
- Starting Zone: Bog Easy

- Main Quest NPC(s): Donald Duck (Waypoint 1), Sparks (Waypoint 2)
- Associated Zones: Ventureland



bog easy

PART 1

Before Sparks can fix Donald's boat, his forge (Waypoint 3) must be repaired. Go to Sparks's forge at the Docks in Bog Easy. Oswald can enable a temporary generator to get you on the forge roof.

CHOICE 1

Pay Scrap Metal to Sparks and have him repair it.

CHOICE 2

Fix the broken hatch on the roof with Paint or Thinner.

- Reward: Jumpstart Pin (If you used Thinner, you must pay Scrap Metal or miss out on the pin.)

PART 2

Once the forge is repaired, Sparks needs you to get a gear from Ghost Gilbert at the graveyard (Waypoint 4) in Old Town. The choice in this quest will influence the game ending.

CHOICE 1

Gilbert offers a fake gear to give to Sparks instead of the real one.

- Reward: Gotcha Pin and Scrap Metal, more concept art for sale at Le Bat En Rouge (However, Donald's repaired boat is nothing special and he's late for his date, so Daisy will be upset.)

CHOICE 2

Solve the statue puzzle in the graveyard to get the real gear, but Gilbert offers to buy it from you for E-tickets and gives you the fake gear.

- Reward: Same as above plus 1,000 E-tickets

CHOICE 3

Solve the statue puzzle and return the real gear.

- Reward: 20,000 Leagues Under the Thinner Pin and Donald's boat is upgraded to a submarine; Donald and Daisy happy at the end (Daisy also awards the Diving Miss Daisy Pin when you meet her in Episode 3.)

The Encyclopaedia Wastelandica

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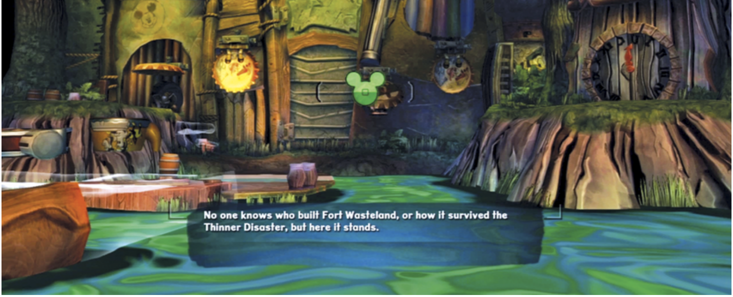
Zoom
A Take Picture
0 / 6

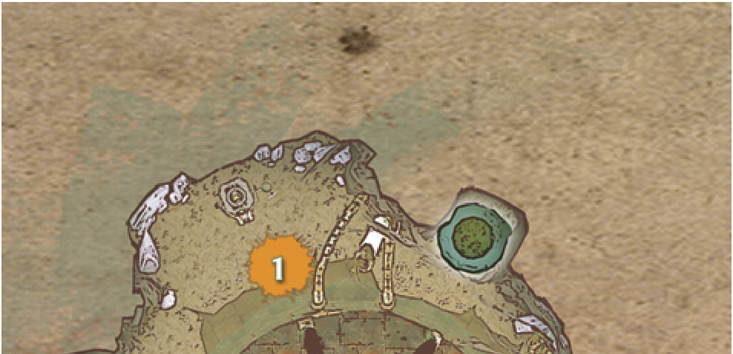


No one knows who built Fort Wasteland, or how it survived the Thinner Disaster, but here it stands.

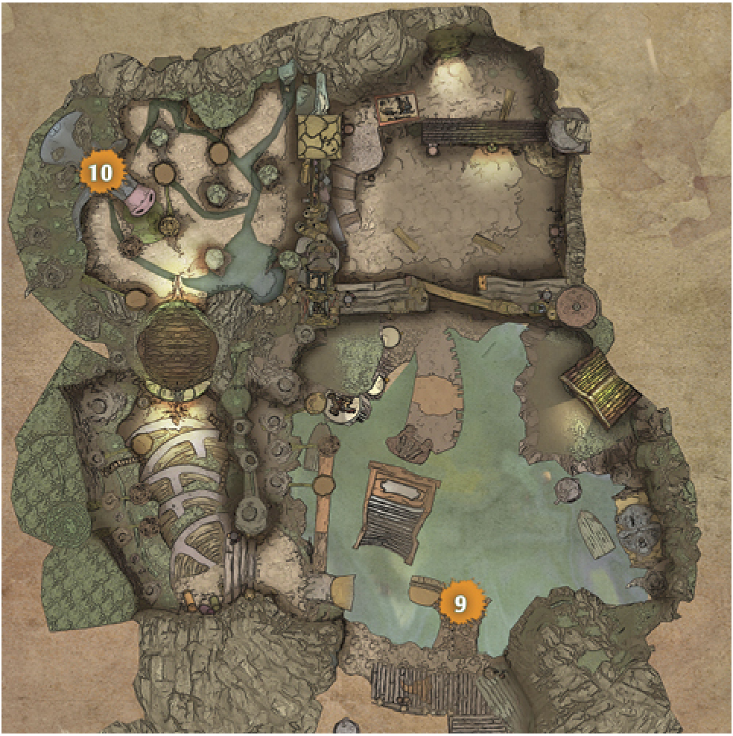
OVERVIEW

Adelle in the Camera Shop wants to catalog the changes made to Wasteland by the quakes. She needs you to explore Wasteland and take pictures of major landmarks.

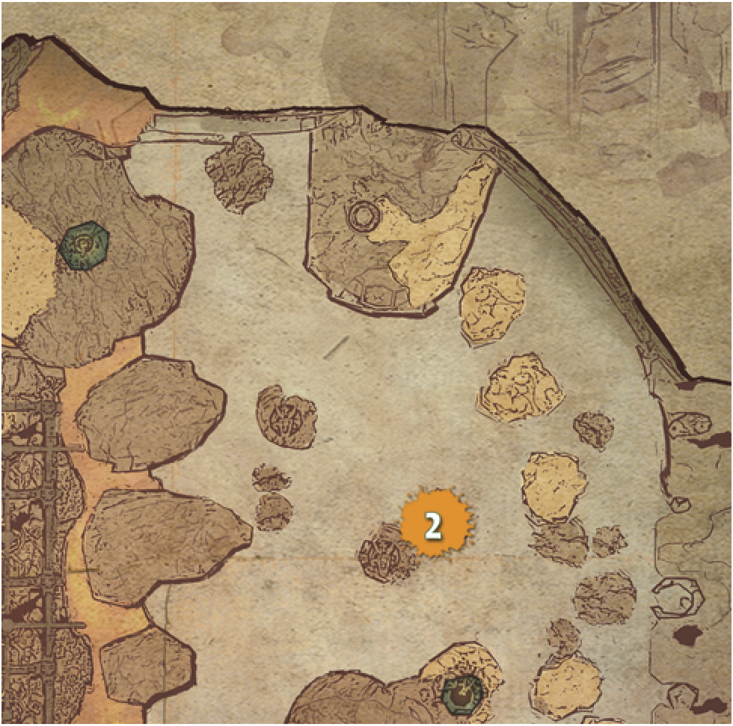
- Available: Episode 1
- Starting Zone: Mean Street North
- Main Quest NPC(s): Adelle
- Associated Zones: Rainbow Falls, Rainbow Caverns, Disney Gulch, Blot Alley, Fort Wasteland, Train Tunnels, Floatyard, Autotopia



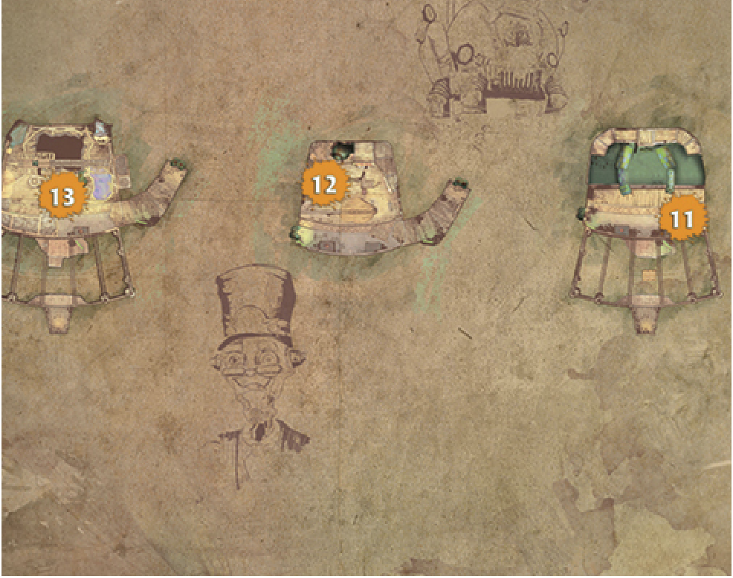
RAINBOW FALLS



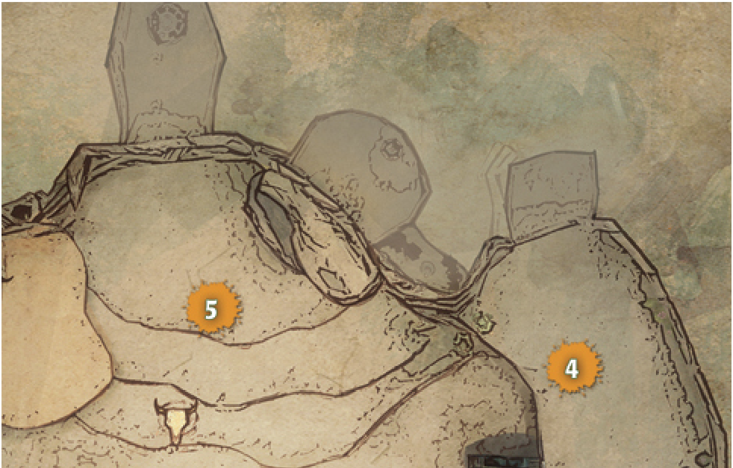
FORT WASTELAND

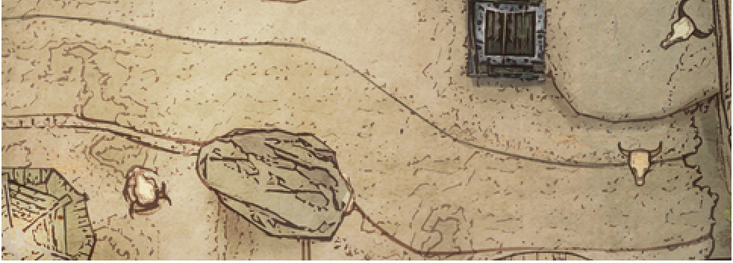


RAINBOW CAVERNS

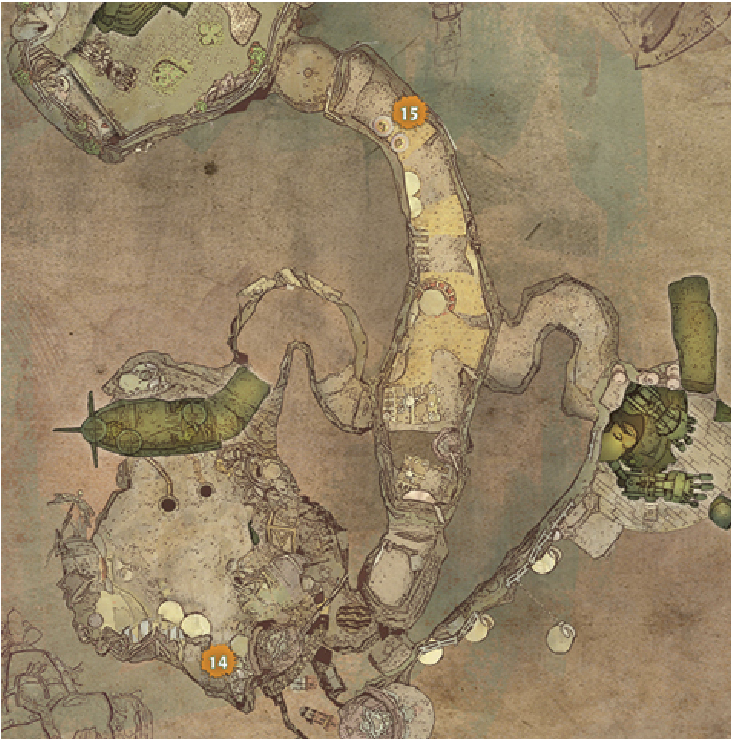


TRAIN TUNNELS

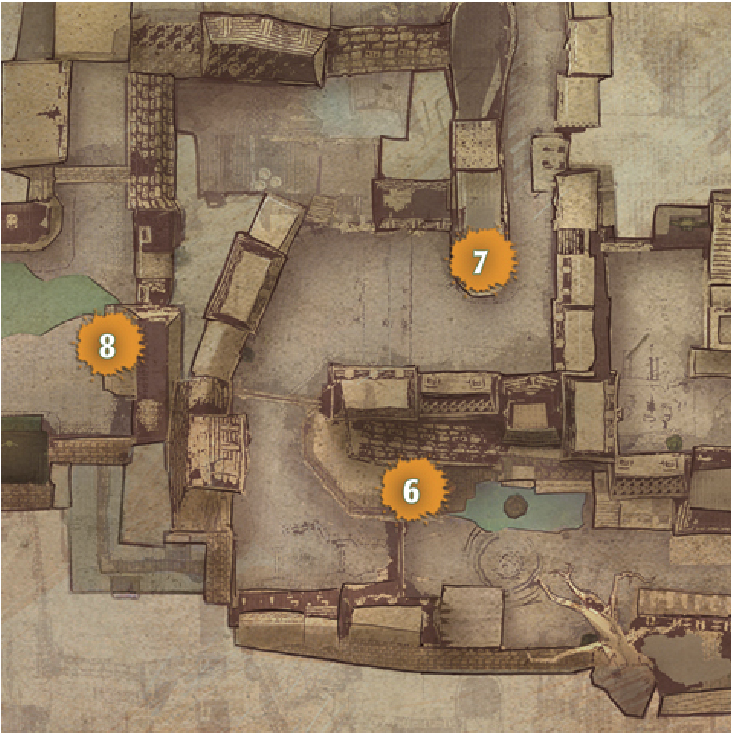




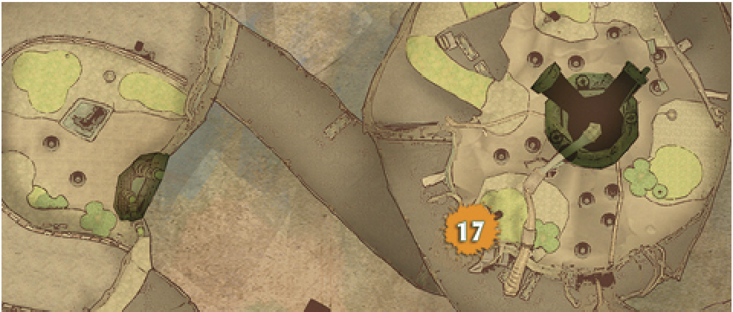
DISNEY GULCH

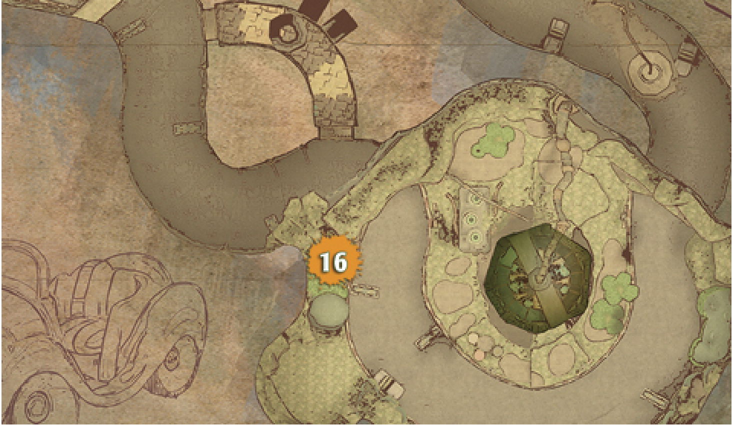


FLOATYARD



BLOT ALLEY





PART 1

RAINBOW FALLS:

- Waypoint 1: A shot of the falls
- Picture Spot is near the edge of the main room, overlooking the Falls.
- Gus's comments reflect whether the pipes were restored or thinned.

Rainbow Caverns:

- Waypoints 2 and 3: A shot of the angel
- There are two Picture Spots in the level:
    - One in the small cave on the Devil Side (by red chest)
    - Another is on one of the stone pillars to the right of the Angel's Sword.
    - Gus comments on whether the Angel was restored, and from which side the picture was taken.

DISNEY GULCH:

- Waypoint 4: A shot of the main Guardian Pool that runs through the zone
- Picture Spot is at the Angel Side entrance to the Gulch right next to the elevator.
- Gus comments on the state of the pools when the picture was taken.
- Waypoint 5: A shot of the Saloon
- Picture Spot is right in the front of the zone, near the D.E.C. entrance.
- Gus comments on whether the Battery was retrieved, and whether the Saloon is repaired or not.

BLOT ALLEY:

- Waypoint 6: A shot of the Ink Well and fountain
- Picture Spot is on the raised platform (by blue chest).
- Gus comments on state of the Ink Well and presence or absence of Spatters and state (painted or not) of Spatters.
- Waypoint 7: A shot of the square and laundry
- Picture Spot is on the raised platform near Oswald shock point.
- Gus comments on whether the central square was dropped into the Thinner.
- Waypoint 8: A shot of Club 13 and alley
- Picture Spot is on the platform near the Gremlin.
- Gus comments on state of area and presence or lack of Petetronic.

FORT WASTELAND:

- Waypoint 9: A shot of the front of the fort
- Picture Spot is on the middle boot-shaped island.
- Gus comments on whether picture was taken with cannons active or not.
- Waypoint 10: A shot of the forest with the fort in the background
- Picture Spot is on the top of Babe the Ox's head.
- Gus comments on whether trees were knocked down or still standing.

TRAIN TUNNELS:

- Waypoint 11: A shot of the Clock Tower
- Picture Spot is on the center suspended platform.
- Gus comments on state of Clock Tower.
- Waypoint 12: A shot of the Mad Doctor's Snowglobe
- Picture Spot is on the steam-covered platform (thinning the red strap on the wall above blocks the steam).
- Gus comments on state of the ship and area.
- Waypoint 13: A shot of the Blot
- Picture Spot is on the high platform.
- Gus comments on state of Blot and area.

FLOATYARD:

- Waypoint 14: A shot of toon legs (or lack thereof), Beetleworx Replicator, and doorway
- Picture Spot is on the cliff above toon drums.

- Gus comments on whether or not door is open, state of the Replicator, and whether the legs are there.
- Waypoint 15: A shot of "Toon chasm"; the central hallway from the highest vantage point near the entrance to the Alice Area
- Picture Spot is at the far end of the chasm on the platform (by Gremlin).
- Gus comments on state of chasm.

AUTOTOPIA:

- Waypoint 16: A shot of the control tower
- Picture Spot is on a ledge to the left of the starting projector, behind a toon tree.
- Gus comments on state of the tower and zone.
- Waypoint 17: A shot of the largest Guardian Pool in the zone
- Picture Spot is on the high alcove.
- Gus comments on Guardian Pool's state.

PART 2

Bring back the photos to Adelle.

Rewards:

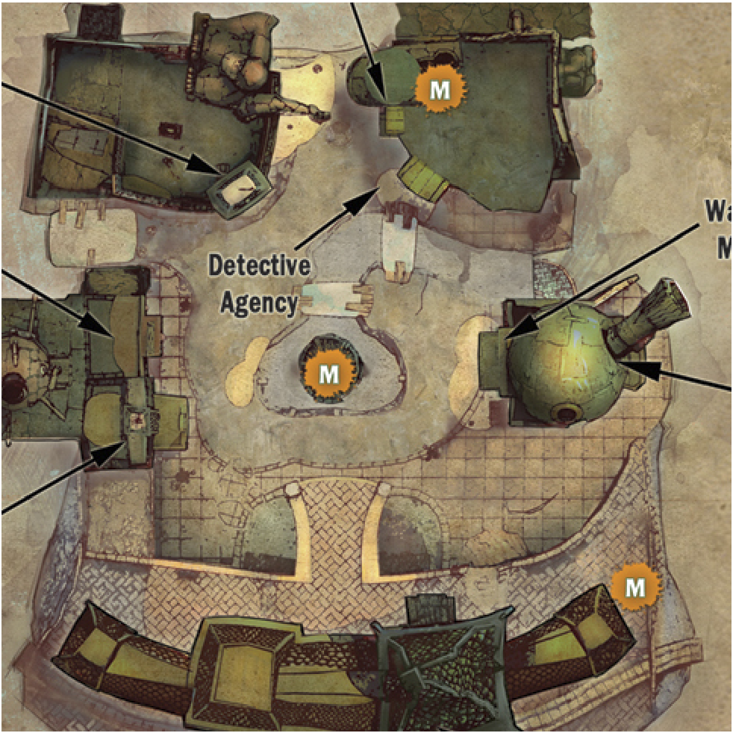
- 50 E-tickets for every photo turned in
- When all pictures are turned in, get the Research Assistant Pin
- Never Too Thinned Pin is available at Pin Trader after quest is assigned
- Staff Photographer Challenge is earned after all pictures are turned in

Finding the Hidden Heroes

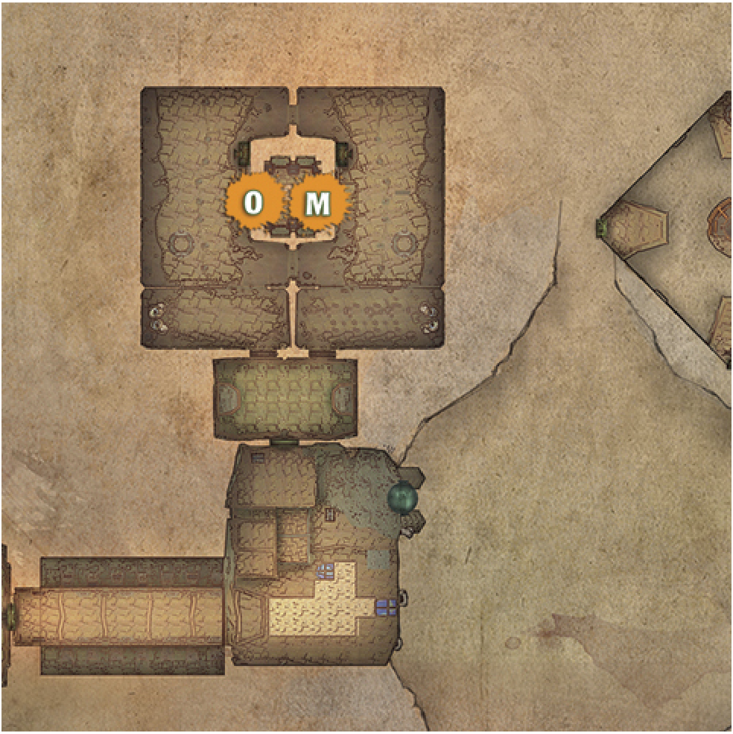
OVERVIEW

Seth is making a flower garden in Mean Street South and is looking for inspiration. He would like to pattern his garden after Mickey or Oswald and asks you to take photographs of their likenesses around Wasteland. Seth gives you goals for the number of pictures to take, and he rewards you when you hit each goal. He will complete the garden after three goals have been reached.

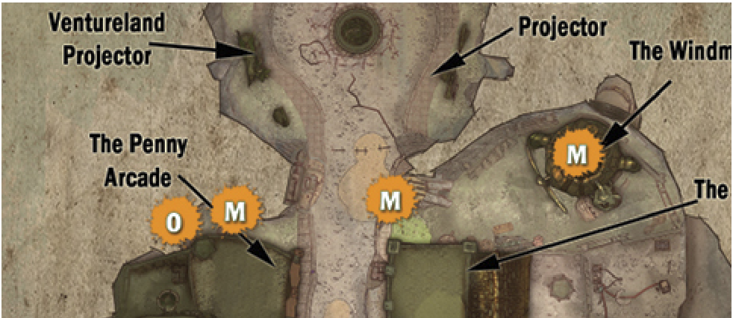
- Available: Episode 1
- Starting Zone: Mean Street South
- Main Quest NPC(s): Seth
- Associated Zones: All levels

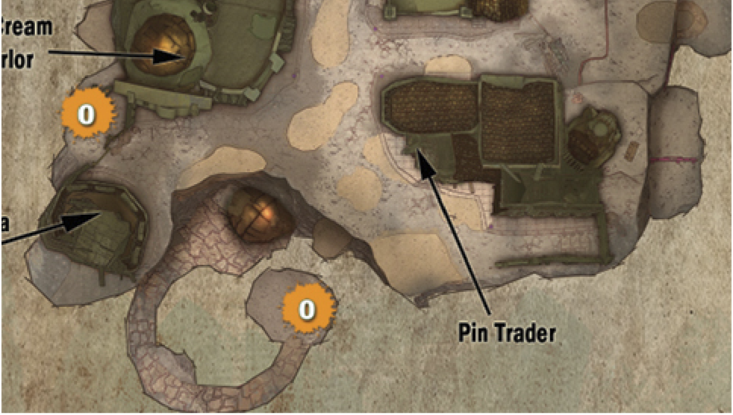


RAINBOW FALLS

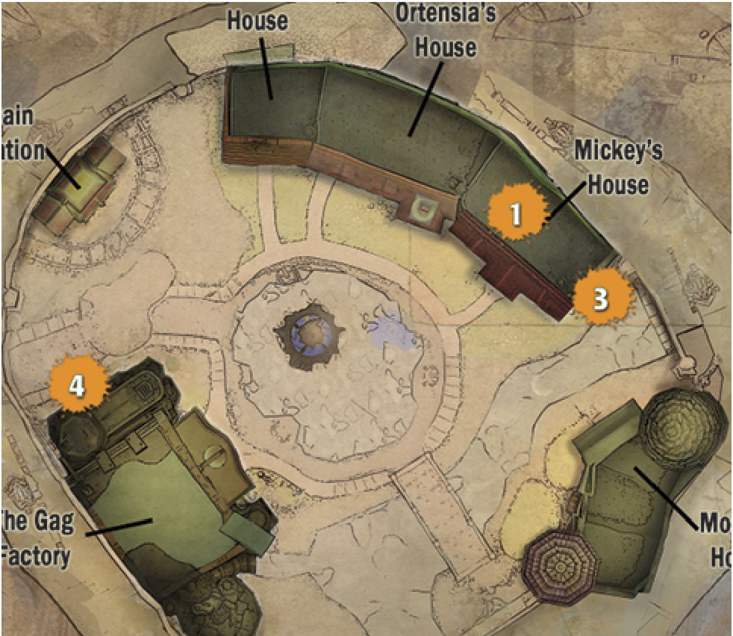


The Underground

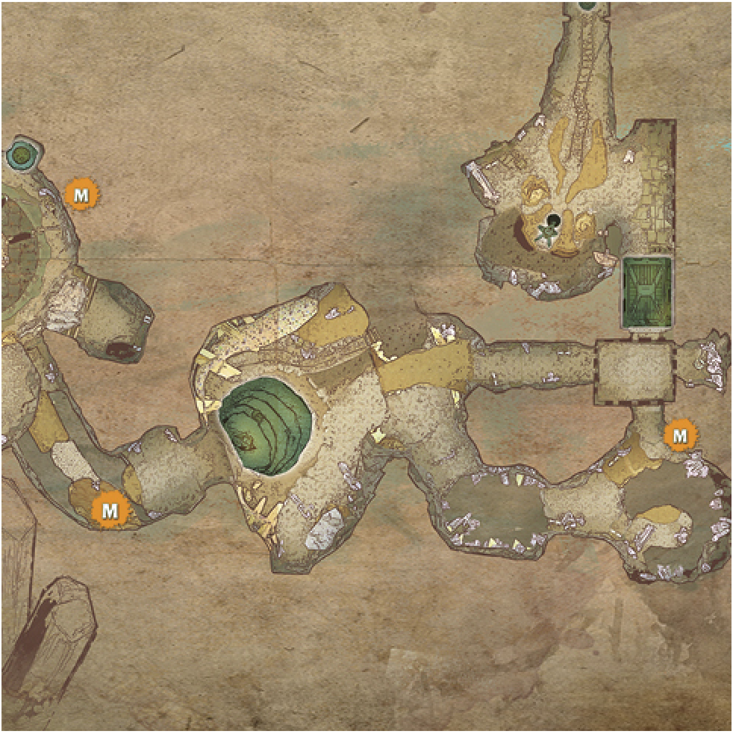




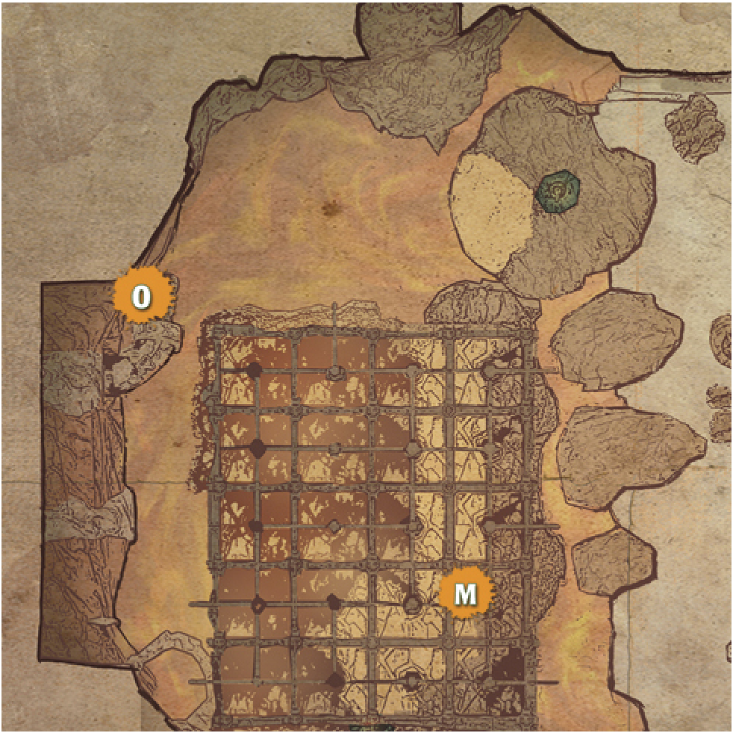
Mean Street North



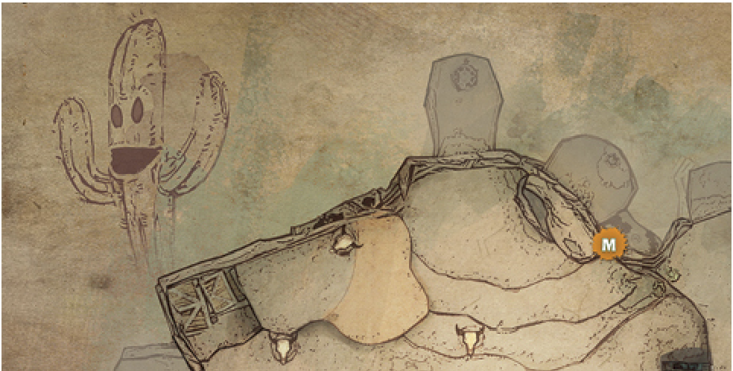
Ostown

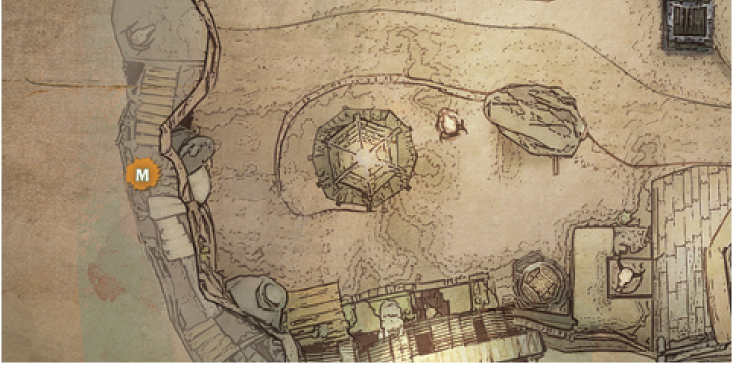


Rainbow Falls

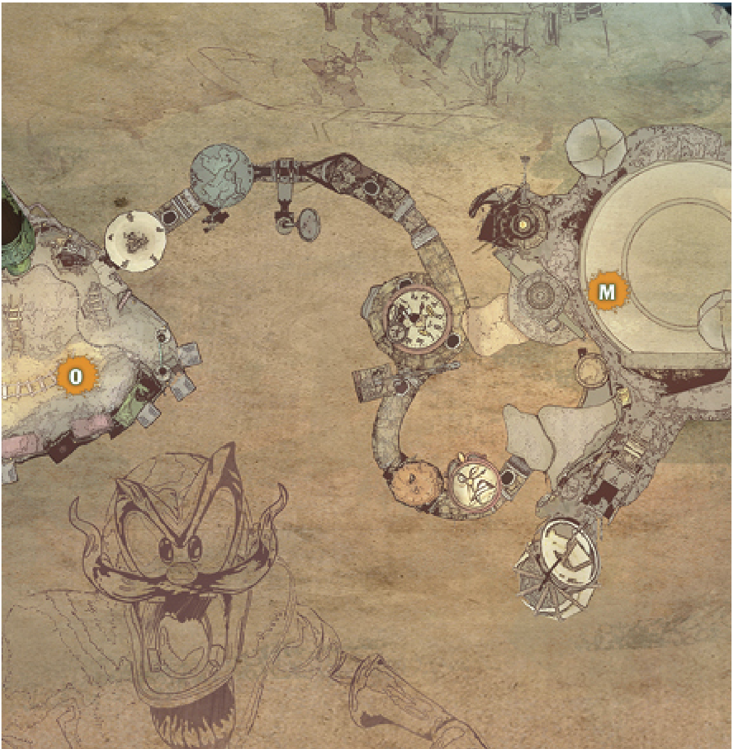


Rainbow Caverns

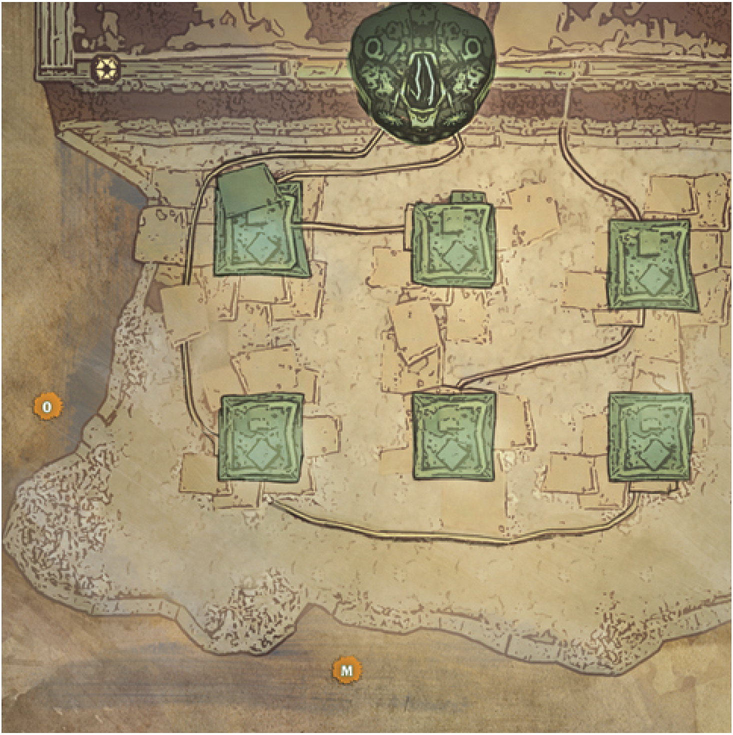




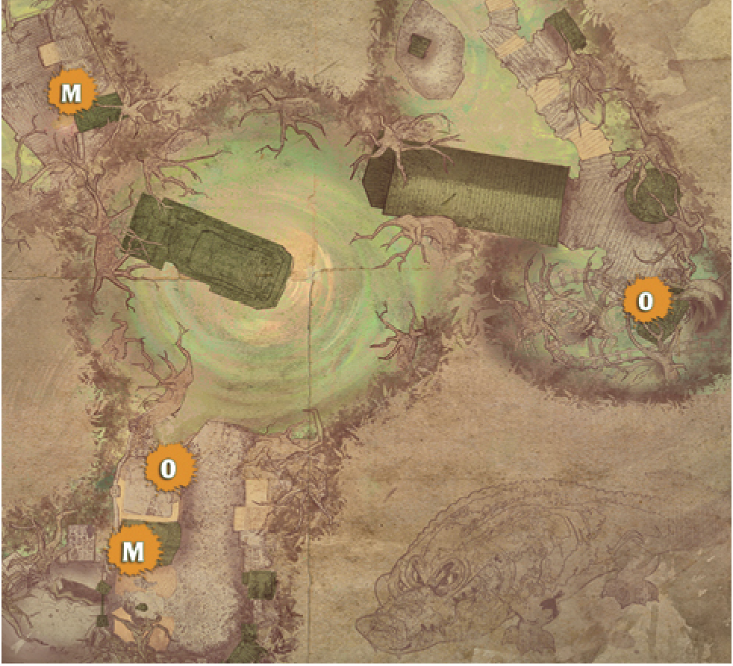
Disney Gulch



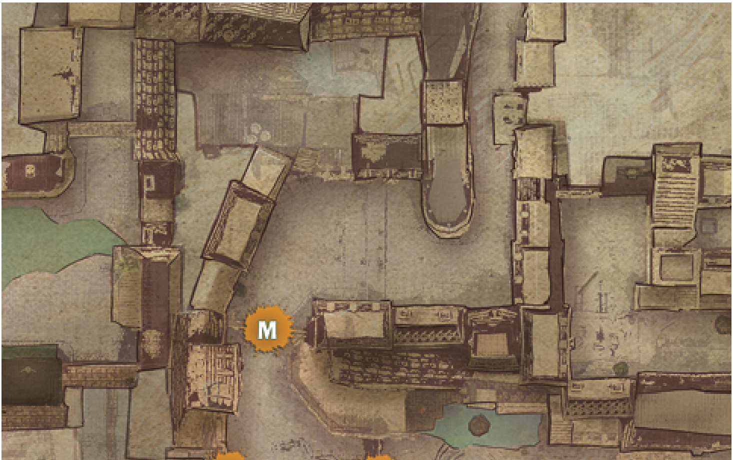
Disney Gulch

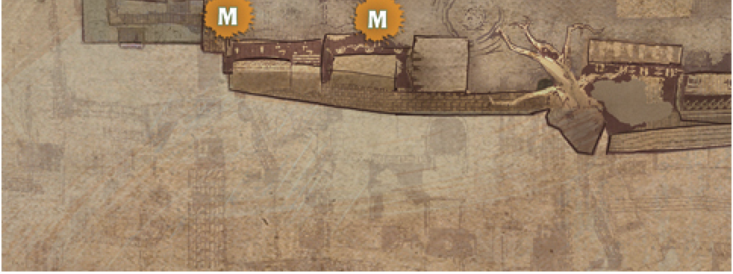


Prescott’s Arena

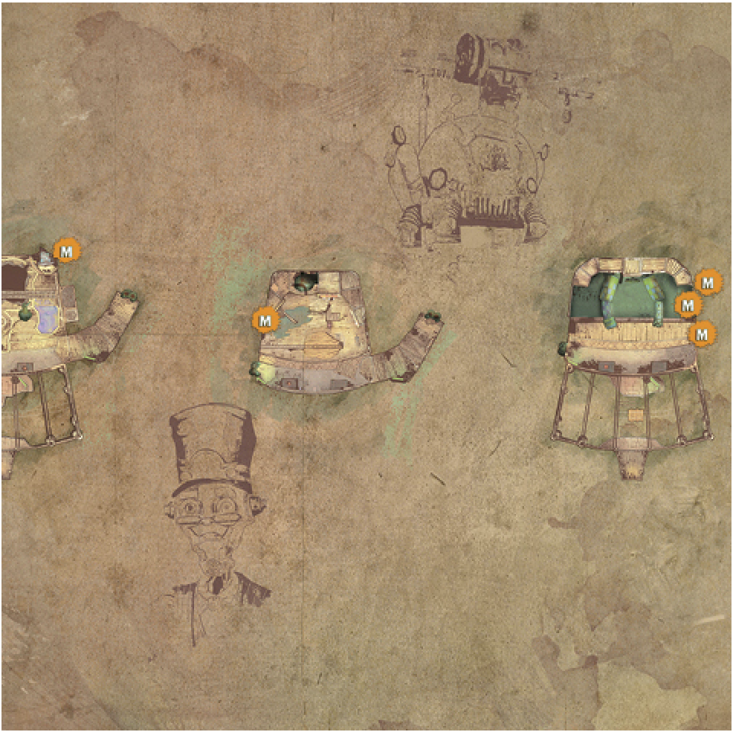


Bog Easy

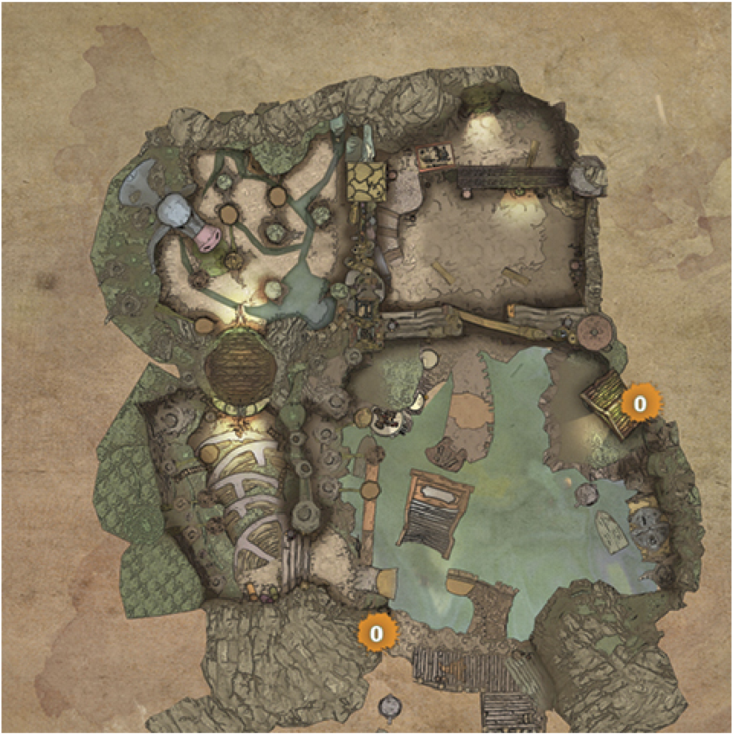




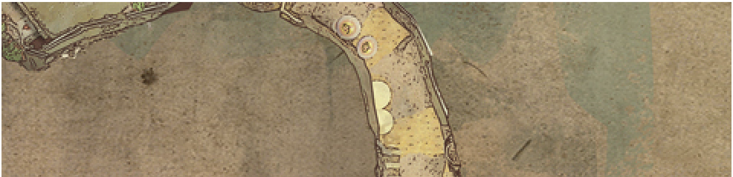
Blot Alley

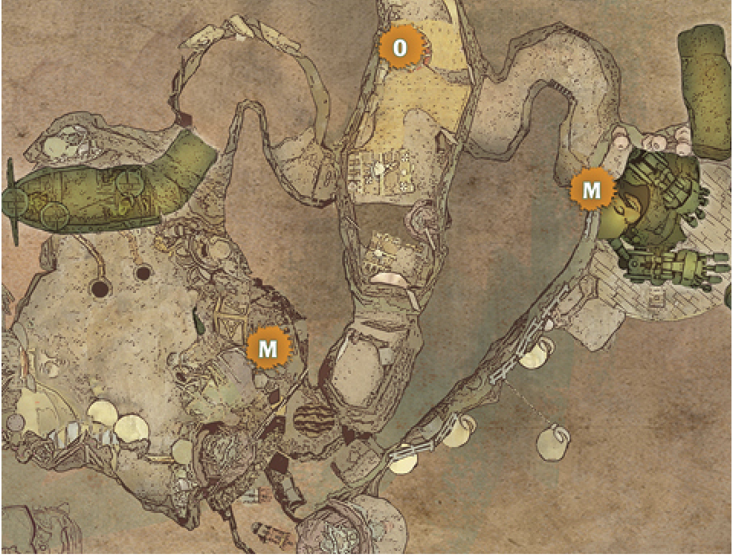


Train Tunnels

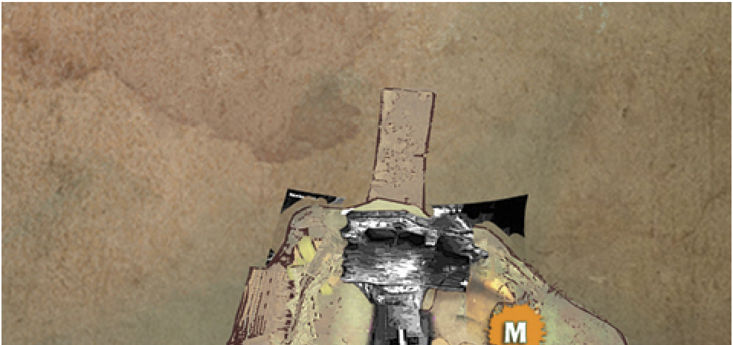


Fort Wasteland

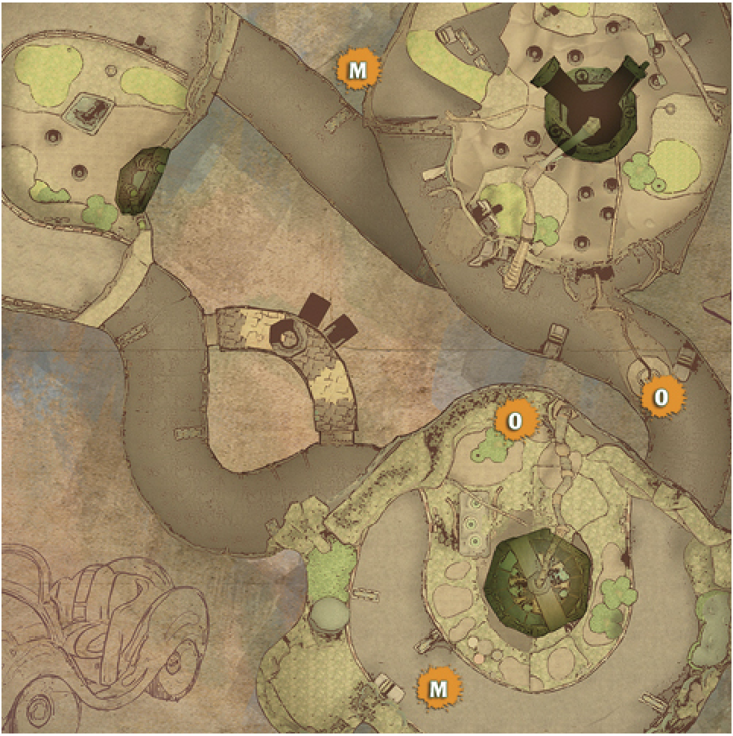




Floatyard



Ventureland



Autotopia

Mad Doc's Attic

CHOICE 1

Turn in more Mickey pictures and receive the first piece of the Firefighter Costume.

CHOICE 2

Turn in more Oswald pictures and receive the first piece of the Mad Doctor Costume.

- Bonus Reward: If the garden image matches the head you chose for the statue in Goofy's Fountain Mishap, you will complete the Heads Up Challenge when you bring a photo of the statue back to Seth in Mean Street South..
- Reward: Seth awards E-tickets based on what pictures are turned in after you take the following numbers of pictures:

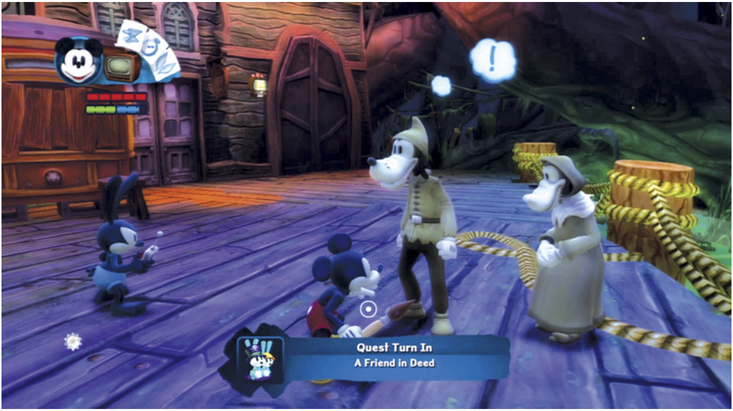
Mickeys:

- 10 = 50 E-tickets
- 20 = 100 E-tickets
- 30 = 250 E-tickets

Oswalds:

- 7 = 100 E-tickets
- 14 = 250 E-tickets
- 21 = 500 E-tickets

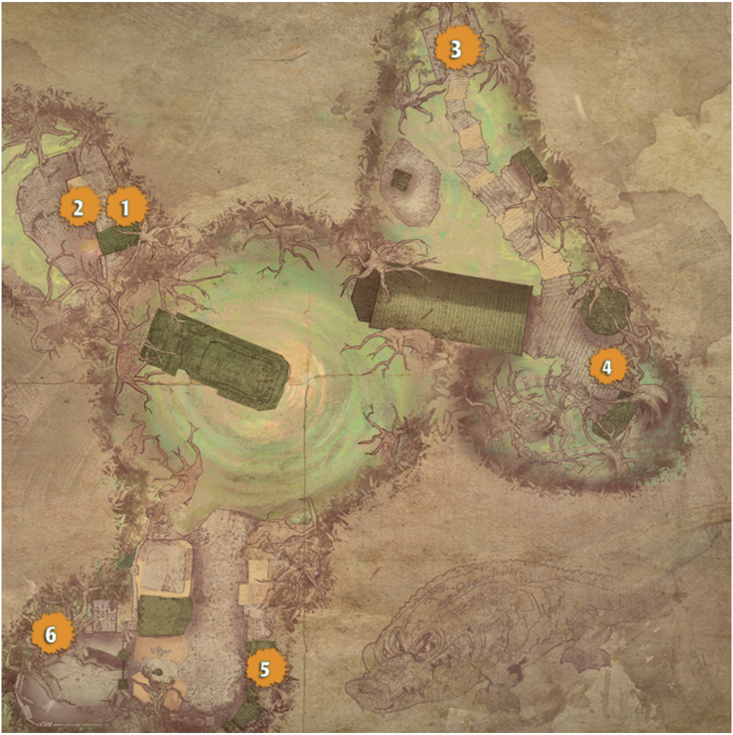
A Friend in Deed



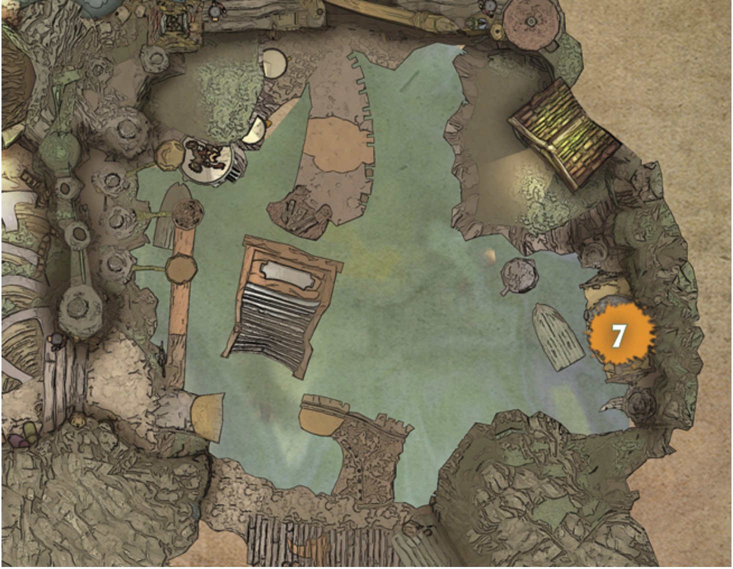
OVERVIEW

Gremlin Sparks is undertaking a project to refurbish an abandoned building in Bog Easy's Old Town. Two locals, Bertrand and Metairie, are arguing over who deserves the building when it's finished. Bertrand wants to rebuild his Magic Shop and Metairie needs to replace her house, which was destroyed in the quakes.

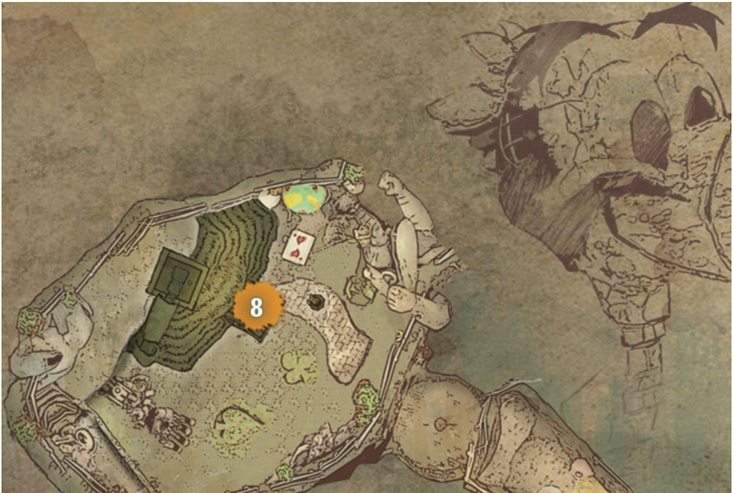
- Available: Episode 2 (second visit)
- Starting Zone: Bog Easy
- Main Quest NPC(s): Sparks (Old Town), Metairie (Shanty Town), Bertrand (Shanty Town)
- Associated Zones: OsTown, Fort Wasteland, Floatyard, Autotopia



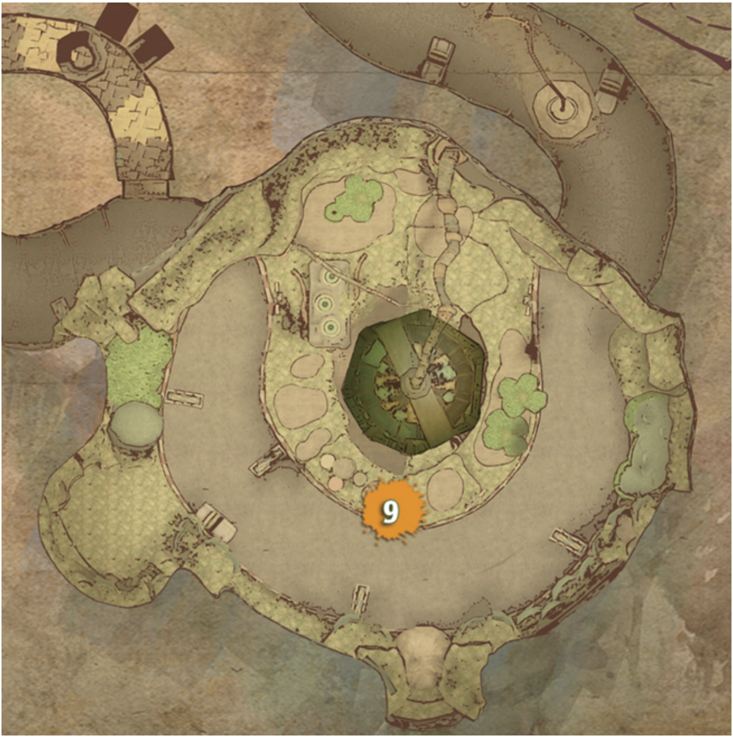
BOG EASY



FORT WASTELAND



FLOATYARD



AUTOTOPIA

PART 1

Sparks can repair the abandoned building in Old Town with your help. If you reprogrammed all three Beetleworx Replicators in your first visit to Bog Easy, the building is finished for free. If you didn't reprogram some of the Beetleworx, you have to pay extra Scrap Metal for each one you didn't reprogram.

PART 2

Sparks gives you the deed to the new building and you must decide whether to give it to Bertrand or Metairie.

CHOICE 1

Bertrand will rebuild his Magic Shop if you give him the deed.

Step A

Bertrand moves into the new Magic Shop, but he asks you to break all the magic hats he left around town so that the Bunny Child who works for him will return.

- Waypoint 1: On top of the rooftop in Shanty Town
- Waypoint 2: Inside a thinnable wall of the middle building in Shanty Town
- Waypoint 3: On top of the shack on the outskirts of the Docks
- Waypoint 4: Near the train station on the Docks
- Waypoint 5: To the right of the fireworks dispenser on the rooftops in Old Town
- Waypoint 6: Inside a crypt in the graveyard in Old Town; use Invisible Ink to sneak in

There are two hats in each of the three areas of Bog Easy. Find all six hats and break them with Spin Attacks.

- Reward: The Magic Shop will let you play a game of chance. You can pay 50 E-tickets for a chance to win more E-tickets. You can win the following:
- 5 E-tickets (30%)
- 25 E-tickets (30%)
- 50 E-tickets (20%)
- 100 E-tickets (10%)
- 250 E-tickets (5%)
- 1,000 E-tickets (3%; +1% after you win each of the pins)
- Bibidi Bobbidi Boo Pin (1%; can only win once)
- Hockety Pockety Wockety Wack Pin (1%; can only win once)

CHOICE 2

Metairie moves in and asks for help replacing a precious keepsake.

Task

Metairie has an empty picture frame that she needs you to fill. There are three choices of where to take a picture.

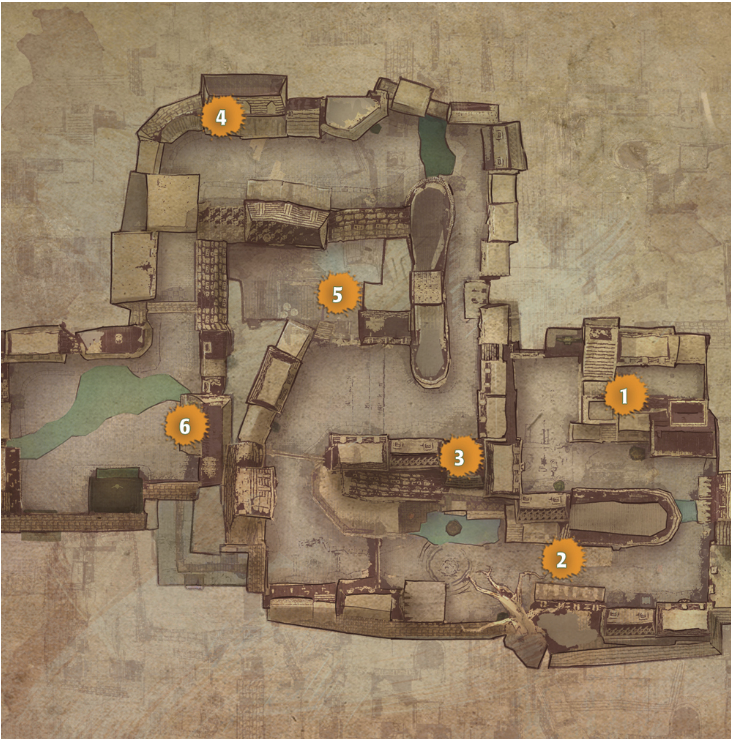
- Waypoint 7: Fort Wasteland: The sleeping bear (Reward: 50 E-tickets)
- Waypoint 8: Floatyard – The eye in the Alice Area spying you (Reward: Silver Pin)
- Waypoint 9: Autotopia: Gilda driving over the bridge (Reward: Second piece of the Firefighter Costume)
- Reward: If you take one picture, you get the reward listed for the spot above. If you return with all three pictures, you complete the Picture Perfect challenge.

Horace's Assistant Assistance

OVERVIEW

Horace is swamped with work because of the quakes and needs a new assistant to help carry the load. For now, he has a ghost named Tedworth helping, but he's too annoying and Horace wants to be rid of him. You need to get rid of Tedworth and find a new assistant for Horace.

- Available: Episode 2
- Starting Zone: Mean Street South
- Main Quest NPC(s): Horace, Tedworth, Barnacle Jones, Clarabelle
- Associated Zones: Blot Alley, Ventureland, OsTown



Blot Alley

PART 1

Get rid of Tedworth by finding his lost teddy bear in Blot Alley. There are six pieces to the teddy bear, all scattered about in Blot Alley.

- Waypoint 1: Teddy bear body in the alley behind a thinnable wall to the left of the starting projector.
- Waypoint 2: Teddy bear head on the upper platform along the right wall before the fountain.
- Waypoint 3: Teddy bear arm on a platform in the market square.
- Waypoint 4: Teddy bear leg in a room at the top of the winding staircase at the end of the alley.
- Waypoint 5: Teddy bear arm behind the gate past the destructible door.
- Waypoint 6: Teddy bear leg on a platform next to Club 13.
- Reward: Exorcised Pin

PART 2

With Tedworth gone, you need to find a new assistant for Horace.

CHOICE 1

Barnacle Jones in Ventureland can be persuaded to join Horace, but he needs to get his special compass back from another pirate, Scurvy Pat.

Step A

You can take a picture of Scurvy Pat while he's holding the compass. If you photograph him with the compass, he admits he stole it and returns the compass. From then on, he'll be in Disney Gulch. Each time you visit, he'll give you special pins that he finds in his mom's collection. You can also thin out Scurvy Pat as Barnacle Jones suggests, but he will not travel to Disney Gulch and you won't be able to get the special pins from him.

Step B

Return the compass to Barnacle Jones, and he'll become Horace's assistant. Or give the compass to Horace in order to eliminate Barnacle Jones and clear the way for Clarabelle.

- Reward: Lost and Found Pin and 100 E-tickets. You can also get extra pins from Scurvy Pat in Disney Gulch if you gave the compass to Horace but didn't thin out Scurvy Pat.

CHOICE 2

Clarabelle in OsTown is the preferred choice for Horace's assistant, but Horace must be convinced she is right for the job first.

Step A

Clarabelle has an adopted Spatter that won't stop crying. If you return the Flower Costume from finishing Fort Wasteland, the Spatter will stop crying. If you used the Thinner path to finish Fort Wasteland, you have to take the costume to the Mad Hatter shop for repairs first.

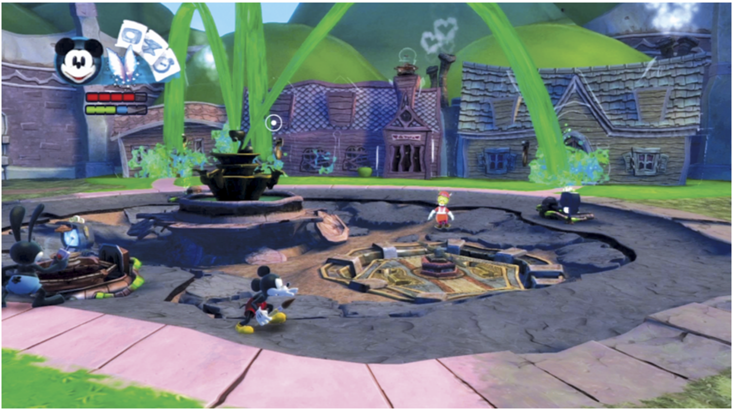
- Reward: Gold Pin and the Very Messy Thank You Note from the Spatter

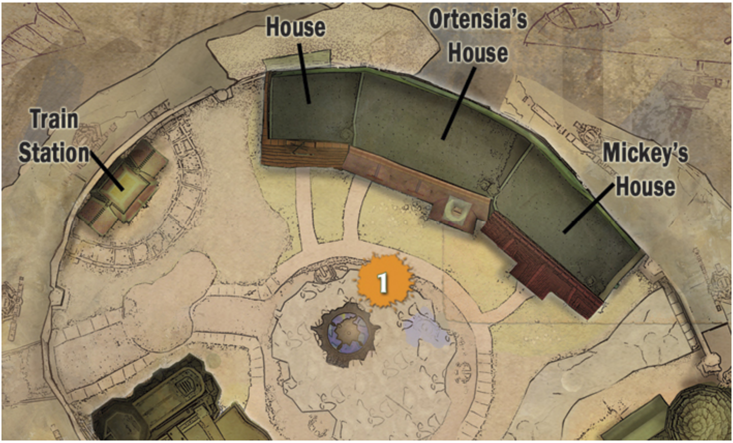
Step B

Return to Horace with the Very Messy Thank You Note to show how Clarabelle has cared for the Spatter. The note impresses Horace, and he agrees to hire Clarabelle as his assistant.

- Reward: Beautiful Friendship Pin
- Ending: The choice made during this quest will be reflected in the game ending. If you choose Clarabelle, she's with Horace at the end. Otherwise, Horace is by himself (and sad) at the end.

Goofy's Fountain Mishap





ostown

OVERVIEW

During the first visit to OsTown, you helped Goofy clean up a mess of Thinner in the sinkhole of OsTown. Goofy is still at work cleaning up the mess and needs your help again. Some pieces of the broken Oswald statue fell into the sinkhole, and he needs you to recover them. Explore the sinkhole and recover the statue pieces by moving them to Transport Tubes. At the bottom of the sinkhole, you find two paths: one leads to a Mickey head and the other (opened by Oswald only) leads to the original Oswald head.

- Available: Episode 2 (second visit)
- Starting Zone: OsTown

- Main Quest NPC(s): Goofy (Waypoint 1)

CHOICE 1

Bring back the Mickey Head to use on the statue.

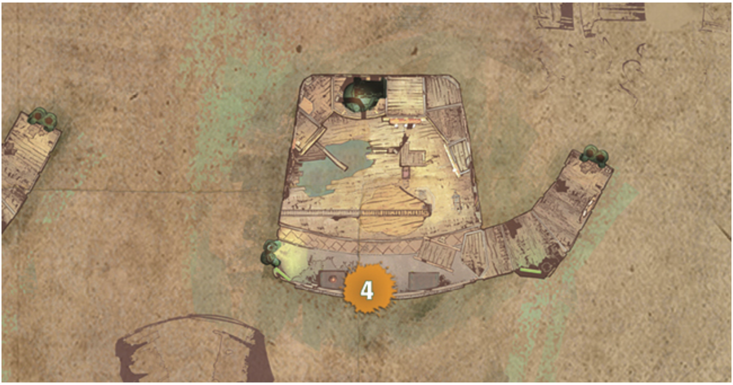
- Reward: Heads, I Win Pin

CHOICE 2

Use either the Mickey head or the Oswald head on the town statue.

- Reward: Good Head on His Shoulders Pin and, in Episode 3, you can visit the Gag Factory to have Gremlin Maroon build a Mickey Statue for Scrap Metal; this earns you the Heroes of Wasteland Pin.

Much Ado about Blotlings

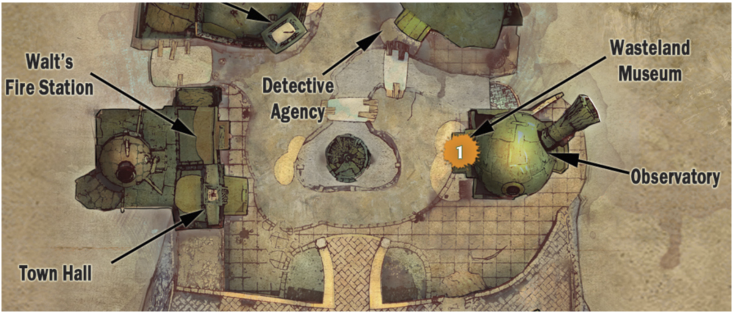


OVERVIEW

During the first visit to Ventureland, you had to choose whether to repair or destroy the crane in the construction area at the end of Ventureland. If you repaired the crane, you'll be able to get the Blotyguard Pin from Daisy and buy the Recycler Pin from Tiki Sam on your return to Ventureland after Episode 3. Also, the repaired crane allows an apartment for the Blotlings to be built in the Construction Area.If you destroyed the crane, Starkey gives you the Taking Out The Trash Pin and Tiki Samsells you the On The House Pin on your return to Ventureland after Episode 3. Also, a Pirate Cantina is built near the ruins of the crane.

- Available: Episode 3 (2nd Visit)
- Ends: Episode 4
- Starting Zone: Ventureland
- Main Quest NPC(s): Daisy, Starkey

One Toon's Trash



Mean Street South

OVERVIEW

Laralee in the Museum is interested in items of all kinds to display at the Museum. She will purchase any quest items that you want to sell. This gives you an alternate choice for most quests in the game, as you can sell to the Museum instead of doing the quest. Any items you sell can be bought back from her store if you change your mind.

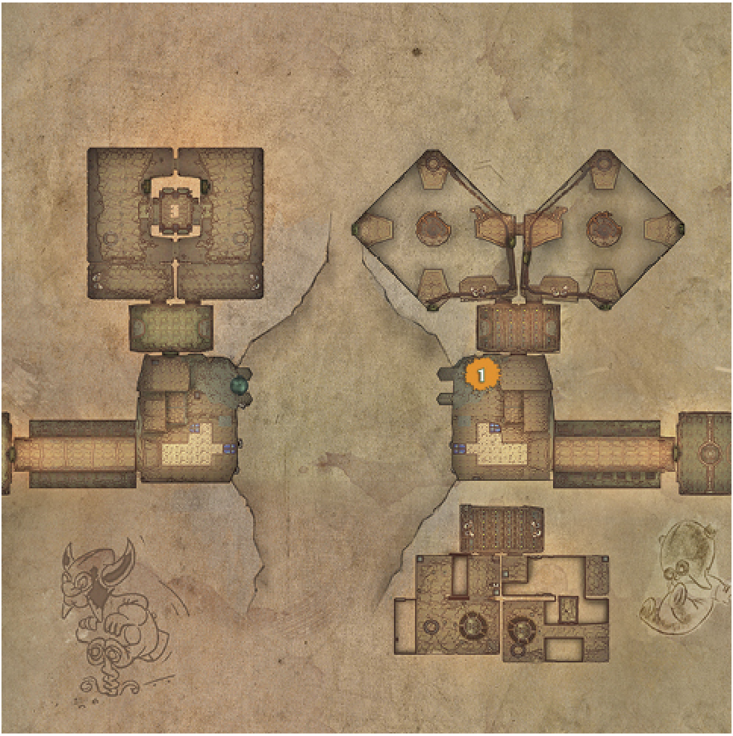
- Available: Episode 1
- Starting Zone: Mean Street South
- Main Quest NPC(s): Laralee (Waypoint 1)
- Rewards: In addition to the E-tickets you get for selling items, there are additional rewards as you turn in more items to the Museum.
- Sell 5 items: Bronze Pin
- Sell 10 items: Silver Pin
- Sell 20 items: Gold Pin

Operation Gremlin Drop

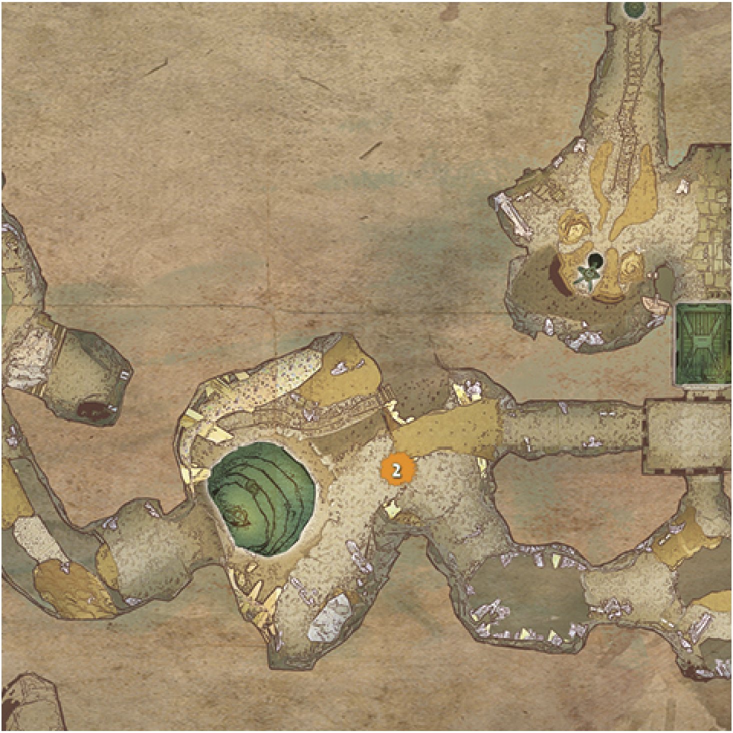
OVERVIEW

Gremlins are disappearing throughout Wasteland and being imprisoned by some nefarious force. Trapped Gremlins appear in cages with electric force fields that can be disabled by Oswald. After Oswald disables the force field of a cage, you can hit it to free the Gremlin. When you meet the first trapped Gremlin, Gus gives you this quest.

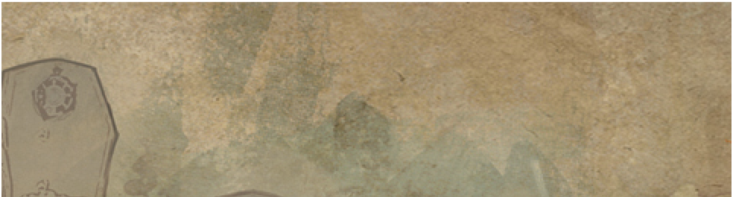
- Available: Episode 1
- Starting Zone: The Underground
- Main Quest NPC(s): Gus, Gremlin Jamface
- Associated Zones: Rainbow Falls, Disney Gulch, Bog Easy, Blot Alley, Train Tunnels, Fort Wasteland, Floatyard, Ventureland, Autotopia, Mad Doctor's Attic



The Underground

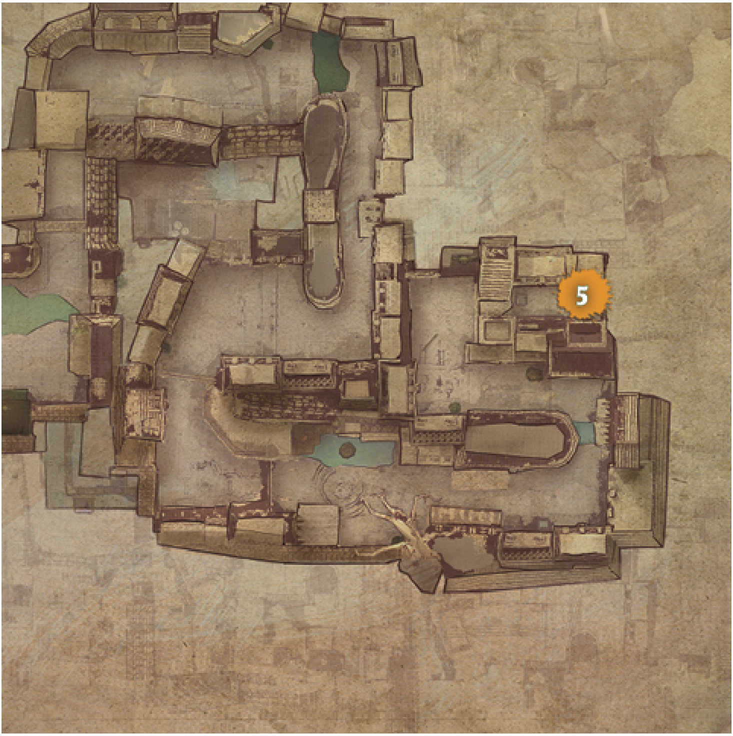


Rainbow Falls

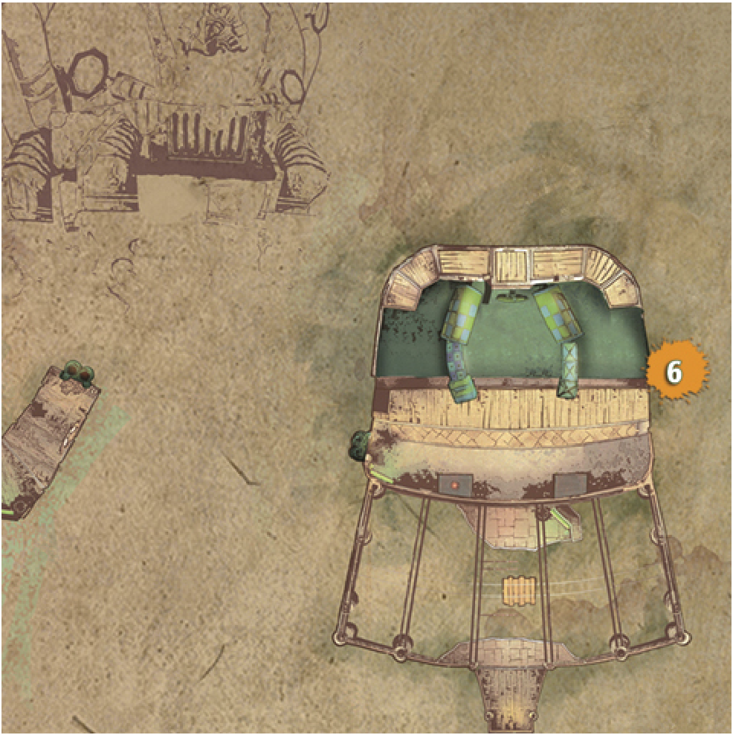


Disney Gulch

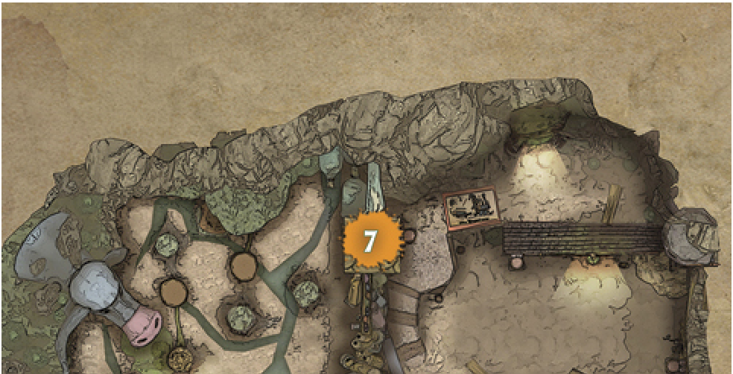
Bog Easy



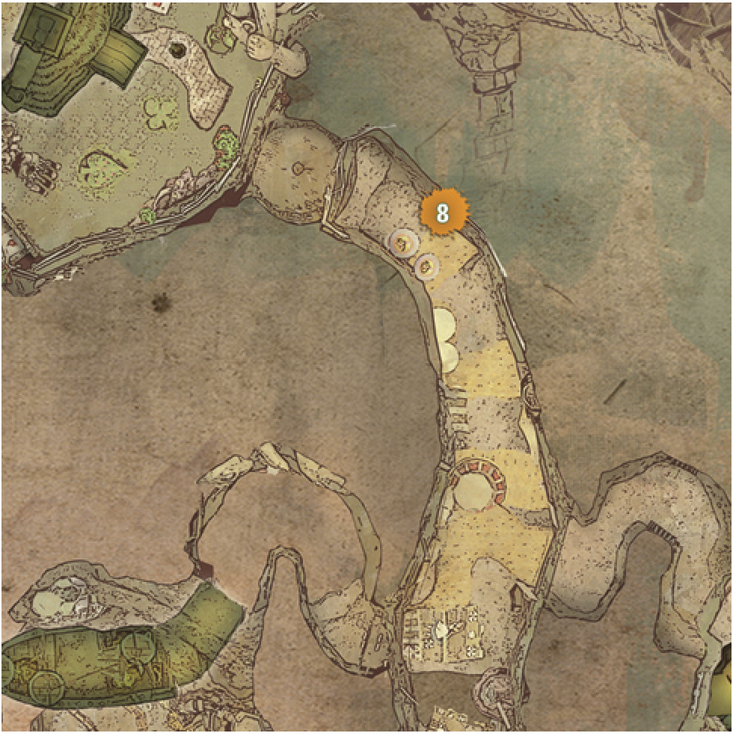
Blot Alley



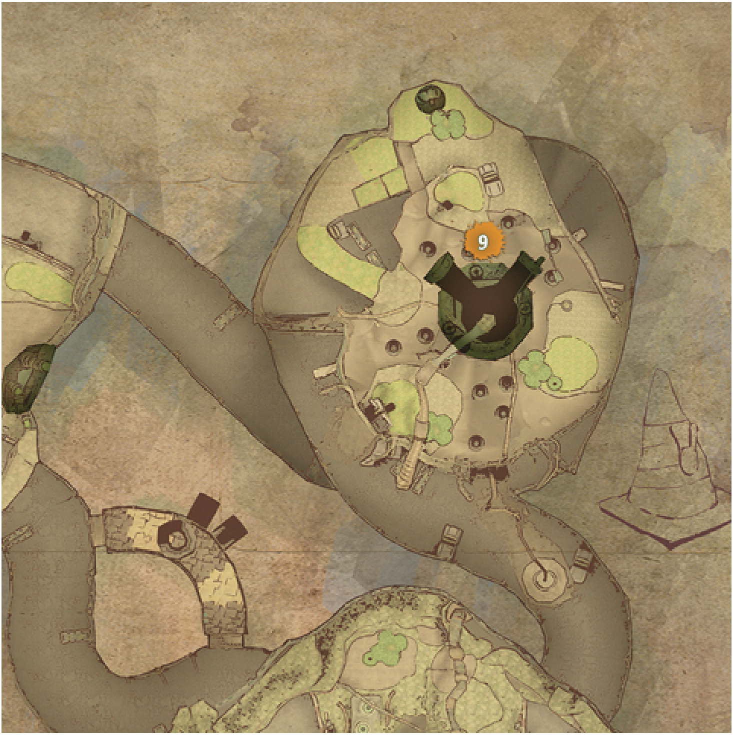
Train Tunnels



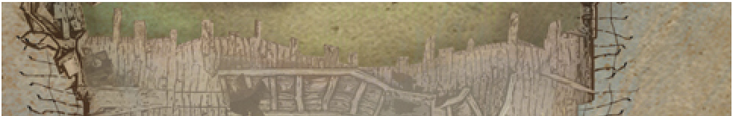
Fort Wasteland

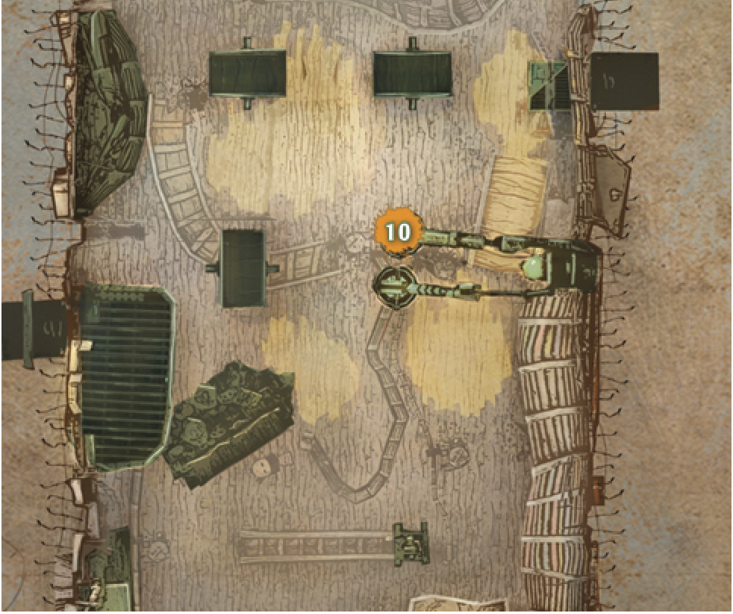


Floatyard



Autotopia

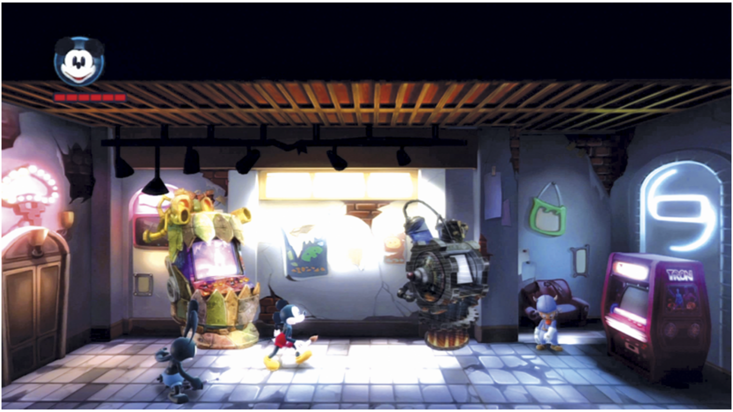


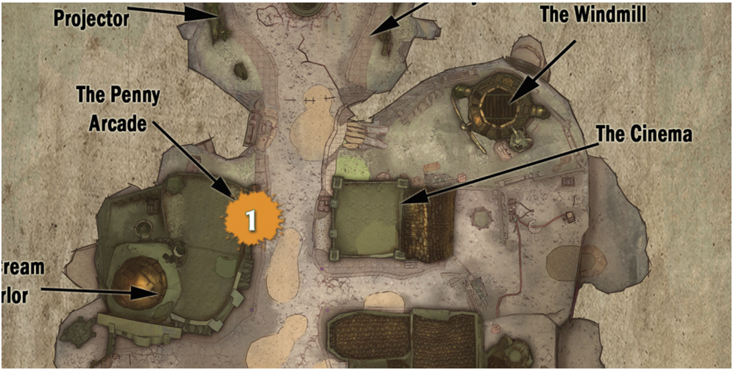


Mad Doctor’s Attic

- Waypoint 1: The Underground – On the north side of the Underground
- Waypoint 2: Rainbow Falls – In a toon rock after the first water spout lift
- Waypoint 3: Disney Gulch – In a cave near the D.E.C. entrance
- Waypoint 4: Bog Easy – On the rooftop of Shanty Town
- Waypoint 5: Blot Alley – Behind a toon wall directly left of the starting projector
- Waypoint 6: Train Tunnels – Behind a toon wall on the right wall of the Clock Diorama
- Waypoint 7: Fort Wasteland – On a ledge at the top of the forest area
- Waypoint 8: Floatyard – On a ledge at the top of the canyon
- Waypoint 9: Autotopia – Inside the garage
- Waypoint 10: Mad Doctor’s Attic – Inside the bubble hanging in the middle of the attic
- Reward: Each rescued Gremlin will help with tasks in the level they are rescued. The costs of repairing buildings in Mean Street will also be reduced for each Gremlin rescued if you talk to Gremlin Jamface in Mean Street North first.

The Other Side of the Screen





Mean Street North

OVERVIEW

The machines in the arcade have been broken by the earthquakes. To get them working again, Flynn needs pins from boss battles so he can reprogram the games after the boss fights.

- Available: Episode 1
- Ends: Episode 4
- Starting Zone: Mean Street North
- Main Quest NPC(s): Gremlin Flynn (Waypoint 1)
- Associated Zones: Mad Doctor's Lab, Prescott's Arena, Mad Doctor's New Ride

PART 1

Each boss will reward a pin depending on how you defeat it. The pins are as follows:

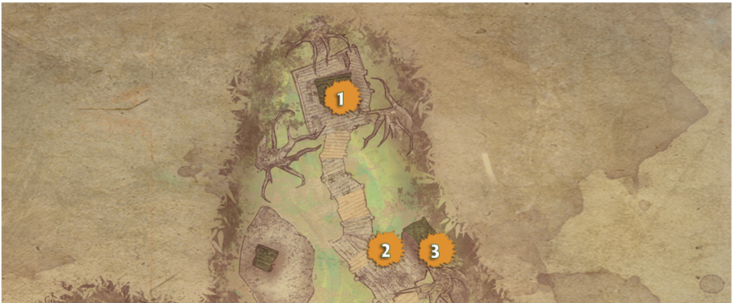
- Blotworx Dragon: Friendly Dragon Pin (Paint)/Ring of Fire Pin (Thinner)
- Prescott's Mech: Second Chance Pin (Paint)/Napoleon Complex Pin (Thinner)
- Mad Doctor: Trust the Mad Doctor Pin (Paint)/ Down With the Mad Doctor Pin (Thinner)

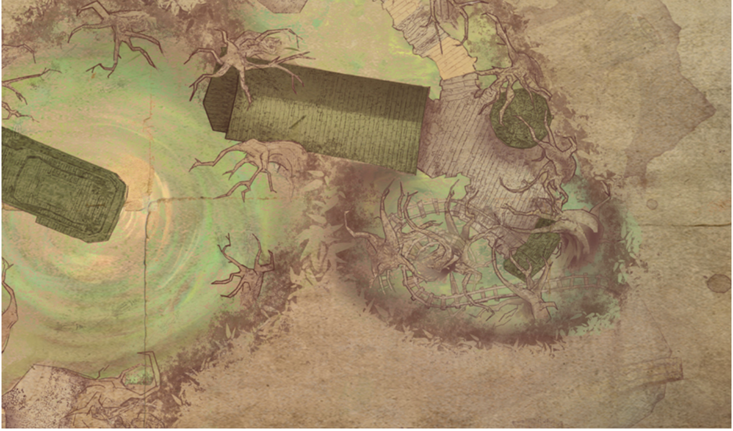
PART 2

After you return to Mean Street after a boss fight, the Pin Trader will sell the second pin for the boss you defeated. Buy the second pin and take them both to Flynn.

- Reward: golden E-ticket for every machine you fix, plus the Game Grid Pin.

Out of Toon





Bog Easy

OVERVIEW

The Jugband in Bog Easy is making shrieking noises that have lured in Ghost Fineas. Fineas's friend Rolly wants you to repair the band machine so that Fineas can be freed. A local named Louis wants you to sabotage the band machine so that the ghosts will leave Bog Easy instead.

- Available: Episode 1
- Available: Episode 2 (second visit)
- Starting Zone: Bog Easy
- Main Quest NPC(s): Louis (Waypoint 1), Rolly (Waypoint 2), Fineas (Waypoint 3)

PART 1

Decide whether to repair the Jugband or sabotage it.

CHOICE 1

Sabotage the Jugband for Louis by spraying Thinner into the funnel at the top of the Jugband.

- Reward: Music to my Ears Pin and Scrap Metal from the destroyed Jugband

CHOICE 2

Repair the Jugband for Rolly.

Step A

Paint the missing instruments.

Step B

Match the band members with the correct instruments using the lever on the floor. The band member with his hands low plays the drums, the one with hands spread far apart plays the banjo, and the one with his hands clapping high plays the accordion.

Step C

Once the band members are back in position, Oswald can activate the machine to fix it.

- Reward: Silly Symphony Pin and access to second part of quest

PART 2

With Fineas back, Rolly wants to remind him what things were like before the quake. They ask you to paint in all the missing toon around town to restore Bog Easy to the way it used to be.

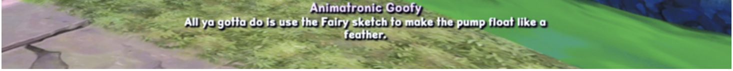
- Reward: Perfect Harmony Pin

Thanks for the Memories

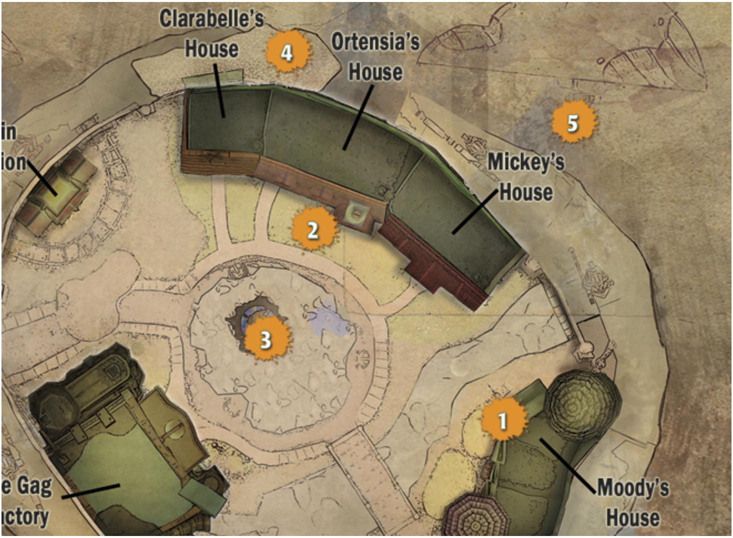
OVERVIEW

Moody has lost his memory and wants you to take some photos to help him remember why he was happy in OsTown. Moody gives you clues about what pictures would remind him of the past. Moody's cousin, Rigger Greene, wants to help Moody by taking him on an adventure instead and needs you to take photographs of exotic places they could potentially visit.

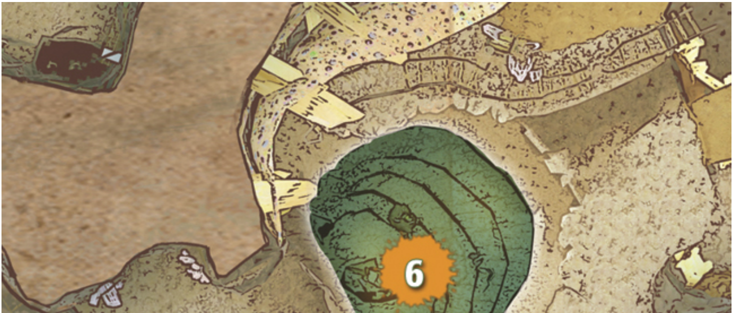
- Available: Episode 1
- Starting Zone: OsTown
- Main Quest NPC(s): Moody, Rigger Greene
- Associated Zones: OsTown, Rainbow Falls, Disney Gulch, Fort Wasteland, Floatyard, Autotopia



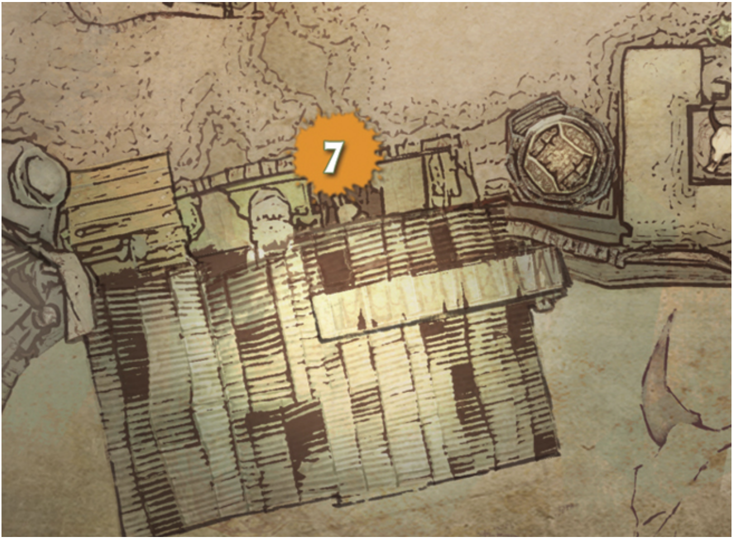
Animatronic Goofy
All ya gotta do is use the Fairy sketch to make the pump float like a feather.



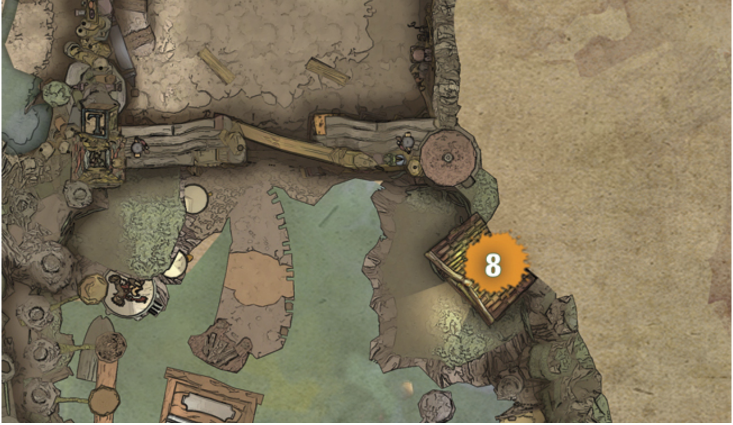
Ostown



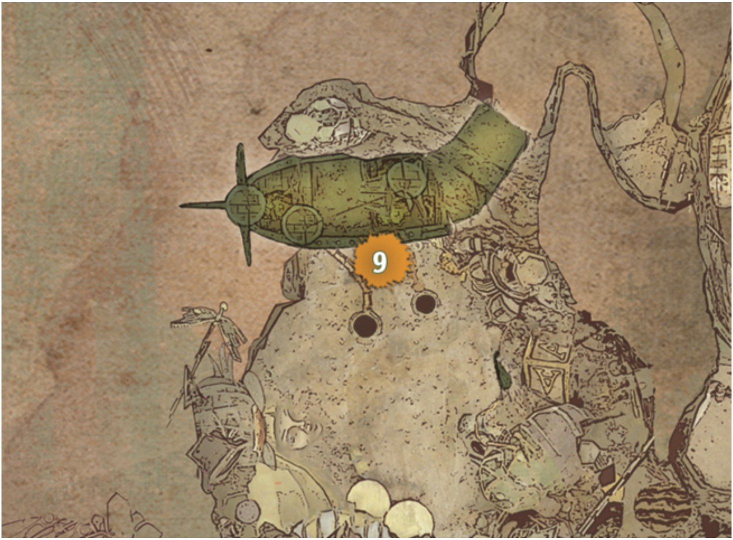
Rainbow Falls



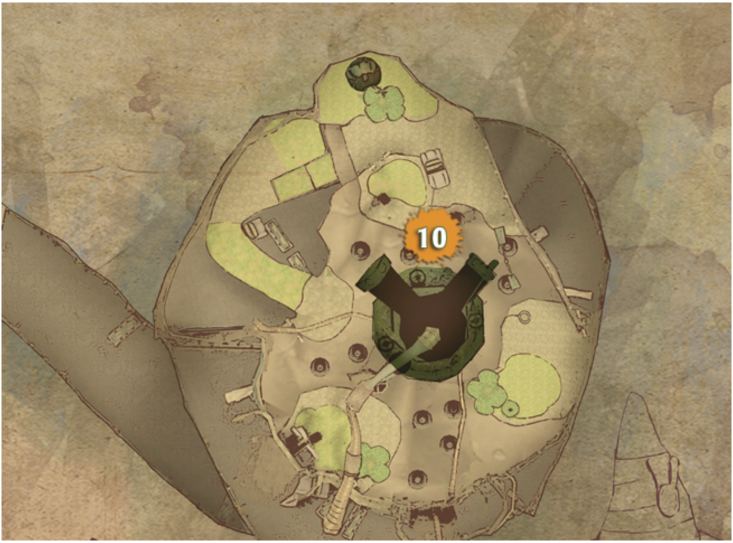
Disney Gulch



Fort Wasteland



Floatyard



Autotopia

CHOICE 1

Take pictures of restored places in OsTown to help Moody remember the good times. The pictures you can take are:

- Waypoint 1: Moody’s painted house
- Waypoint 2: Bunny children gathered outside Ortensia’s house
- Waypoint 3: The OsTown fountain after it is restored
- Waypoint 5: The OsTown sign with a restored sky
- Rewards: For each turn-in, the rewards increase as follows:
- 1: 50 E-tickets
- 2: Bronze Pin
- 3: 250 E-tickets
- 4: Gold Pin
- 5: The Simple Life Pin; Rigger Greene leaves OsTown to go explore Disney Gulch on his own. You can rescue him from Spatters if you go back there and he will reward you with the Wild Frontier Pin.

CHOICE 2

Take pictures of exciting locales for Rigger Greene so he can convince Moody to go on a trip. As you hand in pictures, Rigger

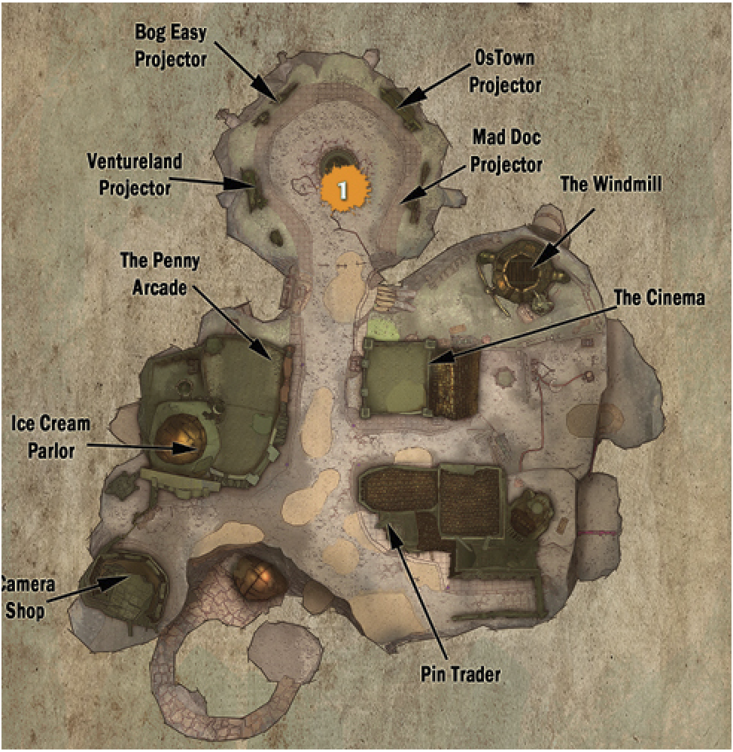
Greene will ask if they should go to that location. The location order is:

- Waypoint 6: The Thinner falls and Indelible Ink Well in Rainbow Falls
- Waypoint 7: The train in Disney Gulch
- Waypoint 8: The bell inside the cuckoo clock in Fort Wasteland
- Waypoint 9: A Beetleworx Basher in front of the pirate ship float in Floatyard
- Waypoint 10: The Autotopia garage

If you say yes, the quest ends and they will travel to that location, where you can meet up with them and buy pins depending on the location. They will then travel to the previous location on the list and you can meet them there. Thus, to get the most rewards you'll want to send them to Autotopia as they will visit every location and you'll have an opportunity to buy all their pins.

- Rewards: If you meet up with them on their travels as explained above, they will sell items as follows:
- Rainbow Falls - 2 Gold Pins
- Disney Gulch - 2 Silver Pins and 2 Gold Pins
- Fort Wasteland - The Adventurous Life Pin
- Floatyard - Everyone Loves a Parade Pin
- Autotopia - Road Rally Pin
- The Pin Trader will also sell an extra pin for each location Rigger Greene and Moody visit and more pins once they end their trip from Rainbow Falls

The Spirit of Wasteland



OVERVIEW

The Spirit of Wasteland will greet you at the Museum or projector area of Mean Street North. The essence of Wasteland is embodied in twelve qualities that are each represented by a Spirit. Collecting certain pin combinations will awaken these Spirits and provide bonuses. Statues for each of the Spirits can be viewed at the Museum.

- Available: Episode 1
- Ends: Episode 3
- Starting Zone: Mean Street North
- Main Quest NPC(s): The Spirit of Wasteland (Waypoint 1)
- Associated Zones: OsTown

PART 1

There are two Spirits that can be awakened easily, Heritage and Individualism. By completing the pump task in OsTown, you were awarded either the Pump It Up Pin or the Don't Know My Own Strength Pin.

PART 2

Once you receive this quest, you can buy the second pin to awaken a Spirit from Becca at the Pin Trader.

CHOICE 1

If you helped Goofy drain the Thinner in OsTown to get the Pump It Up Pin, buy Oswald the Lucky Rabbit Pin from the Pin Trader.

- Reward: The Spirit of Heritage awakens

CHOICE 2

If you helped Prescott drain the Thinner in OsTown to get the Don't Know My Own Strength Pin, buy the Big Bad Pete Pin from the Pin Trader.

- Reward: The Spirit of Individualism awakens

PART 3

Many of the Spirits require pins that may not be acquired by normal means because of choices you've made. These missing pins can be gained from the black grab bags at the Pin Trader. The Spirits and the bonuses they provide are:

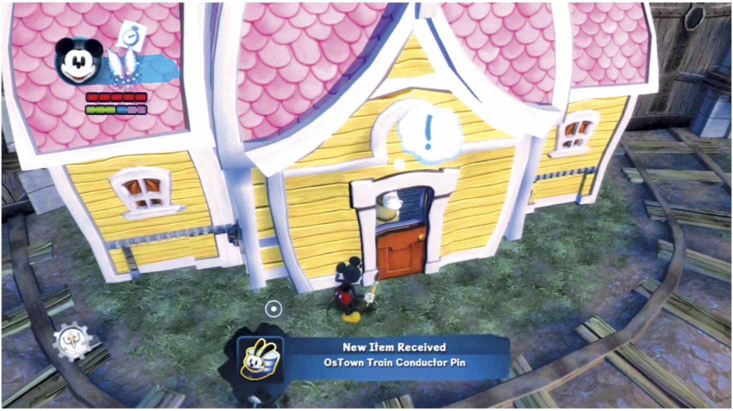
- Heritage: Boosts Paint regeneration speed and allows Oswald to lock on to an extra target with his Boomarmerang.
- Individualism: Boosts Thinner regeneration speed and allows Oswald to lock-on to an extra target with his Boomarmerang.
- Pioneering: Raises the cap on how much Paint Mickey regenerates by one cell and increases invisibility time.
- Self-Reliance: Raises the cap on how much Thinner Mickey regenerates by one cell and increases indelibility time.
- Adventure: Boosts Electricity regeneration speed and gives Mickey and Oswald some health regeneration.
- Knowledge: Increases the number of Guardians Mickey can hold by one and allows Oswald to lock on to an extra target with his Boomarmerang.
- Compassion: Boosts Paint regeneration speed and raises the cap on how much Paint Mickey regenerates by one cell.
- Independence: Boosts Thinner regeneration speed and raises the cap on how much Thinner Mickey regenerates by one cell.
- Freedom: Raises the cap on how much Electricity Oswald regenerates by one cell and increases indelibility time
- Discovery: Allows Oswald to lock on to an extra target with his Boomarmerang and increases invisibility time.
- Innovation: Boosts Electricity regeneration speed and gives Mickey and Oswald some health regeneration.
- Tomorrow: Increases the number of Guardians Mickey can hold by one and raises the cap on how much Electricity Oswald regenerates by one cell.
- Bonus Reward: If you awaken all the Spirits, you unlock the Statue Garden Challenge. Also, each awakened spirit awards you a Gold Pin.

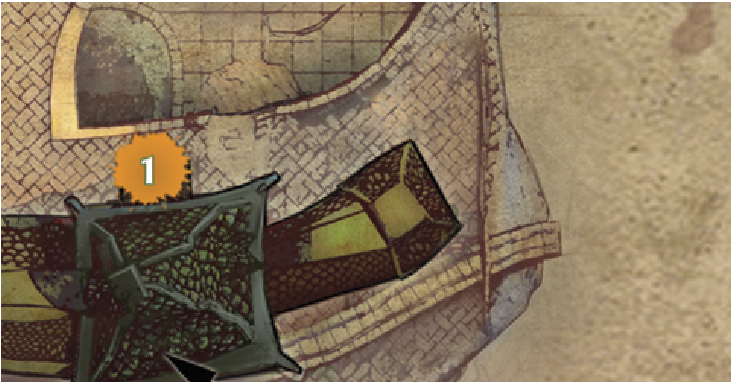
The Wasteland Limited

OVERVIEW

The earthquakes have damaged the train stations around Wasteland and the Train Conductors need your help to repair them. When the stations are repaired, you can use them to travel quickly to another repaired station.

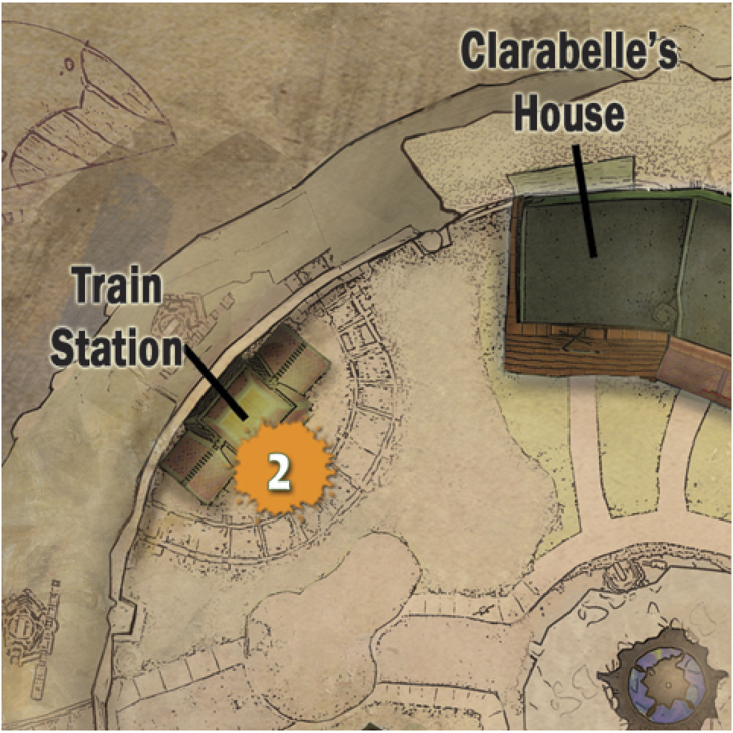
- Available: Episode 1
- Ends: Episode 3
- Starting Zone: Mean Street South
- Main Quest NPC(s): Train Conductor
- Associated Zones: OsTown, Bog Easy, Ventureland



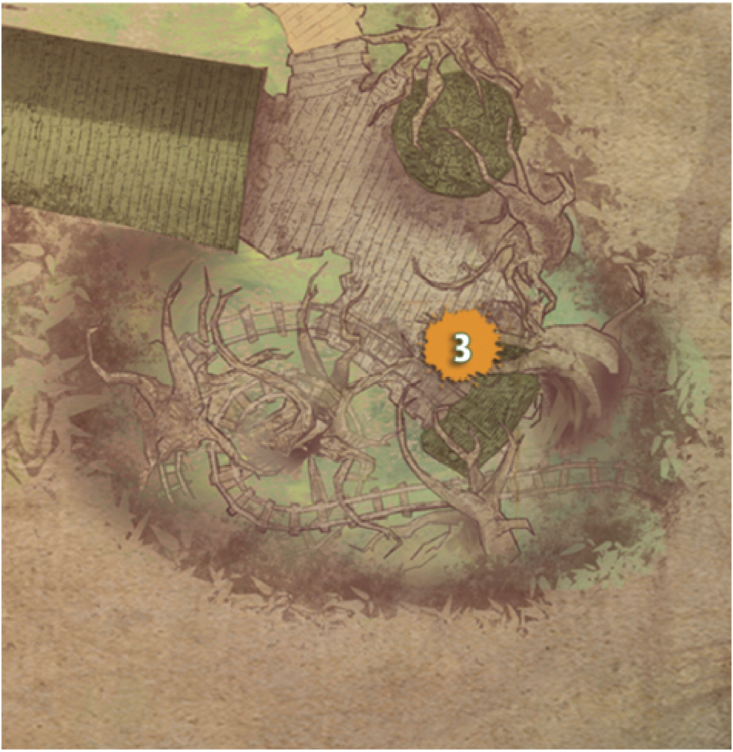


Train Station

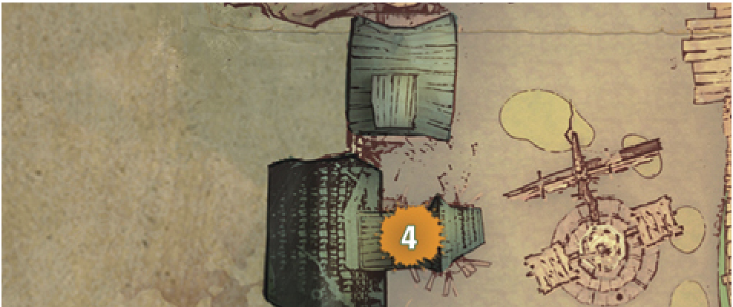
Mean Street South

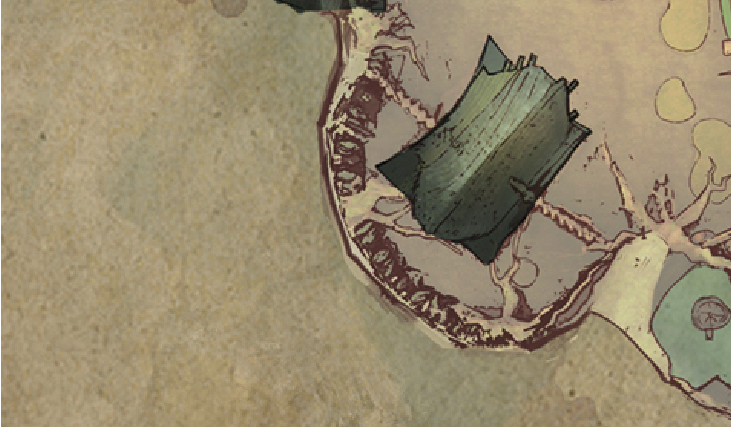


Ostown



Bog Easy





Ventureland

CHOICE 1

Repair the stations.

STEP 1 (WAYPOINT 1)

Repair the Mean Street Station. Use the Watch Sketch to slow the fan above the Station and then toss up Oswald to fix the clock.

- Reward: Mean Street Train Conductor Pin

STEP 2 (WAYPOINT 2)

Repair the OsTown Station. Use the Fairy Sketch to raise the broken pieces of the station, then paint them.

- Reward: OsTown Train Conductor Pin

STEP 3 (WAYPOINT 3)

Repair the Bog Easy Station. Use the TV Sketch to power the station and lure the Conductor back to work.

- Reward: Bog Easy Train Conductor Pin

STEP 4 (WAYPOINT 4)

Repair the Ventureland Station. Use the Anvil Sketch to crush the collapsed roof blocking the station.

- Reward: Ventureland Train Conductor Pin

STEP 5 (WAYPOINT 1)

After repairing all the stations, if you return to the Mean Street Station you will get an extra reward.

- Reward: All Aboard Wasteland Conductor Pin

CHOICE 2

Ignore the stations and allow the quakes to destroy them.

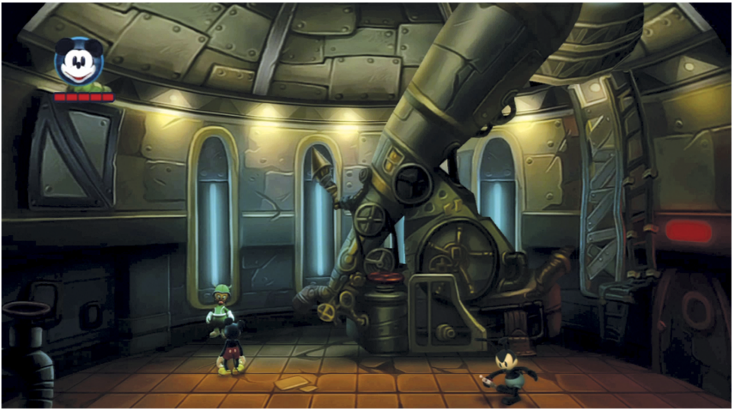
- Reward: Off-Track Challenge and Scrap Metal at the destroyed stations

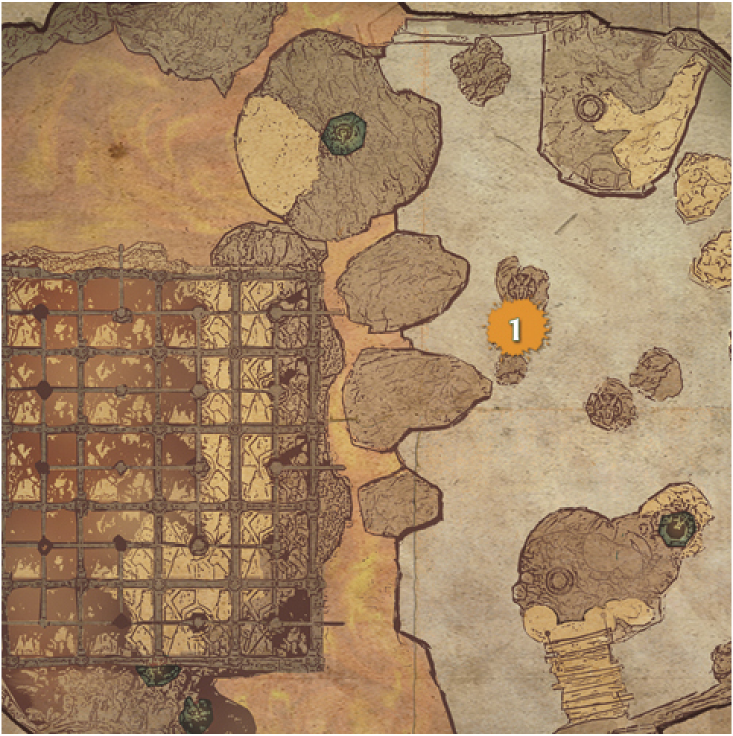
Watch the Skies

Overview

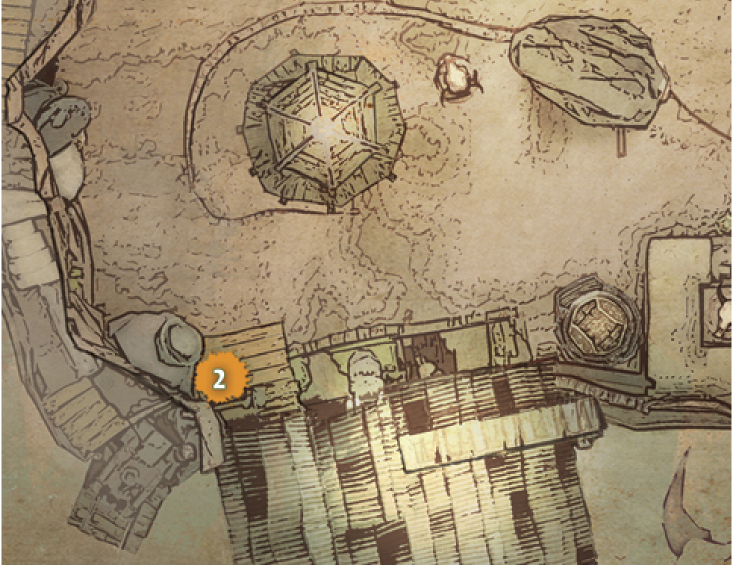
Gremlin Copernicus at the Observatory is interested in collecting "Real World" items that are falling around Wasteland. He asks that you return any of these strange objects that you may find during your travels. Laralee at the Museum is also interested in displaying such items at the Museum.

- Available: Episode 1
- Starting Zone: Mean Street South
- Main Quest NPC(s): Gremlin Copernicus
- Associated Zones: Rainbow Caverns, Disney Gulch, Mad Doctor's Lab, Blot Alley, Fort Wasteland, Floatyard, Autotopia, Mad Doc's New Ride

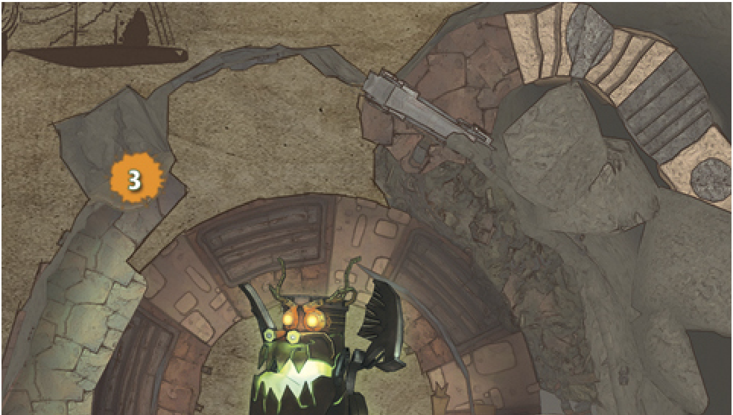




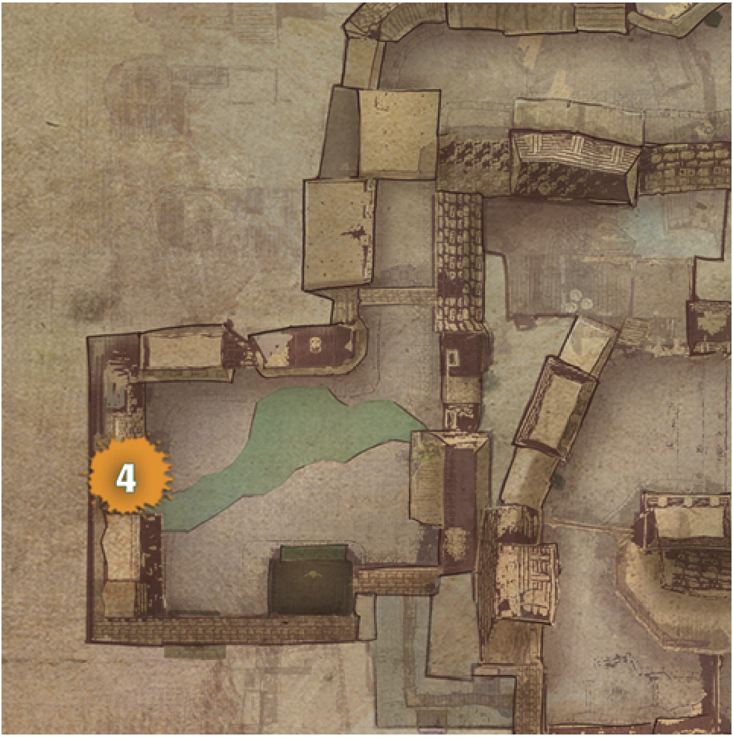
Rainbow Caverns



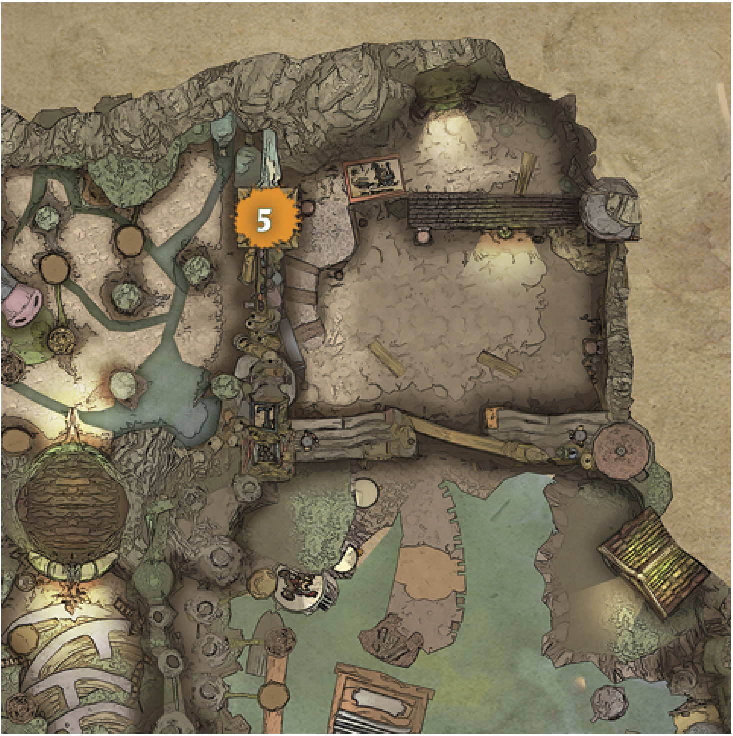
Disney Gulch



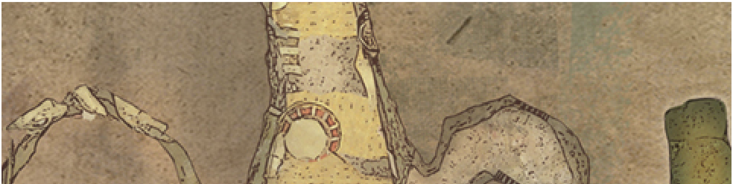
Mad Doctor's Lab

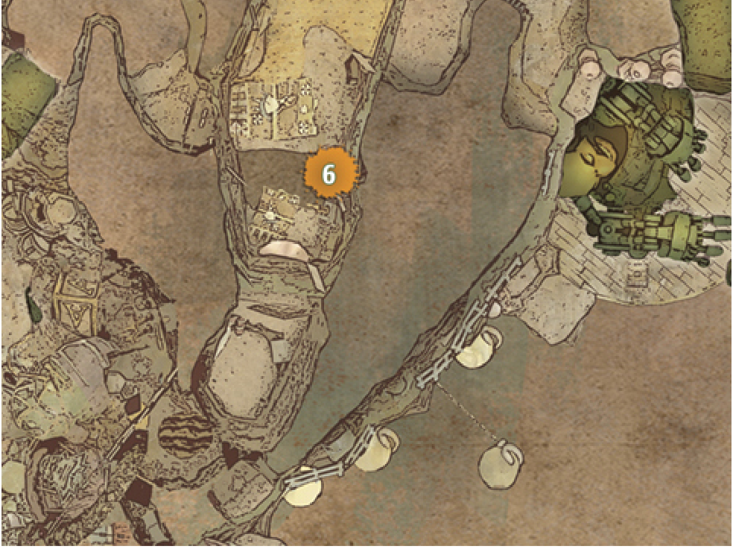


Blot Alley

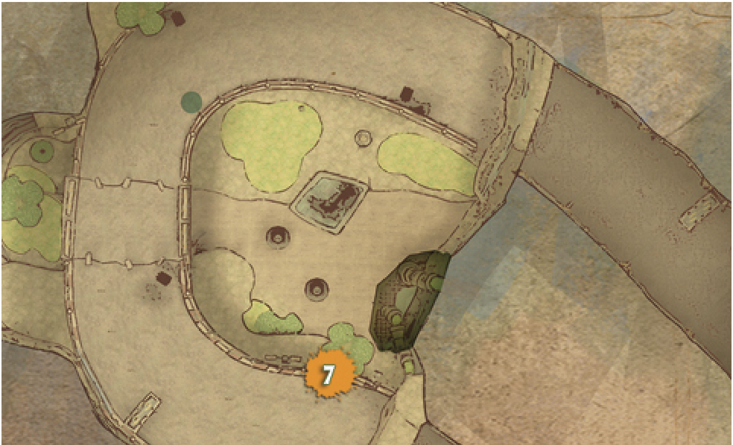


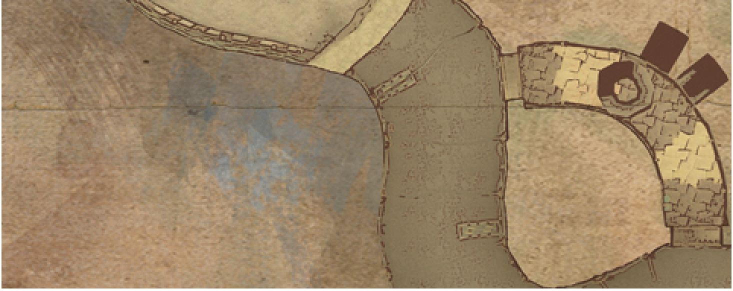
Fort Wasteland



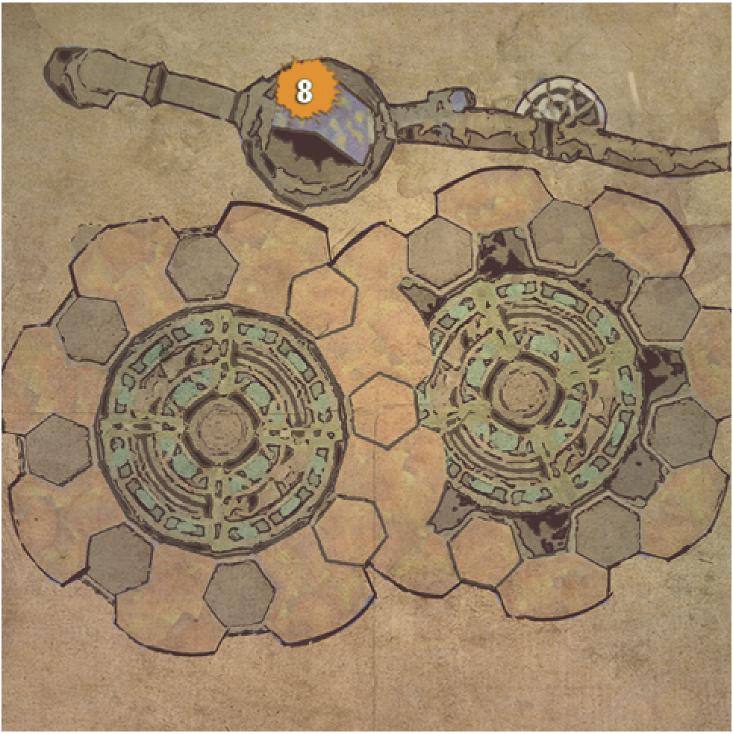


Floatyard





Autotopia



Mad Doc’s New Ride

PART 1

Collect the “real world” items at the following areas:

- Waypoint 1: Angel Side of Rainbow Caverns – Silly Symphony Fan
- Waypoint 2: Disney Gulch – Donald Soda Cap
- Waypoint 3: Mad Doctor’s Lab – Pete’s Dragon Lunchbox
- Waypoint 4: Blot Alley – Pirate Sugar Bowl
- Waypoint 5: Fort Wasteland – Donald Duck Milk Bottle
- Waypoint 6: Floatyard – Three Little Pigs Pocket Watch
- Waypoint 7: Autotopia – Goofy Race Car
- Waypoint 8: Mad Doc’s New Ride – Disney Snow Globe

PART 2

Return the items to either Copernicus or Laralee. The more items you give to a single person, the more rewards you’ll get, so give all the items to the same person.

CHOICE 1

Turn in the items to Copernicus at the Observatory.

Rewards:

- 1st item: 1 Bronze Pin
- 2nd item: 2 Bronze Pins
- 3rd item: 3 Bronze Pins
- 4th item: 4 Bronze Pins
- 5th item: 5 Bronze Pins
- 6th item: 6 Bronze Pins
- 7th item: 7 Bronze Pins
- 8th item: Looking at the Stars Pin (turning in the majority of items to Copernicus)

CHOICE 2

Turn in the items to Laralee at the Museum.

Rewards:

- 1st item: 25 Scrap Metal
- 2nd item: 50 Scrap Metal
- 3rd item: 65 Scrap Metal
- 4th item: 75 Scrap Metal
- 5th item: 100 Scrap Metal
- 6th item: 125 Scrap Metal
- 7th item: 150 Scrap Metal
- 8th item: Consummate Collector Pin (turning in the majority of items to Laralee)